Remember sensory processing is complex.

Its different for every child (& adult) because everyone is unique!

And more importantly there is never a 'wrong' way to be!!

Potential professions :-) ...

- Orchestra conductor
- Interpreter
- Amusement arcade worker



If you have any queries please contact your therapist.

Our details:

Therapist name:

Children's Therapy

Oaks Building Kendray Hospital Doncaster Road Barnsley S70 3RD

Telephone: 01226 644396

These activities should be carried out in a safe environment and supervised by a responsible adult.









Visual

Hyposensitive/ Poor Registration



What do we mean by Poor Visual registration? ... Individuals 'miss' lots of Visual information

Does your child....

- Not notice if people come into the room
- Struggle with light/dark contrast, edges etc.
- Respond late to visual information bumps into obstacles in path

Individuals who struggle to register information in their environment, need the task features and contextual cues (hints from the activity, that help you to know what it is) enhancing.

Try and make all experiences more concentrated with sensory information.

Ideas to try.....

- Reduce clutter so they can concentrate on specifics (clear table to focus on food plate)
- Use outlines/ shadows of objects to show where they need to be returned to (woodwork implements, toothbrush, kitchen utensils)
- Use good lighting/ spot lighting
- Alter positions of items to reduce the predictability, & encourage looking for items
- Use colour strips to highlight edges of steps etc.

Learning/ Play/ Concentration

 Label drawers (with pictures or words)



- Vary notice board displays
- Increase contrast for written work—use highlighters, bold text, underline
- · use different fonts for text

Play 'looking' games

- Find the objects (hide & seek. Hunt the thimble)
- Kim's games
- Eye spy
- Spot the difference

Play visual tracking games - teach 'left to right', 'top to bottom'

- Pop the bubble
- Computer touch screen games
- Use torches to find 'hidden' items in a dark room



Dressing/Feeding/Grooming

- Have places for personal items
- Increase colours/ texture contrast in foods
- Use mirrors to check appearance