

Intervention Strategies

Colourful semantics - is a targeted approach to support children with their sentence building and to teach them about sentence structure.

Communication in print - is a desktop publishing program for creating symbol-supported resources for printing. It is an excellent tool for anyone wanting to make accessible materials for their school, home, business or community. ... This allows us to communicate with a child who is non verbal, or unable to sign.

Social stories - Social Stories were devised as a tool to help individuals with ASD better understand the nuances of interpersonal communication so that they could "interact in an effective and appropriate manner"



Intervention Strategies

Sensory cues, AAC – switches, electronic devices/ talkers Intensive interaction - Intensive interaction is an approach for teaching communication skills to children and adults who have autism, severe learning difficulties and profound and multiple learning difficulties who are still at early stages of development.

Objects of reference - Objects of Reference are objects used to represent a person, activity or event. When used, children will learn over time that the object represents an event, activity or a person. These objects are used to help a child to understand what is happening in their environment.

TACPAC - Tacpac is a sensory communication resource using touch and music to align the senses and develop communication skills.

Makaton - Makaton is a language programme that uses signs together with speech and symbols, to enable people to communicate. It supports the development of essential communication skills such as attention, listening, comprehension, memory and expressive speech and language.

PECS - The Picture Exchange Communication System, PECS, allows people with little or no communication abilities to communicate using pictures.



Intervention rooms

Hydrotherapy pool – Sensory pools make hydrotherapy and movement development more engaging. The use of carefully planned lighting, projections and atmospherics can encourage even the most reluctant user to be more motivated to enter the pool. As well as developing physical skills, a sensory pool can be used for a wide variety of activities, including colour and shape recognition, cause and effect understanding, tracking and switching skills, as well as social interaction and relaxation.



Intervention rooms

Move and Motion room – This room provides access to a variety of swings and balance boards to support the modulation of sensory feedback through a child’s proprioceptive and vestibular systems.

Sensory room – Multi-sensory rooms can also help develop skills such as switching and cause and effect to colour or hand eye coordination. Using an appropriate, accessible switch in an interactive sensory room provides the autonomy of development of choice, boosting their confidence and therefore their mental health and these benefits can translate over into the rest of their lives

Explore 1 and 2 room – An Immersive Environment provides the most beneficial multi-sensory experience for all levels of ability and learning. Immersive environments, allow for a calming and engaging place to develop key skills and encourage interaction for all users.

Soft Play – Develops coordination, gross motor skills and social interaction for users.

