



SPECIAL NEEDS TOY GUIDE

2020-2021

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.



| INDIVIDUAL'S NEED AND ASSOCIATED EDUCATIONAL GOAL | | PHYSICAL LIMITATIONS | COGNITIVE SKILLS | HEARING LOSS |
|---|--|---|--|---|
| LEARNING STYLE | AUDITORY (A) Individual learns best through listening to spoken word. | developing body movement, balance, coordination, fine/gross motor skills. <ul style="list-style-type: none"> Rainbow Ribbons p. 4 Baby Barbells p. 4 Starfish Shaker p. 4 Stick & Spin Flower p. 5 Twisty Clicks p. 5 Froggy Ball p. 5 Baby Band p. 4 Shake 'N Slide p. 5 Hammer Away! p. 6 Castle Marbleworks® p. 7 | developing memory, and age appropriate concepts. (i.e. color, shapes, letters, numbers.) <ul style="list-style-type: none"> Sounds Like Learning! p. 4 Games on the Go! p. 13 Wiz Kidz p. 18 Speed Wiz p. 20 | developing alertness to sound: use of residual hearing. <ul style="list-style-type: none"> Rainbow Ribbons p. 4 Baby Barbells p. 4 Starfish Shaker p. 4 Fish A Tune p. 5 Stick & Spin Flower p. 5 Twisty Clicks p. 5 Froggy Ball p. 6 Baby Band p. 4 Sounds Like Learning! p. 12 BZZZ Oink Bingo p. 13 |
| | KINESTHETIC (K) Individual learns best through touch, movement and action. | <ul style="list-style-type: none"> Baby Barbells p. 4 Try-Angle p. 5 Go Go Caterpillar p. 6 Press 'N Scoot Penguin p. 6 Hammer Away! p. 6 Castle Marbleworks® p. 7 Tactile Sand p. 12 Motor Works Items p. 11 Marbleworks® Items p. 14 Sky Spin p. 17 Tricky Fingers p. 18 | <ul style="list-style-type: none"> Caterpillar Sort & Stack p. 6 Giant Pegboard® p. 7 Measure Up!® Collection p. 8 Busy Bugs/Farm p. 8 AB Seas® p. 9 Stacking Owls p. 10 Connectix p. 10 Mazzle Ball Track p. 16 Marbleworks® Items p. 14 Hexacus p. 16 Math Keys (All) p. 15 | <ul style="list-style-type: none"> Baby Barbells p. 4 Starfish Shaker p. 4 Stick & Spin Flower p. 5 Twisty Clicks p. 5 Froggy Ball p. 6 Baby Band p. 4 Hammer Away! p. 6 Castle Marbleworks® p. 7 |
| | VISUAL (V) Individual learns best through sight, body language and expression. | <ul style="list-style-type: none"> Groovy Frog p. 4 Shake 'N Slide p. 5 Giant Pegboard® p. 7 Beginner Builder p. 6 Tumblin' Train p. 7 Stacking Owls p. 10 Connectix p. 10 Hexacus p. 16 Geo Flakes p. 14 Tilt & Fill p. 12 Maze Challenge Ball p. 19 | <ul style="list-style-type: none"> All Puzzles Measure Up!® Cups p. 8 Memory Moves p. 8 Playful Patterns p. 10 It's a Match! p. 10 Think It Through Sets p. 15 Hexacus p. 16 Mosaic Mysteries p. 19 Number Wiz p. 18 Anti-Gravity Magnetic Science p. 19 Pentominoes p. 20 | <ul style="list-style-type: none"> Starfish Shaker p. 4 Stick & Spin Flower p. 5 Twisty Clicks p. 5 Baby Band p. 4 Shake 'N Slide p. 5 Try-Angle p. 5 Hammer Away! p. 6 Castle Marbleworks® p. 7 BZZZ Oink Bingo p. 13 |



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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. |
|---|--|---|--|---|
| LEARNING STYLE | AUDITORY (A) Individual learns best through listening to spoken word. | <ul style="list-style-type: none"> All Books p. 4 Sounds Like Learning! p. 13 BZZZ Oink Bingo p. 13 Family Talk p. 13 Grandparent Talk p. 13 Search Wiz p. 17 Wiz Kidz p. 18 Speed Wiz p. 20 Games on the Go! p. 13 | <ul style="list-style-type: none"> Sounds Like Learning! p. 4 BZZZ Oink Bingo p. 13 Family Talk p. 13 Grandparent Talk p. 13 Search Wiz p. 17 Wiz Kidz p. 18 Speed Wiz p. 20 Games on the Go! p. 13 | <ul style="list-style-type: none"> Rainbow Ribbons p. 4 Baby Barbells p. 4 Starfish Shaker p. 4 Stick & Spin Flower p. 5 Froggy Ball p. 5 Twisty Clicks p. 5 Baby Band p. 4 Shake 'N Slide p. 5 Sounds Like Learning! p. 4 Marbleworks® Items p. 14 |
| | KINESTHETIC (K) Individual learns best through touch, movement and action. | <ul style="list-style-type: none"> Serve It Up! Play Restaurant p. 8 New Sprouts® Camp Out p. 8 Busy Farm p. 8 Heartbeat M.D. p. 8 AB Seas® p. 9 Picture Charades p. 12 Think It Through Sets p. 16 Flip Flop Faces p. 13 Search Wiz p. 17 | <ul style="list-style-type: none"> Serve It Up! Play Restaurant p. 8 New Sprouts® Camp Out p. 8 Heartbeat M.D. p. 8 AB Seas® p. 9 Picture Charades p. 12 Flip Flop Faces p. 13 Go-Mo Star Paddles p. 17 Go-Mo Featherball p. 17 Triple Play Shapes Game p. 17 Jishaku® p. 20 | <ul style="list-style-type: none"> Super Yummy p. 4 Starfish Shaker p. 4 Twisty Clicks p. 5 Try-Angle p. 5 Tangiball p. 6 Castle Marbleworks® p. 7 Beginner Builder p. 6 Giant Pegboard® p. 7 Measure Up!® Cups p. 8 Place & Trace p. 7 |
| | VISUAL (V) Individual learns best through sight, body language and expression. | <ul style="list-style-type: none"> All Books p. 8 Busy Farm p. 9 Trace & Learn p. 9 AB Seas® p. 9 It's a Match p. 10 Think It Through Sets p. 15 Search Wiz p. 17 Snap It Up Phonics & Reading p. 18 Wiz Kidz p. 18 Word Q p. 19 Brain Fitness Word Search p. 20 | <ul style="list-style-type: none"> All Board/Card Games p. 8 New Sprouts® Camp Out p. 8 Serve It Up! Play Restaurant p. 8 Heartbeat M.D. p. 8 Fashion Plate p. 10 Mini Horse & Stable p. 10 Smart Scoops™ p. 9 Flip Flop Faces p. 13 Search Wiz p. 17 Jishaku® p. 20 | PLAY ADVISOR INFORMATION: |