

SUN	MON	TUE	WED	THUR	FRI	SAT
				9:00 Charades 3:00 MASS (Chapel) 6:30 Manicure & Hand Massages	1 2:45 Call out the Answer 6:30 Game Show Night	3 10:30 Game Day 2:30 Reminiscing 6:30 Fireside Chat and Snacks
10:30 Worship (Chapel) 2:30 Afternoon Movie 6:30 Music and Movement	4 10:00 Brain Games 6:30 Game Night	5 10:00 Daily Devotions 10:30 Walking Club 6:30 Movie Night	6 10:00 Coffee Chat 6:30 Evening Relaxation	7 9:00 Let's Shop 10:30 Walking Club 3:00 MASS (Chapel) 6:30 Manicure & Hand Massages	8 2:45 Call out the Answer 6:30 Game Show Night	9 10:30 Game Day 2:30 Coffee and Snacks 6:30 Fireside Chat and Snacks
10:30 Worship (Chapel) 2:30 Afternoon Movie 6:30 Music and Movement	11 10:00 Brain Games 2:15 Picture Art 6:30 Game Night	12 10:00 Daily Devotions 10:30 Walking Club 6:30 Movie Night	13 10:00 Coffee Chat 6:30 Evening Relaxation	14 9:00 Craft Time 10:30 Walking Club 3:00 MASS (Chapel) 6:30 Manicure & Hand Massages	15 2:45 Call out the Answer 6:30 Game Show Night	16 10:30 Game Day 2:30 Reminiscing 6:30 Fireside Chat and Snacks
10:30 Worship (Chapel) 2:30 Afternoon Movie 6:30 Music and Movement	18 10:00 Brain Games 2:00 Presentation - "Story Keeper of Aprons" (Great Room) 6:30 Game Night	19 10:00 Daily Devotions 10:30 Walking Club 3:00 MASS (Chapel) 6:30 Movie Night	20 10:00 Coffee Chat 3:00 Thanksgiving Worship Service (Chapel) 6:30 Evening Relaxation	21 9:00 Trivia 6:30 Manicure & Hand Massages	22 2:45 Call out the Answer 6:30 Game Show Night	23 10:30 Game Day 2:30 Coffee and Snacks 6:30 Fireside Chat and Snacks
10:30 Worship (Chapel) 2:30 Afternoon Movie 6:30 Music and Movement	25 10:00 Brain Games 1:45 Chime Choir (LC Great Room) 2:15 Collage Art 6:30 Game Night	26 10:00 Daily Devotions 10:30 Walking Club 6:30 Movie Night	27 10:00 Coffee Chat 6:30 Evening Relaxation	28 10:30 Walking Club 3:00 MASS (Chapel) 6:30 Manicure & Hand Massages	29 1:30 Concordia Seminary Laudamus Choir Christmas Concert (Chapel) 2:45 Call out the Answer 6:30 Game Show Night	30

November 2018

Crossings 2nd Floor

Daily Activities are subject to change

