# The Early Childhood Inclusion Center of Excellence logo of just “us” in blue with the sun above it.

# Little SPARK: Simple Play Adaptations to Reference for Kids

## Time Timer 3 Inch

**Materials:** This 60-minute visual learning clock can help children to stay on task and assist with organization and concentration.

1 AA battery

**Who Might Benefit?**

Those who benefit and/or are motivated by visual schedules and/or visual passage of time to transition smoothly between activities, stay on task, and complete tasks.

**Image:**



**Why Use?**Provides an opportunity to understand the passage of time, prepare for transitions, and stay focused on tasks for a set amount of time.

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| **Instructions for Use:** | **Adaptation Ideas:** |
| **Environmental Considerations**   * Portable and accessible in all environments. * Alarm feature is optional for anyone who is noise-sensitive or in a quiet area.   **Positioning**   * Place on table or floor to use during tasks completed in a variety of positions where the child can see and hear the timer.   **Basic Play/Use**   * Use to set time limits on specific activities or routines.   **Extended Play/Use**   * Play “Beat the Buzzer” to for tasks or activities like clean up, transition in the room, etc.   **Play/Use with Others**   * Use with individual children and tasks or groups and activities. | **Optional Additional Materials/Supplies**   * Velcro * Dycem * Shelf Liner   **Stabilize It**   * Place Velcro, Dycem, or shelf liner beneath the timer to stabilize on any flat surface, including walls.   **Simplify It**   * Break down task into smaller timed pieces.   **Add Sensory Cues**   * There is an optional alarm feature for sound-sensitive environments.   **Communication Support**   * Place the Dry Erase Activity Card into the slot on the top of the timer for time-to-task management or visual schedules. |

### Words to Encourage Play/Use

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| **First**  A black arrow pointing to the number 1 in a list of 1, 2, and 3. | **Done**A child with a thumb up slightly pointed toward themself and a green circle with a white checkmark next to the child. | **Wait** Child sitting in chair with clock next to them |
| **StopRed light lit up on a traffic signal** | **GoGreen light lit up on a traffic signal** | **Help**A child kneeling on his knee and another child reaching toward the kneeling child. |
| **My Turn A child pointing to themself.** | **Your TurnA hand pointing to a child.** | **TimeA clock with arrows pointing at the time.** |

\*”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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