

# February 2025 Valentine's Day

## Wellington

Monthly Schedule subject to change based on program discretion/patient needs.

## **Happy Birthday**



02 - 04Margaret

### **Special Events**

Birthday party/movie 02- 07 02- 14 Valentine's Day party Crazy Socks Day 02-21 02 -28 Popcorn/Movie Day

### **Holidays**

02 - 09Super Bowl (Sunday) 02 - 14Valentine's Day 02 -- 17 President's Day

	Monday	Tuesday	Wednesday	Thursday	Friday
0	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am Sing Along (S) 1:200pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Outdoor Therapy (S) 2:00pm Bingol Was his name-o (S) 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (C/S)	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am 50 States (C) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Basketball (P) 2:00pm Group discussion(S) 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (S/C	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am Name that Tune (S) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Outdoor Therapy (S) 2:00pm Bingo! Was his name-o (S) 3:00pm Nachos Day Snack (S) 4:00pm Tabletop Activities (S/C)	6 8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am Time to Rhyme (S) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Outdoor Therapy (S) 2:00pm Christmas card day 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (S/C)	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day / News (S) 10:30am Chair Exercise (P) 11:00am The Price is Right (S) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Outdoor Therapy (S) 2:00pm Birthday Party / Movie 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (S/C)
e ty	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am People, Place or Thing (S) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Outdoor Therapy (S) 2:00pm Wreath of King Day. With hot cocoa (S) 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (C/S)	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am Jokes (C) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Basketball (P) 2:00pm Name the city (S) 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (S/C)	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am Name that Tune (S) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Outdoor Therapy (S) 2:00pm Bingol Was his name-o (S) 3:00pm Nachos Day Snack (S) 4:00pm Tabletop Activities (S/C)	8:000am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am Words ending in (C) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Outdoor Therapy (S) 2:00pm Art/craft. 3:00pm Atternoon Snack (S) 4:00pm Tabletop Activities (S/C)	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day / News (S) 10:30am Chair Exercise (P) 11:00am The Price is Right (S) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Outdoor Therapy (S) 2:00pm Valentine's Day party (S) 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (S/C)
v	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am Presidents (S) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Outdoor Therapy (S) 2:00pm Bingol Was his name-o (S) 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (S/C)	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am Party Planning (S) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Noodle Time (P) 2:00pm Trivia (C) 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (S/C)	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am Unscramble (City) (S) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Outdoor Therapy (S) 2:00pm Bingol Was his name-o (S) 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (S/C)	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am Time to Rhyme (S) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Outdoor Therapy (S) 2:00pm Art Therapy (S) 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (S/C)	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am Build a City (S) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Outdoor Therapy (S) 2:00pm Crazy socks Day (S) 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (S/C)
ay	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am Words Ending in (C) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Outdoor Therapy (S) 2:00pm Bingo! Was his name-o (S) 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (C/S)	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am Unscramble (fruits) (C) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Bowling (P) 2:00pm Jokes: Laughing Hour (S) 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (S/C)	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am Who am I? (C) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Outdoor Therapy (S) 2:00pm Write a letter to Santa day (S) 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (S/C)	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am Time to Rhyme (S) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Outdoor Therapy (S) 2:00pm Art Therapy (S) 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (S/C)	8:00am Tabletop Activities (C/S) 9:00am Breakfast (S) 10:00am Opening Day/News (S/C) 10:30am Chair Exercise (P) 11:00am Reminiscence (S) 12:00pm Lunch (S) 1:00pm High Noon Tea/Coffee (S) 1:30pm Outdoor Therapy (S) 2:00pm Popcorn/Movie Day (S) 3:00pm Afternoon Snack (S) 4:00pm Tabletop Activities (S/C)





Wellington

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Therapeutic Activities	Examples of Therapeutic Activities	Definitions

Cognitive (C)	Word Games, Math Games, Trivia Games, Reminiscence,	Encouraging thinking, reasoning, reminiscing; stimulating retained/long-term memories and integrating those memories into
	Board Games, "Current" Events, Morning Announcements,	activities; acknowledging and accepting the patient's perception of his/her "world" in a supportive, engaging, nonjudgmental
	Tabletop Activities-coloring, bean sorting, puzzles, patient	environment; encouraging and rewarding creativity
	specific individual tasks	
Physical (P)	Chair Exercise, Dancing, Arts and Crafts, Noodle	Exercising both gross motor and fine motor skills; facilitating movement and maximizing physical independence while optimizing
	Ball/Volleyball, Dancing, Magnetic Darts, Bean Bag Toss,	safety
	Bowling	
Social (S)	Building a Story, Trivia "Competition", Music Therapy, Sing-	Honoring the human condition and need for relationships and social contact; encouraging social interaction and connection with
	along, Group craft building, Group discussion, Group	peers based on shared interests and abilities; acknowledging the patient's successes, maximizing dignity and self-esteem
	Games	
Spiritual (S)	Non-judgmental safe environment at all times.	Promoting balance between the patient's inner and outer worlds; honoring the family's heritage and culture, providing an
	Music-patient's choice, Recognizing unique culture and	atmosphere of calm, harmony, and safety where the patient can be him/herself with pride; respecting each person's unique belief
	faiths in discussions and in song, positive reinforcement of	system
	all endeavors	
Emotional (E)	Positive Communication at all times:	Understanding and compassionately caring for the patient's emotional needs by providing a nurturing environment; communicating
	Validation, Therapeutic Touch, Praise/Encouragement,	with the patient in a supportive, validating manner, with understanding of, and empathy for, limitations imposed by Alzheimer's
	Positive Behavioral Interventions	disease or a related neurocognitive disorder; communicating positively both verbally and nonverbally guided by the patient's abilities



## February 2025 Valentine's Day