

Skills to Practice In Designer Card Job

(These skills can transfer to any leisure activity)

Communication

- make choices about which colours, paints, tools or materials to use next for sponge painting or using the Twirl-o-Paint
- use object choices or picture communication board to make comments or choices about the activity
- use the voice output device (e.g. Step-by-Step Communicator) to provide comments and questions, while running the twirl-o-paint art spinner

Fine Motor & Participation

- use a switch to run the Twirl-o-Paint spinner with an AbleNet Powerlink
- attach sponges to student's hand using a ponytail adapter (refer to fine motor strategies for picture)
- where possible, reach or point if using a picture communication board, pictures, or actual objects used in the project
- assist with setting up and putting away the materials to practice functional hand skills

Gross Motor Participation

- engage in the activity while standing in a standing frame
- where possible, move to pick up some of the items and to bring them to a table (mobility in wheelchair)
- move through classrooms or school to look for materials to add to the cards (e.g., office, art room, etc.)

Vision

- where appropriate, work on vision skills as outlined by your vision teacher using the objects and/or pictures (eye contact, tracking, etc.)
- use vision and touch to explore materials for the card making activity