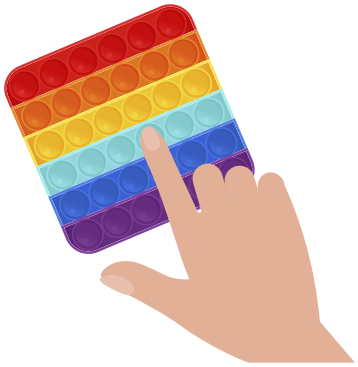

You will need:

- Pop-its
- ‘press’ symbol
- ‘push’ symbol
- ‘help’ symbol
- Pen or stylus pen

Pop-it Press

- Model ‘press’ and ‘push’ on AAC through symbols, or a communication device.
- Push the pop-its down with one finger at a time.
- Try to model index finger to push the pop-its down. If learner has a different preferred finger, allow them to use their preferred.
- Explore pressing the pop-its with different fingers to strengthen all fingers.
- If learner is unable to use their fingers, use a thick pen or stylus pen to push the pop-its down.

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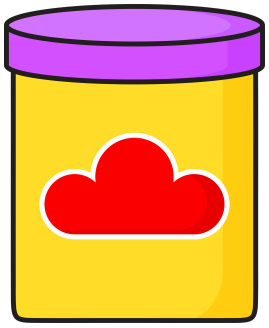

You will need:

- Playdough
- ‘poke’ symbol
- Straws
- Pens / tools to poke

Poke the Playdough

- Model using symbols and language boards throughout the session.
- Explore rolling the playdough into a ball or a sausage shape. Place the playdough on the table and poke it with your index finger. Model and support your learner to poke the playdough.
- Offer tools, such as straws, for your learner to hold and poke the playdough.
- Poke the playdough with different fingers.
- Use different coloured playdough to “poke the red dough” / “poke the yellow dough”, etc.

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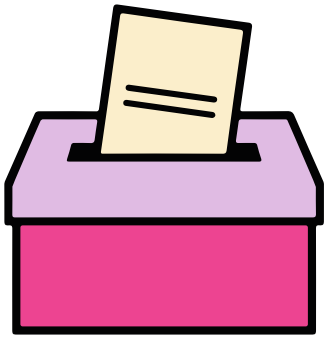

You will need:

- Pots with holes
- Lolly sticks
- Straws
- ‘put it in’ symbol
- Core board

Posting

- Model posting small items into the holes and using a symbol, AAC device or core board to model the language ‘put it in’.
- Use larger items to post in larger holes to begin with if needed.
- Alternatively, place the items in the hole and model pushing the item in half way, pause to see if your learner wants to join in. Encourage pushing it in with an index finger to support finger tapping and hand-eye co-ordination.
- Use metal coffee tins and lolly sticks for auditory feedback.

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You will need:

- Stickers
- ‘help’ symbol / button
- Paper
- Bingo dabber / pen

Peel and Stick

- Model peeling and sticking the stickers on the paper, on your skin, on a teddy or on your learner’s clothes (if consent is given).
- Allow time for processing and independence for learners to peel and stick their own stickers. Model using the ‘help’ symbol / button when needed.
- For further hand-eye co-ordination, draw a big circle, or use a bingo dabber and aim to stick the stickers on the big dots.

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