



Sensory Story

Lynn goes outside



Sensory Story - Lynn goes outside

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Sensory Story – Lynn goes outside

With photos



The reading instruction can be found at the end of the story.

1

Lynn goes outside.

It is a bit windy.

[Blow with a hair dryer or flutter with a fan or paper]



2

Lynn sees some flowers.

They smell nice.

[smell a real flower or a fake flower with perfume on it]



3

Lynn is going to play with the ball.

Catch the ball!

[roll/throw the ball]



4

A duckling is coming.

Watch out for the ball, duckling!

[Quack with a duck-whistle or toy duckling]



5

Lynn feels a drop.

It's raining ...

[spray with water spray]



6

Lynn quickly runs home.

Boom! She has fallen. She is dirty all over ...

[sand or mud on the hands]



7

Lynn goes inside. Lynn is going to wash and dry her hands.

[cleaning and drying with a towel]

Now Lynn is clean again!



Instruction for the reader

Target

The purpose of a sensory story is first of all that you have a pleasant moment together. In addition, reading out loud can stimulate communication and interaction.

Why this story?

Almost everyone knows what it is like to walk or play outside. Everyone has experiences with this that can be used in a story. Therefore, the terms that belong to the concept of “outside” can be used and practiced at several instances.

Required

- Fan, hair dryer or paper
- Flower that smells (possibly with perfume)
- Ball
- Rubber duck
- Plant spray with water
- Sand
- Towel

	<i>Feel the wind: with a fan, a hair dryer, or with a piece of paper.</i> <i>Point of attention: Pay attention to the temperature of the hair dryer.</i>
	<i>Smell and feel the flower.</i> <i>Point of attention: odours can be penetrating. Smelling is not necessary. You can also smell it yourself and indicate whether it smells nice or not.</i>
	<i>Throw or roll the ball.</i> <i>Point of attention: making a game of it is fun! Keep it short and then continue reading.</i>
	<i>Duckling comes "running".</i> <i>Point of attention: if the child can hear, you can also use a duck whistle to make a quacking sound.</i>
	<i>Spray water on the person (hand), in the air, on the table or on yourself.</i> <i>Point of attention: one can be scared of (cold) water! Pay attention to how the person reacts and name it.</i>
	<i>Make the hands dirty with sand.</i> <i>Point of attention: using plain sand from the garden is possible as well. If the person does not like dirty hands, it is of course not necessary.</i>



Clean and dry hands again with the towel.

Point of attention: you can take your time wiping the person's hands with the towel; especially if the person likes rubbing.

The preparation

- Choose which story and which variant you are going to read. If necessary, consult with an expert (for example a speech therapist) about which gestures and pictures (photos, icons or PC symbols) are most suitable for this person.
- For a hair dryer, if used, a power outlet is needed. Check if one is nearby?
- Check if the flower (still) smells and possibly add (again) some perfume.
- Fill the plant sprayer with water.
- Are the materials complete?
- Are the gestures known?
- Practice the story in advance.

At the start

Can there be attention for the story? Is the person alert? Are there no physical discomforts? Is the area quiet? Does it fit in the day program?

Read out

- Read and gesture the page.
- Have the person experience the incentive
- Give the person time to experience
- Name/gesture (again) the most important words.
- If possible, ask a question about the page or the experience.
- Give the person time.
- Respond to the person's responses, such as facial expressions or pointing.
- Tidy up the items in the box.
- Turn to the next page.

Closing

To conclude, put all materials back in the box. The story is done.

Application in other situations: Use the gestures from this story in other situations as well.

Enjoy it!

Reading out is especially fun ☺

For more information, visit www.kentalisshop.nl