

Go Wish

This is a pack of cards that have things written on them that people have said might be important to them when seriously ill or in the last weeks or months of life.

Go Wish Solitaire

I. Sort the cards into three piles

A. Very important (as many as you want)

B. Sort of important

C. Not so important or Unimportant to me

II. Choose the Top Ten from the “Very important” pile .

III. RANK the Top Ten.

IV. A. If you have done this by yourself, think about your “not important” pile and how you would explain to your family or friends why those things are not important to you. Think about how you would explain to your family or friends why each of your Top 10 wishes is important. Then make time to talk to them about your choices.

B. If someone else is doing this with you, compare your sorting to theirs. Talk about what you have in common, and what is different.

When reviewing the items that are in the “Not so important” category, are some of these are listed as “Not so important” because you feel they are taken care of already? Would they be “Very Important” if you had not already taken care of them?

You can record your sorting for future reference, but be sure to explain your choices and how you interpreted each card that was especially important or not important.

Go Wish Pairs

This can be a good game to play with someone who might become your health care agent. It is especially important for that person to understand your wishes. It is best to play with two decks of cards, although you can take turns using one deck.

1. Each player reads through all the cards. Each player divides them into three piles.

- Player A sorts the cards into three piles:

Very important to me

Somewhat important to me

Not important to me

- Player B sorts the cards into three piles, according to what he or she thinks might be:

Very important to Player A

Somewhat important to Player A

Not important to Player A

2. If you have more than 10 cards in the 'very important' pile, choose the 10 most important items. This is the Top 10.

4. Rank the Top 10, putting the most important ones at the top of the pile.

Both players compare the cards they have in each pile. Talk about the differences in how you ranked some values. Be sure to explain your choices.

It is important for Player B to understand Player A's wishes, especially if Player B will be Player A's health care agent.