# Little SPARK: Simple Play Adaptations to Reference for Kids

## Sensational Texture Activity Center

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| **Description:** | **Image:** |
| The Sensational Textured Activity Center includes mirrors, fans, music, songs, lights, sound effects, and spinning beads to offer a variety of textures, sights, and sounds that are activated by pressing one of six large activation plates each with a different texture and color.[Purchasing Information](https://enablingdevices.com/product/sensational-textured-activity-center/) [User’s Manual](https://enablingdevices.com/wp-content/uploads/2017/02/2251-Sensational-Textured-Activity-Center.pdf)  | Busy Box activity with 5 large activation buttons with unique textures when pushed start different activities.  |

**Who Might Benefit?**

Those who experience difficulty manipulating small objects, have limited mobility for varied play positions, require development in reaching and hand-eye coordination, benefit from engaging visual and auditory materials to maintain attention, or have visual impairments that respond well to high-contrast objects.

**Why Use?**

Provides an opportunity to explore colors, textures, and sounds in one place, engage in directed reach and fine motor activities, and gain an understanding of simple cause and effect.

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| Instructions for Use: | Adaptation Ideas: |
| **Environmental Considerations*** Use in any environment including community, home, and school.

**Positioning*** Use in seated position at a table or on the floor, standing at a table, or lying on the floor.
* Place on a slanted surface to help with viewing and reaching.

**Basic Play/Use*** Place in front of the child within easy reach for free exploration of the activation plates and activities to support cause and effect learning.

**Extended Play/Use*** Use for specific actions (“push the button”), color activation (“push the blue button”), ask the child to name the color or describe the texture of the object.

**Play/Use with Others*** Easily use with two or more children to play together either turn taking or engaged in parallel play.
 | **Stabilize It*** Encourage the child to rest their forearm on the table while engaged in the activity.
* Use Dycem under the item or attach Velcro.

**Simplify It*** Cover with a dark cloth to limit the number of choices available. Reveal one at a time for full exploration of each item separately or in any combination.

**Add Sensory Cues*** Additional stickers, puffy paint, or other tactile cues.

**Communication Support*** Communication boards to support the specific activity.

**DIY Alternatives*** + - [Build a toddler busy board with items you already have](https://www.familyhandyman.com/article/build-a-toddler-busy-board-with-items-you-already-have/)
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**Words to Encourage Play/Use**

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| **Push** A person pushing a rock  AI-generated content may be incorrect.  | **Reach**A cartoon of a child reaching for a red cube  AI-generated content may be incorrect.  | **Look**  A cartoon of a person's face  AI-generated content may be incorrect.  |
| **Help**  A person kneeling on his knees and another person kneeling on his knees  AI-generated content may be incorrect.  | **Like**  A hand giving a thumbs up  AI-generated content may be incorrect. | **Stop** A red light with black lines  AI-generated content may be incorrect.  |
| **Go**A green light with black lines  AI-generated content may be incorrect. | **More**A pile of red rocks  AI-generated content may be incorrect.  | **Done** A child with a thumb up slightly pointed toward themself and a green circle with a white checkmark next to the child.  |

\*”Adaptations” adapted from: Haugen’s Modes for Adapting Toys based on materials from the "Let's Play" Project at the University of Buffalo

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