
IEP Activities for Wall Mounted Activity Centers

Activity #1: Can you do what I do?

Ages: 2 and up

Level: easy

Diagnoses: developmental delay, mental retardation, cerebral palsy, speech and language delayed, visually impaired and PDD.

Materials needed: no additional materials needed for this activity

How to play: Allow time for child to familiarize him/her self with the activity center and its different switches, which provide fun and sensory stimulation. Then do the following: Teacher or therapist presses one of 9 different sensory sources 3-4 times. Then teacher says, “Can you do what I do? Press the switch that ___” (sound, sensation, etc.) For example “switch that buzzes”, “that plays music”, “that lights up” “that blows cool air, etc. Help the child find the correct sensory source if she/he doesn’t know where it is. Repeat until child understands the imitation game. Increase speed after all has been correctly identified and child is able to imitate teacher’s choice.

Activity Analysis #1: Skills and Performance Components this toys and activity will address:

- **Cognitive:** cause and effect, visual memory, auditory memory, associative skills, focus and attention
- **Motor:** fine motor: grasp, release, wrist extension and visual-motor integration
- **Sensory:** tactile, visual, auditory discrimination

Activity IEP* Goals: **LTG** – Long Term Goal, **STO**-

Short Term Objective (Please note this is not an exhaustive list)

Cognitive: LTG: 1.1 Student will develop and demonstrate an improvement in basic concepts and cognitive skills.

STO 1.1.47 Student will demonstrate auditory-visual integration skills by pointing to the correct switch associated with the sound previously heard ___% of the time, criteria: method.

Motor: LTG: To improve functional shoulder, arm and hand control for greater success with fine motor tasks.

STO: Child will demonstrate purposeful and accurate reach toward objects using a visually directed unilateral hand approach in any direction.

STO: Child will be able to press a switch to obtain an effect with open hand, keeping all other fingers extended ___% of the time.

Sensory: LTG: To improve ability to use sensory information to understand and effectively interact with people and objects.

STO: Student will demonstrate the ability to observe and remember information/location: criteria:method

Sample goals were taken from Version 4Curriculum c Copyright 1986-1993 Dr. Thomas Reap and OT Goals by Partners in GOALS Therapy Skill Builders.

For Technical Support:

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IEP Goals

Activities for the Wall Mounted Activity Center (#556)

User's Guide

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