



Activities by Global Deterioration Scale (GDS) Levels

Stage 4 and Above

- Games (recognizes this concept)
- Cooking activities
- Assisting activities with things like posting calendars, stuffing envelopes, delivering mail
- Puzzles
- Crafts (will attend to and match a finished sample)
- Bingo (can play with the sense of the game in mind)

Stage 5

- Gross Motor Games (may have a sense of a game and be surprised at the outcome)
- Craft projects (usually does not attend to or match a finished sample)
- Sorting and stringing beads
- Puzzles
- Sorting tools
- Stuffing envelopes
- Bingo (may start to cover the entire card and use chips as the goal)
- Coloring and/or painting
- Baking and cooking
- Sort/match/stack objects for size, shape, and color on a flat surface
- Sing songs with gross motor actions
- Counting exercises
- May require verbal cues to go to the next step in games, baking activities, and/or multi-step craft projects
- Sorting and folding clothes
- Setting a table

Late Stage 5/Early Stage 6

- Same as above although may need greater amount of cueing and may use perimeter to place objects (e.g., bingo chips or when coloring)



Mid Stage 6

- Set up activities to allow for repetitive actions without noting effects
- Needs cues to move to the next step or to keep going
- Simple crafts such as sanding, coloring, placing tiles in a row
- Wind and/or unwind yarn
- Stir juice or batter
- Gross motor games such as playing catch, bean bag toss
- Folding cloths, towels, and sheets
- Dusting and washing tables
- Provoke conversations and reminisce with scrap books, photo albums, or busy boxes
- Music programs
- Cooking

Late Stage 6

- Gross motor games such as catch, balloon volleyball, kick ball
- Simple crafts such as sanding or coloring
- Music programs
- Reminiscing
- Cooking
- May hit or kick a target
- May push objects such as mops and brooms
- Music programs with singing, hand clapping, swaying
- Naming of objects or people with picture books
- Parachute activity moving to slow music
- Rocking in a rocking chair

Early Stage 7

- Provide tactile stimulation (rub lotion on arms)
- Music
- Reminiscing
- Play catch but won't throw back
- Encourage sitting and head control during activities (may not be able to sustain sitting for a long period of time)