

## Sensory Play Kit 1

Item # 43278

All of these activities have been designed to be used in conjunction with a [swing](#). The child can be on a variety of swings and in a variety of positions based on the therapist's clinical reasoning of the sensory motor goals.

### Animal Feeding Time

Incorporates:

- [Motor Planning](#),
- [Tactile Exploration/Fine Motor](#),
- [Balance/Vestibular Processing](#),
- Bilateral Coordination,
- [Posture/Core Control](#)



Set up animals all around the swing. Place a [variety of balls](#) on the swing. While child is sitting upright on the swing or laying down (depending on postural work you're looking for) swing them toward each [animal](#) having them reach and grab the animal to bring them on the swing with them. Once on the swing, the child can use the [food maze](#) – asking the animal what it wants to eat and having the animal 'decide' by the child pushing the marble through the maze until it reaches a food item. The child will feed each animal with the balls pretending they are a food item of choice. You can use the [barnyard buzzers](#) in the game to add an [auditory processing](#) component by pushing the chicken buzzer and having the child locate and get the chicken bean bag. The same can be done for the cow beanbag.

If working with many animals is too hard for the child and something more repetitive and predictable is better for their regulation or if the tactile sensation of the balls is too uncomfortable, you can use just the [froggy fun game](#) placing the flies around the swing and having the frog on the swing to eat them once they grab them. You can still use the fruit maze to have the frog pick the 'flavor' of the flies.

### Animal Bathing Time

Incorporates:

- [Motor Planning](#),
- [Tactile Exploration/Fine Motor](#),
- [Balance/Vestibular Processing](#),
- Bilateral Coordination,
- [Posture/Core Control](#)

Place the [buckets](#) around the swing and the animal bean bags on the swing with the child. Have the child put the [spikey gloves](#) on and 'wash' an animal once at a time. Once the animal is washed, swing the child toward a 'bathtub' bucket and have her throw (or drop) the animal into the bucket tub to "bathe". When all animals are "washed", swing the child over to each bucket to pick it up and remove the animal from the bath tub bucket. The child then uses the [Ziggy pasta balls](#) to dry each animal off, holding the animal in one hand and drying them with the other.

### Water Rescue

Incorporates:

- [Motor Planning](#),
- [Tactile Exploration/Fine Motor](#),
- [Balance/Vestibular Processing](#),
- Bilateral Coordination,
- [Posture/Core Control](#).

Place each [Up on Top Octopus](#), [senseez 'turtle'](#), senseez blue cushion and [frog feeding frog](#) around the swing. Have child pull rapper snappers and connect them to make circles. Swing child toward animals placed around the swing and have them rescue the animals by throwing/placing the rapper snappers around the animals as if they are life savers. Once they have the rapper snappers on all the animals, swing child toward the animals again and have the child pick up each animal for the final rescue.

To add more complexity, place the buckets in a line on one side of the swing and have the child place the animals in them as they swing around as if the buckets are an aquarium holding tank for the rescue. To add more tactile exploration and bilateral coordination, the animals can be cleaned off with the balls, spikey gloves or Ziggy pasta balls after they are picked up and before they are placed in the 'aquarium' buckets.

### **Animal transport: "Zookeeper"**

Incorporates:

- [Motor Planning](#),
- [Tactile Exploration/Fine Motor](#),
- [Balance/Vestibular Processing](#),
- Bilateral Coordination,
- Posture/Core Control

Child creates a zoo using buckets and [rapper snappers](#) to create cages/sanctuaries. All of the animals (beanbag animals, frogs, octopus, senseez) are placed on one side of the swing opposite the zoo set up. The child uses the swing as a zookeeper vehicle and picks up each animal transporting them to the other side of the mat/swing area one by one into their designated sanctuary. Once in their sanctuary, the child can choose from the feeding or bathing game above to expand this theme. The therapist can also have the animals escape to add variety to the swing positions and paths and to extend this activity further.

### **Zoo animal break out**

Incorporates:

- [Motor Planning](#),
- [Tactile Exploration/Fine Motor](#),
- [Balance/Vestibular Processing](#),
- Bilateral Coordination,
- [Posture/Core Control](#)

Child pulls rapper snappers open and connects them into circles placing them around the room. Place the animals (beanbag animals, frogs, octopus, senseez) all around the swing. Put the buckets on the swing with the child. Pretend that there is an emergency in the zoo- all the animals broke out. The child holds the bucket in his hands and captures each animal by placing the bucket on top of the animal as he swings over to each animal. Once all the buckets are placed on top of an animal, the child scoops up the animals one by one and puts them back into their cage/sanctuary.

Add a creative spin to your swing therapy with these fun, engaging activities and instruments. Try an assortment of swings and attachments for even more trust-building sessions by visiting

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