

Inspiring Communication

Joe White



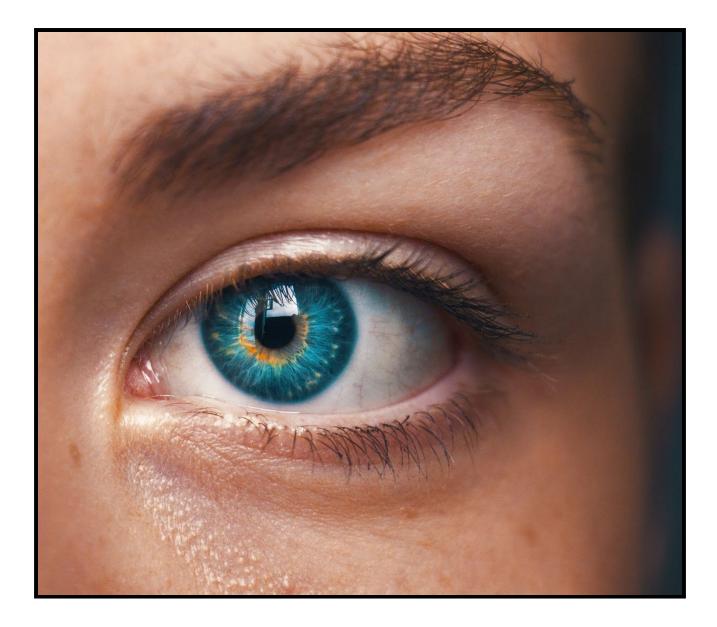
An epic journey from your head to your toes. From your brain to your eye, your poo to your nose.

Suggested Sensory Resources
Skeleton, mannequin
Doctors coat
Goggles
Stethoscope.



Inside of your skull is a squidgy pink blob. Controlling your body is the brain's biggest job!

Suggested Sensory Resources
Sponges
Skull toy
Squidgy brain toy
Cauliflower



Linked to your brain are two shiny bright eyes. These are the bits that let you see, wink and cry.

Suggested Sensory Resources
Giant eyeball
Water spray/dropper
Kaleidoscope
Mirror



A nose is a thing that helps you sneeze, smell and sniff. Lovely lavender, strawberries and oh! What's that whiff?

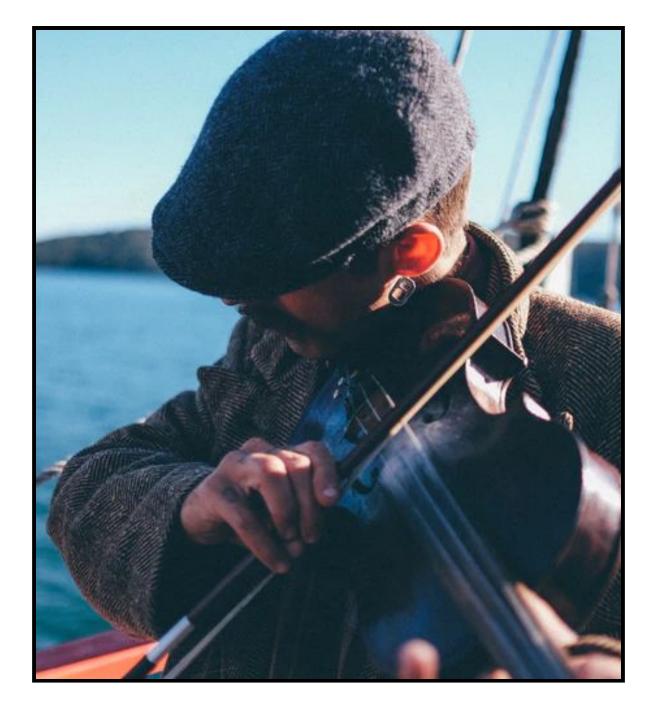
Suggested Sensory Resources

Lavender bag/sprigs

Smell pots - variety or pleasant smells

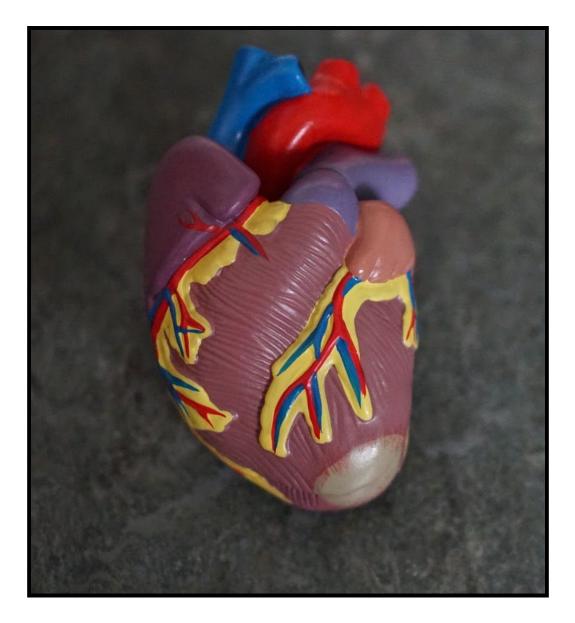
Garlic or onions

Fruit



Next up, stuck to the side of your head, we discover two ears. They let us listen, to rain or crying, to honking or cheers.

Suggested Sensory Resources
Rain Stick
Water dropper
Sound Button - cheering, crying
Bike Horn



While we are listening can you hear a beat? We've found your heart pumping blood on repeat.

Suggested Sensory Resources

Heart beat sound effect

Large bass drum

Red cornflour goo

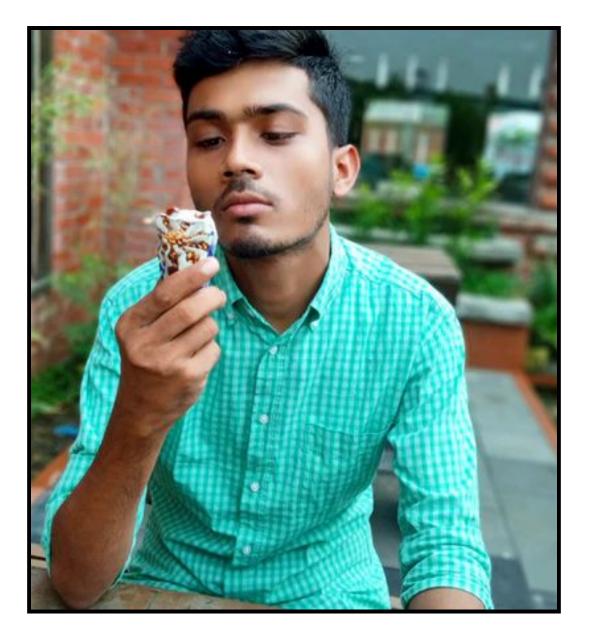
Stethoscope



Next comes the lungs so breathe in nice and slow Balloons, bubbles and whistles all need you to.. BLOW!

Suggested Sensory Resources
Balloons
Bubbles/Bubble machine
Windmill, whistle

Confetti



All the way from the mouth to your tummy slimy tubes take all the food that is yummy.

Suggested Sensory Resources
Spaghetti intestines
Big mouth
Items of food
Crunchy cereal



Finally from out of your bottom comes poo. Sometimes runny or stinky, and all made by you!

Suggested Sensory Resources

Play Dough Poo

Old Tights with poo dough in.

Sound Button

Noise maker



Now our sensory adventure has come to an end. We have learnt that our bodies are similar to our friends.

The End

Sensory Stories are a combination of spoken words and sensory stimuli. Combining these elements creates a fun and engaging way of telling a narrative that meets the needs of all

learners. Sensory stories bring the words to life through a multi-sensory approach ensuring the learners are active participants. It also promotes turn taking, anticipation and learning to wait. Whilst in this story we use a less pleasant "whiff" none of the sensory stimuli should be aversive to the young person. If they display a negative reaction replace that element of the story. The ultimate aim is to inspire the young person to see the value in communicating.

I recommend stories be told to a group to promote positive interactions and sharing space and air with others. It is also a good idea to repeat the story to gain familiarity and a sense of anticipation.

Sensory Resources						
Play Dough Poo	Spaghetti intestines	Balloons	Heart beat sound effect	Rain Stick		
Old Tights with poo dough in.	Big mouth	Bubbles/Bubble machine	Large bass drum	Water dropper		
Sound Button	Items of food	Windmill, whistle	Red cornflour goo	Sound Button - cheering, crying		
Noise maker	Crunchy cereal	Confetti	Stethoscope	Bike Horn		
Lavender bag/sprigs	Giant eyeball	Sponges	Skeleton, mannequin	MSR - Video		
Smell pots - variety or pleasant smells	Water spray/dropper	Skull toy	Doctors coat	MSR - Colour change Lights		
Garlic or onions	Kaleidoscope	Squidgy brain toy	Goggles	MSR - Powerpoint		
Fruit	Mirror	Cauliflower	This Book	MSR - Stereo		

Sensory elements recommended for use in this story.

MSR - Multi sensory room