

TRIVIAL CLASSICS

Jessica Hartle, CTRS, Palm Harbor, FL
(Some materials will require internet access)

DESCRIPTION

This game is an adaptation of the Trivial Pursuit® game and is modified for the older adult population. This idea came to me when I realized how much the seniors love to answer trivia questions. The original game has six categories, but Trivial Classics has three categories so the participants are not overwhelmed. The theme colors are purple, lime green, and bright pink so that it is easy for the participants to distinguish between the different colors. The game is a large group game that can be played in two or three groups; however, it can be played with two or three players.

CREATING THE GAME

Trivia Cards* The three themes of the categories are Geography & History (purple), Sports & Leisure (lime green), and Entertainment (bright pink). There are 100 questions for each of the categories (300 total trivia questions). There are 70 regular questions plus 30 harder or “wedgie” questions in each category. Print the Trivia Cards out on corresponding colored card stock and cut them apart. To differentiate the cards between the regular questions and the wedgie questions, put cut-out stars or star stickers on the blank sides of the wedgie Trivia Cards.

***Editor’s Note:** To print the Trivia Cards, visit www.creativeforecasting.com and click on the Frequent Requests banner, then Trivial Classics. There are six links there for the trivia categories, three categories each with a link for the regular questions and one for the wedgie questions. **Categories Board** Create a Categories Board for the participants to refer to for the three categories and their corresponding colors throughout the game. On a 20” x 30” piece of foam board, write each category in large black letters, then cut a square from each of the colored pieces of card stock and glue it next to the corresponding category. See the picture below.



Game Board To create the Game Board, use a 45” x 35” piece of foam board. Use a three-part pie chart design. See the picture below. Draw a shape of a wheel in the center of the board. (I traced a big hula-hoop for the outside circle and a smaller hula-hoop for the inside circle.) Draw the hub (center) which is a circle on a piece of paper and set aside. (I used a very wide water bottle to get a perfect circle.) Use a pencil and ruler to draw the spokes (three straight sections going from the hub to the circle). Draw over the pencil lines with a black marker. The next step

is to make the colored squares that are the spaces on the board. Use the three theme colors and cut out squares from the card stock. (One of my co-workers had a machine that cut out multiple squares at a time, so she cut out about 15 squares of each color of the card stock.) For the three wedgie question spaces (use one square of each theme color) on the Game Board, use a cut-out star or star sticker to put on each of the squares. Lay out the squares on the board so that the colors are alternating with the three star wedgie squares at the end of the spokes. See the picture above. Glue the colored squares to the Game Board. For the hub, the center circle on the Game Board, write or use the computer to print out (and glue) the title of the game, Trivial Classics, on the circle. Glue the circle in the center of the Game Board. Hand-write or print the letters on the computer (and cut out and glue) the title of the game on either side of the game wheel. See the picture above.

Playing Pieces and Wedgie Pieces

Use a three-part pie chart design for a round playing piece template (like the game board design) and cut out and draw the three lines. Make three playing pieces, one in each of the three theme colors, and laminate them. Attach a piece of one side of the Velcro to each playing piece. For the wedgie pieces, make three more playing pieces in each of the three theme colors and laminate them. Cut apart the pieces so there are three colors of wedgie pieces for a total of nine pieces. Attach small pieces of Velcro to each piece on the backside. Utilize Velcro to stick the wedgie pieces up on the board for easy access. By each wedgie square on the game board (three spaces with the stars), glue on three bits of Velcro. Hang the corresponding colors of the three wedgie pieces next to them. Therefore, when a team or person reaches that wedgie square and has a chance to win a wedgie piece, the piece is right there if the question is answered correctly. Put the playing pieces up on the left side of the board. Use poster putty on the bottom so that it is easy to pick up each playing piece to move it around the board.

MATERIALS

- Category Board
- Playing Board
- Team Cards (sheet of each color of card stock)
- 1 Die
- 3 Playing Pieces
- 3 Sets of 3 Theme-colored Wedgies
- 70 Trivia Cards for Each Regular Category
- 30 Trivia Cards for Each Wedgie Category (with star on opposite sides)

OBJECT OF THE GAME

To be the first team or person to collect a wedgie piece in all three categories.

GETTING READY TO PLAY

1. If you are playing in a large group, prop the game board, as well as the category board, up on something so that all of the participants can see them. Have one facilitator and one staff member on each team. If you are playing with two or three people, lay the boards on a table for easy access.

2. Separate the three different-colored questions (along with their corresponding wedgie questions) and place them each in a pile for easy access. The colors that identify each category are purple for Geography & History, lime green for Sports & Leisure, and bright pink for Entertainment.
3. Each team gets a piece of different colored card stock (purple, green, pink) with a number (1, 2, or 3) written on it, referred to as team cards, that determine what team number the players are on as well as which colored playing piece they will use. Lay each team card in front of each team. The game starts with Team 1, then Team 2, then Team 3. If you are playing with two or three people, disregard the team cards step.

PLAYING THE GAME

1. Start with all the playing pieces in the center hub. The first team or player rolls the die and moves the piece the number of spaces shown.
2. Playing pieces can be moved in either direction around the circular path or along any of the spoke paths. You may move along both the circular path and a spoke path in one turn, but you must keep moving forward. For example, if you're playing piece is three spaces from a wedgie space and you roll a five, you can't move four forward and one backward to get there.
3. When a playing piece lands on a colored space, the facilitator takes a trivia card from the top of the colored pile that corresponds to the space that is landed on and reads the question.
4. If the team or person answers the question correctly, you get another turn and roll again. If the answer is not correct, the turn passes to the next team. The trivia card is placed on the bottom of the corresponding color pile.
5. Wedgie questions are harder than the regular questions. Therefore, in order to win a wedgie piece, players must answer a more difficult question. When a team or player lands on a wedgie (space marked with a star) and answers a question correctly, the appropriate color wedgie is put on the team or player's playing piece. If the answer is incorrect, no wedgie is awarded.
6. The hub counts as one space. If a team or player lands in the hub, they can choose the category that the question comes from.
7. Any number of playing pieces can occupy the same space.

WINNING THE GAME

The first team or person to collect a wedgie piece in all three categories wins the game.

MODIFICATIONS

- *If there is extra time, modify the game so that, in order to win, the team or player has to move to the hub with all three wedgies filled and answer a final trivia question in a category of their choice. The team or player does not have to roll the exact count to land in the hub if the playing piece has all three wedgies. For example, if a five is rolled and you need only three, you can stop in the hub and forget about the extra two.
- *Instead of one die, use one for each team or player. It makes the game go smoother and faster.
- *If you find that the wedgie questions are too difficult for your players, ask just the regular questions.

Jessica created Trivial Classics when she was an intern at Herndon Adult Day Health Care Center in Herndon, VA, and it's still being played there. She took the exam in May 2012 to become a Certified Therapeutic Recreational Specialist. Jessica currently works at Manor Care Health Services - Palm Harbor, a long term care and rehabilitation health care center in Palm Harbor, FL.