

Sensory Play Kit 2

Item # 43279

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.

Dinos and Dragons Volcano Battle

Incorporates:

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



Version 1: Caretaker play

Child creates 'volcanos' by stacking [buckets](#) and using [squigs](#) as connectors or lava shoots on the buckets and then places the [dinos](#) and dragons on the bucket set ups. The child then sits or lays on the swing. Swing the child toward the 'volcanos' and have them rescue the dragons and dinos before the volcano erupts.

Version 2: Battling bad guys play

Have the child set up homes on one side of the swing with buckets and squigs. Set up the dinos and dragons on the other side of the swing. Place the balls on the swing with the child and swing them toward the dinos and dragons. The child throws the balls at the dinos and dragons to battle them (knocking them down) before they can get to the homes. For more bilateral coordination and another way for them to battle the dinos and dragons, have the child form the rapper snappers into circles and place them around the dinos and dragons to capture them.

Outer space missions

Version 1: Outer space exploration

Incorporates:

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

Have child set up their solar system around the swing using [soft sensory balls](#), [gyrobi's](#) and [tangles](#). The child sits on the swing with the planet marble [maze](#) and determines which planet to blast off to by moving the marble through the maze. The child then pulls open a [rapper snapper](#) to look through it as a telescope to find the planet. Once located, the child is encouraged to push the rapper snapper back together to make it smaller again. Swing the child in the direction of a "planet" once he determines which one he wants to 'steer' toward using the maze.

Version 2: Space rescue

A dino, dragon or animal is placed near each planet (as set up above) and when the child arrives at the determined planet she grabs the animal on that planet. Child then puts on the [spikey gloves](#) to clean off each of the animals removing 'space debris'.

Version 3: Space station build

Place the rapper snappers, buckets and/or squigs on one side of the swing on the ground. Swing child to the pile

of building materials (above items) for them to grab some. Swing the child toward the planets (as set up above with gyrobis, tangles and soft sensory balls) where they throw/drop off building materials. Once all of the materials are delivered, the child is dropped off at the planets (gets off of the swing) to build a space station.

Meteor Showers

Incorporates:

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

Child sets up the buckets around the swing placing a Gryrobi or tangle 'planet' on top of the bucket. The soft sensory balls and other balls are put on the swing with the child who is swung toward the planets. The child throws the soft sensory balls at the planets pretending the planets are experiencing a meteor shower.

Moon rock discovery

Incorporates:

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

Set up the buckets around the swing. Place different balls and spikey gloves inside the buckets. Give child the planet marble maze and ask them to "put in the coordinates" to the planet they will blast to by moving the marble to a planet. Fly the child to the planet on the swing, where he will get off the swing and reach into the planet buckets to discover moon rocks. To add more tactile discrimination work, give the child an item to feel and ask him to find the item in the planet bucket that feels the same as the provided item without looking in the bucket.

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