

HOW TO USE THIS GUIDE:

STEP 1: Identify the learning style on left side of the chart. (Auditory, Kinesthetic, Visual).

STEP 2: Identify educational goals based on his/her needs.
STEP 3: Choose play products to meet the needs.
NOTE: Our top recommendations for each need/learning style appear below, in order of skill level.



NDIVIDUAL'S NEED ND ASSOCIATED DUCATIONAL GOAL	PHYSICAL LIMITATIONS developing body movement, balance, coordination, fine/gross motor skills.		COGNITIVE SKILLS developing memory, and age appropriate concepts. (i.e. color, shapes, letters, numbers.)		HEARING LOSS developing alertness to sound: use of residual hearing.	
AUDITORY (A) Individual learns best through listening to spoken word.	Rainbow Ribbons Baby Barbells Twisty Clicks Froggy Ball Baby Band Rainfall Rattle Shake 'N Slide Hide Inside Cottage Shake & Build Explore It! Metal Detector	p. 10 p. N/A p. 11 p. 10 p. 12 p. 11 p. 13 p. 23 p. 13 p. 42	 Shake & Build Sounds Like Learning! Games on the Go! Wiz Kidz Speed Wiz 	p. 13 p. 12 p. 44 p. 34 p. 44	 Stick & Spin Flower Clickity Clack Zebra Froggy Ball Baby Band Rainfall Rattle Sounds Like Learning! Hide Inside Cottage Shake & Build BZZZ Oink Bingo Explore It! Metal Detector 	p. N/A p. 10 p. 10 p. 12 p. 11 p. 12 p. 23 p. 13 p. 43 p. 42
KINESTHETIC (K) Individual learns best through touch, movement and action.	 Baby Barbells Try-Angle Go Go Caterpillar Hammer Away! Castle Marbleworks® Practice Panda Tactile Sand Motor Works Items Marbleworks® Items Sky Spin Tricky Fingers 	p. N/A p. 9 p. 14 p. 14 p. 27 p. 18 p. 31 p. 19 p. 20 p. 41 p. 15	 Caterpillar Sort & Stack Giant Pegboard® Busy Bugs/Farm AB Seas® Stacking Owls Busy Bee Bath Works Mazzle Ball Track Marbleworks® Items Math Keys (All) 	p. 16 p. 26 p. 36, p. 33 p. 33 p. 15 p. 16 p. N/A p. 20 p. 38	 Baby Barbells Stick & Spin Flower Froggy Ball Baby Band Monkey See, Monkey Do Rainfall Rattle Hide Inside Cottage Shake & Build Hammer Away! Castle Marbleworks® Explore It! Metal Detector 	p. N/A p. N/A p. 10 p. 12 p. 11 p. 11 p. 23 p. 13 p. 14 p. 27 p. 42
VISUAL (V) Individual learns best through sight, body language and expression.	• Groovy Frog • Shake 'N Slide • Giant Pegboard® • Beginner Builder • Tumblin' Train • Stacking Owls • Connectix • Hexacus • Geo Flakes • Tilt & Fill • Maze Challenge Ball	p. 11 p. 13 p. 26 p. 21 p. 25 p. 15 p. 21 p. 37 p. 32 p. 17 p. 18	 All Puzzles Measure Up!® Cups On-the-Go ABC's Memory Moves Playful Patterns It's a Match! Think It Through Sets Mosaic Mysteries Number Wiz Pentominoes Color Cob 	p. 35 p. 33 p. 29 p. 27 p. 38 p. 39 p. 30 p. 36 p. 29 p. 29	 Clickity Clack Zebra Twisty Clicks Shake 'N Slide Rainfall Rattle Try-Angle Hide Inside Cottage Shake & Build Hammer Away! Castle Marbleworks® BZZZ Oink Bingo Explore It! Metal Detector 	p. 10 p. 11 p. 13 p. 11 p. 9 p. 23 p. 13 p. 14 p. 27 p. 43 p. 42



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INDIVIDUAL'S NEED AND ASSOCIATED EDUCATIONAL GOAL		COMMUNICATION SKILLS developing comprehension and use of language.		SOCIAL SKILLS developing positive relationships to oneself and others, and turn-taking.		VISUAL LIMITATIONS developing use of auditory & tactile senses.	
lr b li	AUDITORY (A) ndividual learns nest through istening to spoken word.	 All Books Sounds Like Learning! Finger Puppets- 3 Little Pigs Family Talk Grandparent Talk Wiz Kidz Speed Wiz Games on the Go! 	p. 12 p. 23 p. 34 p. 34 p. 34 p. 44 p. 44	 Sounds Like Learning! BZZZ Oink Bingo Finger Puppets- 3 Little Pigs Family Talk Grandparent Talk Wiz Kidz Speed Wiz Games on the Go! 	p. 12 p. 43 p. 23 p. 34 p. 34 p. 34 p. 44 p. 44	 Stick & Spin Flower Froggy Ball Baby Band Rainfall Rattle Shake 'N Slide Sounds Like Learning! Hide Inside Cottage Shake & Build Marbleworks® Items Happy Birthday to You! 	p. N/A p. 10 p. 12 p. 11 p. 13 p. 12 p. 23 p. 13 p. 20 p. 46
Ir b to a	KINESTHETIC (K) ndividual learns nest through ouch, movement and action.	School House Play Tent Serve It Up! Play Restaurant Busy Farm Finger Puppets- 3 Little Pigs Heartbeat M.D. AB Seas® Think It Through Sets Flip Flop Faces	p. 24 p. 24 p. 33 p. 23 p. 24 p. 33 p. 39 p. 43	 School House Play Tent Serve It Up! Play Restaurant AB Seas® Heartbeat M.D. Go Ape! Flip Flop Faces Go-Mo Star Paddles Go-Mo Featherball Triple Play Shapes Game Jishaku® 	p. 24 p. 24 p. 33 p. 24 p. 43 p. 43 p. 40 p. 40 p. N/A p. 44	• Super Yummy • Monkey See, Monkey Do • Twisty Clicks • Try-Angle • Tangiball • Shake & Build • Castle Marbleworks® • Giant Pegboard® • Measure Up!® Cups • Place & Trace	p. 8 p. 11 p. 11 p. 9 p. 8 p. 13 p. 27 p. 26 p. 35 p. 28
	/ISUAL (V) ndividual learns nest through sight, body anguage and expression.	• All Books • Castle Fun Puzzle • School House Play Tent • Busy Farm • Critter's Closet • AB Seas® • It's a Match • Think It Through Sets • Wiz Kidz • Word Q	p. 29 p. 24 p. 33 p. 43 p. 33 p. 38 p. 39 p. 34 p. 34	 All Board/Card Games School House Play Tent Finger Puppets - 3 Little Pigs Serve It Up! Play Restaurant Heartbeat M.D. Fashion Plate Color, Build & Play Flip Flop Faces Jishaku® 	p. 24 p. 23 p. 24 p. 24 p. 31 p. 31 p. 43 p. 44	PLAY ADVISOR INFORMATION:	