



comhairle chontae na mí  
meath county council

# Meath County Council Library Service

## Magic Table

**for those with Dementia, Additional Learning Needs, Autism or a Cognitive Impairment**

The Magic Table is available in 10 locations in County Meath. The Table is free to use but booking is recommended. Contact your preferred location below to make a booking.

Ashbourne Library	<a href="mailto:ashbournelib@meathcoco.ie">ashbournelib@meathcoco.ie</a>	01-8358185
Athboy Library	<a href="mailto:athboylib@meathcoco.ie">athboylib@meathcoco.ie</a>	046-9432539
Dunboyne Library	<a href="mailto:dunboynelib@meathcoco.ie">dunboynelib@meathcoco.ie</a>	01-8251248
Dunshaughlin	<a href="mailto:dunshlib@meathcoco.ie">dunshlib@meathcoco.ie</a>	01-8250504
Enfield Library	<a href="mailto:enfieldlib@meathcoco.ie">enfieldlib@meathcoco.ie</a>	046-9549875
Kells Library	<a href="mailto:kellslib@meathcoco.ie">kellslib@meathcoco.ie</a>	046-9436014
Navan Library	<a href="mailto:navanlib@meathcoco.ie">navanlib@meathcoco.ie</a>	046-9021134
Nobber Library	<a href="mailto:nobberlib@meathcoco.ie">nobberlib@meathcoco.ie</a>	046-9052732
Oldcastle Library	<a href="mailto:oldcastlelib@meathcoco.ie">oldcastlelib@meathcoco.ie</a>	049-8542084
Slane Library	<a href="mailto:slanelib@meathcoco.ie">slanelib@meathcoco.ie</a>	041-9824955
Trim Library	<a href="mailto:trimlib@meathcoco.ie">trimlib@meathcoco.ie</a>	046-9436063



Interactive games for people with a cognitive impairment that connects and stimulates movement

## GAMES







### What is the Tovertafel (Magic Table)?

Are you looking for a way to stimulate people with additional needs or autism to move more and interact socially? Or to stimulate movement and connection with adults with dementia?

The Magic Table projects games on to a table and light sensors detect even the smallest hand and arm movements so users can interact with the games.

The Magic Table creates treasured moments with family members and carers. The games are all about enjoyment and wonder. Using the Magic Table promotes physical and cognitive activity as well as social interaction. It also contains a strong group component and stimulates playing together.

## What are the effects of playing?

 <h3>Cognitive effects</h3> <p>The Tovertafel games produce cognitive effects. Everyone is challenged at their own level and there are lots of opportunities for practising and making mistakes.</p>	 <h3>Physical effects</h3> <p>Games with a physical component elicit intuitive movements and respond to even the smallest of hand movements of the players. This increases their self-confidence and motivates them to continue playing and moving.</p>
 <h3>Social effects</h3> <p>Fun is something you experience with each other. Games that stimulate the social domain promote interaction and social contact between the care professionals, players and visitors.</p>	 <h3>Sensory effects</h3> <p>Sensory stimulation has many positive benefits, including mood enhancement. In these games, this is achieved through the use of interactive images and sounds.</p>

## Game Levels

The Tovertafel games have game levels between 1 and 5. This figure describes the level of anticipated cognitive activity.

1. **Level 1:** These games are intended for **observation only**.
2. **Level 2:** The players do not only observe the games, but are inquired to keep their **attention**.
3. **Level 3:** These games **work toward a particular goal** and require players to memorise things. To play level 3 games, the players need to stay focused. Every act is rewarded!
4. **Level 4:** It's possible to make 'mistakes' while playing these games. The aim is to make the players **think** and **reason**. Their choices impact if they reach the final goal.
5. **Level 5:** Level 5 games focus on **the part of the brain that controls executive functions**, such as including planning and decision making. All Tovertafel games have game levels between 1 and 5. This figure describes the level of anticipated cognitive activity.

## Level 2 Games

**The players do not only observe the games, but are inquired to keep their attention.**



Cognitive



Social



Physical



### Beach Ball\*

Tovertafel Original

**Give the beach ball a push and knock it back to your fellow players!**

From when we are children we throw balls to each other, and for people with dementia this is a familiar action. The Beach Ball game leads to lots of social interaction and the players have a shared focus: the beach ball. It's very good for one on one interaction or persuading someone around the table to join in. The ball cannot fall off the table, as it bounces off the edges. So, nothing can ever go wrong!



Cognitive



Social



Physical

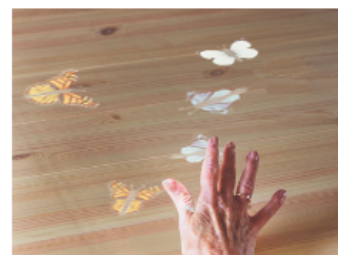


### Butterflies\*

Tovertafel Original

**There are loads of butterflies fluttering across the table! Allow the butterflies to sit on your hand, or push them over to your fellow players.**

The Butterflies game brings a relaxed atmosphere to the room. Ask everyone to be very quiet and still and put their hand on the table – can they catch a butterfly – or simply get one to land on their hand? The game has a very social side as the various butterflies spark conversations at the table. They attract attention and stimulate movement.



Cognitive



Social



Physical



### Fish\*

Tovertafel Original

**Transform the table into a pond and try to catch the fish!**

The Fish game has an enchanting effect on players, because nature is brought inside. Between the water lilies, fish swim from one player to another. The game invites players to reach out and try to catch the fish.





## Level 2 Games (ctd)



Cognitive



Social



Physical



### Flowers\*

Tovertafel Original

**Allow yourself to be surprised by the beautiful flowers covering the table. You can leave them to grow by themselves!**

The Flowers game fascinates players due to the intense colours of the light projections and is great for those with visual impairments. By rubbing the flowers some of them will grow as big as the table, creating a joyful atmosphere. Moreover, the game has a strong social side, as it provides a great opportunity to talk about gardening, favourite flowers or colours.



Cognitive



Social



Physical



### Leaves\*

Tovertafel Original

**A breeze covers the table with leaves. Brush the leaves off the table, either on your own or with others: many hands make light work!**

The Leaves game invites players to make big hand and arm movements. The game brings back memories of walking on the garden path and brushing away leaves is a natural action for players that can be quite instinctive. They can even use a brush to make it more realistic. Ladybirds between the leaves ensure that they stay focused on the game.



Cognitive

Social

Physical

### Paint Splatters\*

Tovertafel UP

**Make a mess with paint without having to clean up afterwards, and together make an abstract work of art!**

The joyfully coloured Paint Splatters game motivates players to move. Their actions have immediate results and nothing can go wrong. Despite the physical component, the game also provides moments of calm. It can keep players occupied for hours!



## Level 2 Games (ctd)



Cognitive



Social



Physical

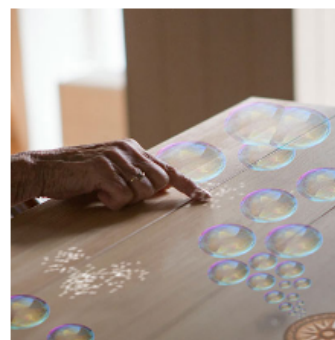


### Soap Bubbles\*

Tovertafel Original

**Pop the soap bubbles one by one with your finger, or use your arms so loads of them splatter against each other!**

The Soap Bubbles game stimulates lots of movement and moreover has a relaxing effect through the supporting sound. Popping soap bubbles is a familiar action for your loved ones and gives a lot of results. Make more soap bubbles by touching the spinning wheel.



Cognitive



Social



Physical



### Space\*

Tovertafel Original

**Make the stars floating across the table play a tune by touching them. A fast player may even catch a shooting star!**

The relaxing Space game is full of little surprises. When the players touch the stars, they play a melody. Occasionally a star explodes into fireworks. This motivates the players to keep touching the stars and is a great game to play in the evenings to relax players and for those residents who may be awake at night.



## Level 3 Games:

These games work toward a particular goal and require players to memorise things. To play level 3 games, the players need to stay focused. Every act is rewarded!



Cognitive



Social



Physical



### Animal Puzzle

Tovertafel UP

**Gather all the puzzle pieces and complete the puzzle. The puzzles contain pictures of animals.**

The Animal Puzzle game helps people with a learning disability to do a familiar action that is not always easy for them. When the players 'take' the pieces, they move into the right place automatically! The players can guess what the picture is while they complete it piece by piece.



## Level 3 Games (ctd):

Tovertafel-game

# Birthday Cake

For Tovertafel 1 & 2

Celebrate the players' birthdays by decorating the festive cakes together. Hip hip hooray!



Effect

● Sensory

● Social

Level

★★★★★

Target audience

Adults



## Fruit Pairs

Tovertafel UP

**Try to make pairs as quickly as possible by finding the matching piece of fruit.**

The Fruit Pairs game revolves around teamwork. The game motivates the players to work together and to point out to each other different pieces of fruit that are moving past. Of course, a little bit of healthy competition does no harm! The players are challenged to keep playing until all the pieces of fruit are paired up.



Cognitive



Social



Physical



## Sandy Beach

Tovertafel UP

**Look for hidden treasures in the sand together. The players are challenged to work together and encourage each other.**

A wave hides all kinds of recognisable objects in the sand. A piece of washed up driftwood shows the players what kind of item they can dig up. This sensory game promotes social interaction and creates many moments of happiness. Because there always is something to find and because the game responds to all kinds of movements, the game increases players' confidence.



Cognitive



Social



Physical





## Level 3 Games (ctd)



### Sayings\*

Tovertafel Original

**Touch the floating rings to see the first part of a famous saying. Try to complete the saying together!**

The Sayings game has a cognitive goal and works with the players' long-term memory. But for those for whom the saying is not on the tip of their tongue, the game is also fun: if you touch the floating rings, a new part of the saying is revealed. There are over 50 sayings and their order is random.



Cognitive



Social



Physical



## Level 4 Games

It's possible to make 'mistakes' while playing these games. The aim is to make the players think and reason. Their choices impact if they reach the final goal.

Tovertafel-game

## Football Match

For Tovertafel 1 & 2

Pass the ball and score 5 goals. The winner will get a loud cheer!

Effect

● Physical

● Social

Level



Target audience

Adults



### Moles

Tovertafel UP

**Earn as many points as you can by hitting the moles on their heads!**

In the Moles game, you can earn a lot of points by paying close attention. The moles occasionally come out of their holes, and when they do, hit them on their head as quickly as possible! The game has different levels and is therefore also fun and challenging for those who are less interested in earning points.



Cognitive



Social



Physical





## Steam Train\*

Tovertafel UP

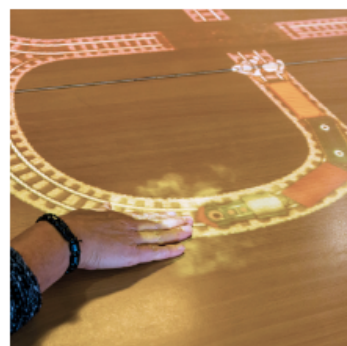
Cognitive

Social

Physical

**Make the train move faster by touching it.**

Many people with learning disabilities are fascinated by transport vehicles. The Steam Train game turns the players into engine drivers. With each touch, the train moves a bit faster but take care that the train doesn't lose its load! Players can actively participate or share in the fun by the game's sensory stimulation.



**TOVERTAFEL**  
original