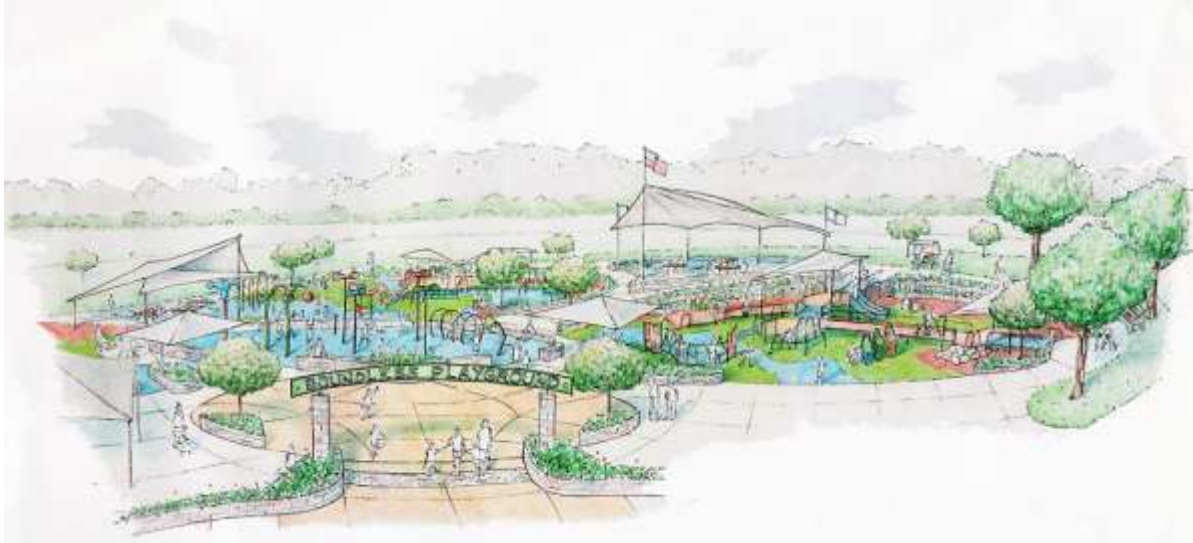


Taylor's Dream Boundless Playground Therapy Guide



Beta Pod

Boundless playgrounds are designed to support the way children develop skills. This is age-related but can vary by child, so new terms have been established. The BETA area activities are often incorporated into the two more traditional areas or labeled for ages 2 – 12. Having a separate area is ideal if space and budget permit. Children will generally be seen playing next to one another without much interaction or playing in pairs (or threes). The environment should support two behaviors: gathering (branching out) practices for developing intellectual concepts by collecting, comparing, sorting and testing; and planning activity for the development of games, rules and decision-making.

TYRANNOSAURUS REX

Kids' imaginations blast through time as they climb, crawl, tunnel, and hide among the giant, lifelike T-Rex. Unique tunnels and hiding spots provide endless natural play adventures.



Developmental Tasks

- Lower Body strength
- Gross motor
- Cruising
- Sensory stimulation
- Imaginary play

Development may be encouraged by adults

- Providing balance holding arms and legs
- Hide and Seek, peek-a-boo

Cues

- Encouragement to Climb
- Use of hand, leg, feet, arm strength

Play Theme

- Ride the T-Rex
- Act like a caveman
- Rescue a friend from the T-Rex's Jaws
- Archeology
- Dinosaur hunting

ACCESSIBLE SWINGS (2)



Developmental Tasks

- Coordinate movements
- Socialization

Development may be encouraged by adults

- Encourage child to touch your hand with their feet while swinging
- “In”, “Out”

Cues

- Assist with balance
- Hold On

Play Themes

- Fly like a plane
- Superman

BELT SWINGS (2)



Developmental Tasks

- Coordinate movements
- Trunk development
- Gross motor
- Grasping

Development may be encouraged by adults

- Encourage child to touch your hand with their feet while swinging
- “In”, “Out”

Cues

- Assist with balance
- Hold On

Play Themes

- On Stomach, twirling, grasping
- Twirling and jumping off
- Superman

QUATTRO SEE-SAW



Developmental Tasks

- Balance while in motion
- Increase leg strength
- Team work
- Socialization

Development may be encouraged by adults

- Push with feet
- “Up, “Down”

Cues

- Hold on with hands
- Hold your balance

Play Theme

- Sit or stand in middle to experience different feel
- Counting game each time you push off the ground
- Seat switch-Up

NEOS 360

NEOS delivers a workout comparable to jogging or a game of soccer by combining the movement of aerobic exercise with the speed and dexterity of video games. NEOS promotes competition and teamwork while giving kids a heart-pounding, physically challenging workout, increasing heart rates by an average of 20%. Visually stimulating - circular design builds peripheral vision, auditory and spatial awareness skills. Eight games with one and two player options. Each game can also be played as teams with multiple players.



*Problem Solving Skills

Explanation Post with list of games and how to play each would be beneficial

Light Grabber

Developmental Tasks

- Distinguish colors, sounds
- Socialization with others

Development may be encouraged by adults

- Picking certain colors (color tag)

Zig Zag

Developmental Tasks

- Distinguish colors, sounds
- Socialization with others

Development may be encouraged by adults

- Picking certain colors (color tag)

Double Dots

Developmental Tasks

- Inclusion and socialization

Development may be encouraged by adults

- Incorporating team work
- Supporting teams equally

Fire Fighter

Developmental Tasks

- Hand eye coordination

Development may be encouraged by adults

- Incorporating team work
- “Fast, faster” verbal prompting

Surround Sound

Developmental Tasks

- Hand coordination
- Listening

Development may be encouraged by adults

- Pitch – verbal prompting “High, Low”

Rodeo

Developmental Tasks

- Memory
- Socialization, eye-hand coordination

Development may be encouraged by adults

- Verbal prompts colors and sounds

Marathon

Developmental Tasks

- Eye-hand coordination
- Everyone challenges themselves
- Physical
- No winners or losers

Development may be encouraged by adults

- Cheering child on “faster”
- Socialization

Ninja

Developmental Tasks

- Memory
- Eye-hand coordination
- Listening for sound

Development may be encouraged by adults

- Hand over hand