



Canadian Deafblind Association – BC Chapter

Extended Intervention Program

April – May 31, 2020

Objective: To use the activity packages for children and youth with deafblindness to engage in at home. The Intervenor is to take each themed package (submitted weekly) and to modify or adapt it to the abilities of the child/youth they are working with. The activity is to be broken down into appropriate steps for the child/youth with strategies, including supplies needed and communication tools (signs, object cues, picture cues, etc.), that will be presented to the parent. The Intervenor may either support the child in performing the activities in person or virtually.

Each category will include stories, songs, crafts, games, life skills and activities that take into account several aspects: the child's abilities, the child's deafblindness, the child's communication system, supplies easily obtained from within the home, potential life skills to be learned and who will be supporting the child (Intervenor, parent, sibling, etc.).

The weekly categories are as follows:

- Fine Motor Skills
- Sensory Skills
- Life Skills
- Movement/Gross Motor Skills
- Social Emotional Skills

The Intervenor will support the child/youth and their family as best as they can either with direct Intervention or using email, phone, and video-conferencing (Facetime, Zoom, What's App, etc.).

Each child receives 20 hours of support, which may be divided as is best for the child, the family and the Intervenor. *The program must end May 31, 2020*, as per direction from MCFD. These hours are to include any preparation time for the activities, as well as any communication time (email, video-conferencing, etc.) with the child and their family.

Many thanks to our team of Intervenors and Deafblind Specialists who dedicated their time to put this program together:

Linda Mamer
Jean MacDonald
Bonnie Middlemiss
Dawn Turnbull

Cecilia Burgell
Paul Michaud
Joleen Turgeon
Tracey Vath

Please do not hesitate to contact me should you need further information.

Sincerely,

Theresa Tancock
Family Services Coordinator, CDBA-BC

Assisting All Persons Who Are Deafblind to Achieve, With Intervention, the Best Quality of Life

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FINE MOTOR SKILLS Activity Package

Fine Motor skills refer to the coordination between small muscles, like the hands and fingers, with the eyes. Fine motor skills involve the small muscles of the body that enables such functions as writing, grasping small objects and fastening clothing. Many activities throughout the day can be done to maintain and develop fine motor skills.

Health and personal care

With our busy lives morning routines can often be rushed. This may be a good time to make some changes. Adding choice making to the routine may bring renewed motivation to participate.

Personal Care Baskets

2 small baskets
2 tubes of tooth paste
2 scented lips balms
2 anti-perspirants
2 of any other personal care items used on a regular basis; combs, brushes etc.

Place as many pairs of items as desired into one basket. Allow the learner to make a choice of which item he/she would like to use each morning. Choice will be based on both visual appeal and smell. Once the item is chosen and used it is placed in the other (finished) basket. How well the learner will be able to manage these items will depend on their fine motor development. Some learners may be able to quickly grasp their choice, take off the lids, open the caps and use the items appropriately. Others may struggle with twisting the caps and taking off the lids. Still others may need you to hold up each pair of items for her/him, take off the caps, have you place each one under her/his nose for a smell and then hold up the items for her/him to reach out and try to grasp her/his choice.

Functional Academics Games

These game can be played together at home or virtually over FaceTime or Zoom

Math Bump

Different varieties and grade levels are available free or for a small fee at teachers pay teachers

<https://www.teacherspayteachers.com/>

Included in this package is one sample game. To play virtually the Intervenor would display the game sheet and have 16 counters and two dice. The learner would also have two dice. The Intervenor would place the counters on the appropriate square for the learner and herself/ himself. Taking turns until the player to use all 8 counters wins.

Paper Battleship Printable game sheet

<http://www.mathematicshed.com/uploads/1/2/5/7/12572836/battleships.pdf>

Included in this package is a larger printable version with instructions for a learner with limited motor skills needing assistance to play. It is designed to be played with the intervenor virtually. Also included is a printable battleship colouring page.

Yahtzee

Printable score sheets

<https://www.eecis.udel.edu/~davis/yahtzee.pdf>

For more advanced learners Yahtzee can be played virtually with the same principles described in the other two games.

Music

Playing musical instruments is a fun way to develop, maintain and strengthen fine motor skills. There are many simple instruments that can be made from objects around the home. Paper plate tambourines, egg carton maracas and Kleenex box guitars are a few you will find in the link below.

<https://feltmagnet.com/crafts/Music-Instruments-for-Kids-to-Make>

Science

Spring is in the air. What a wonderful time to explore the different textures, colours and smells that it has to offer. There is no better way to do this than with a scavenger hunt! A easy way to store the treasures being collected is in a simple experience/memory book.

Experience Book

Supplies:

poster board

zip lock bags

Metal ring or heavy yarn Velcro

If your learner is wheelchair bound this is a wonderful opportunity for a sibling to help by pushing the wheelchair and helping to find the treasures on the list. If help is needed encourage the helper to find two of everything so that the items can then be held up for the learner to choose which one he/she would like. After each item is touched, smelled and enjoyed help may also be needed to place it in the zip lock bag.



The following day go through the experience book and give the learner opportunity once again to touch, smell and explore each item. Afterwards use them to make a nature collage. The experience book is now empty and ready for your next adventure.



Nature Scavenger Hunt

trishsutton.com

Cedar Branch

Tree Bark

Brown Leaf

Grass

Green Leaf

Dandelion

Moss

Wild Flower

Black Rock

Small Sticks

Pine Cone

Feather

Something you think is a treasure

Battleship instructions

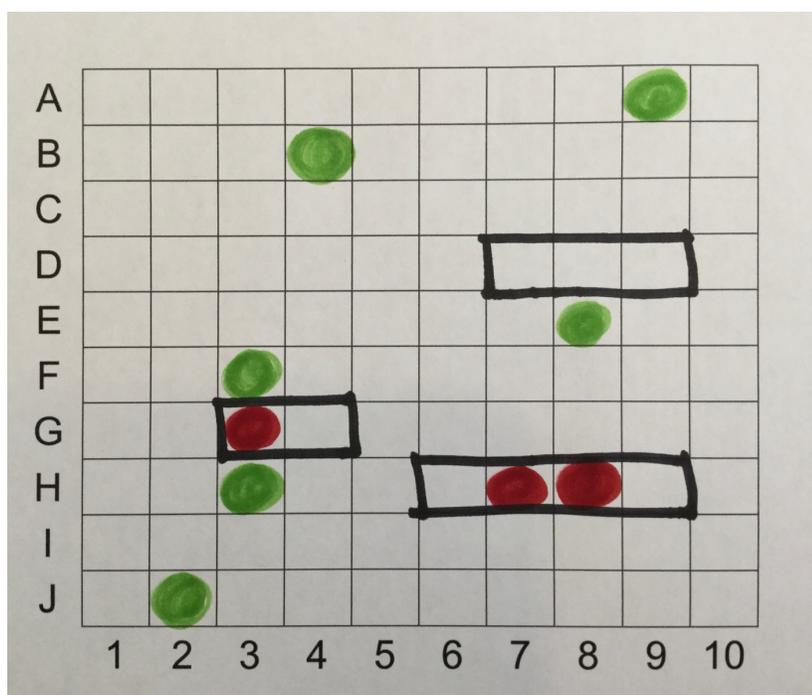
Gather your supplies - packing tape, scissors, black marker, green bingo dabber, red bingo dabber

Tape both game sheets to wheelchair tray

You have 3 ships

1 Battleship - 4 squares 1 Destroyer - 3 squares 1 Submarine - 2 squares

With the black marker outline the squares that represent your battleship. See the example below.



I am your enemy! We will take turns calling out where we think our ships are located.

(Johnny) will assist you by reaching out for the bingo dabber and helping to hold it to record the hits and misses. Red is a hit. Green is a miss

Record the hits and misses you call to me on the Enemy Ships sheet and the hits and misses that I call to you on the My Ships sheet. I will do the same on my sheets.

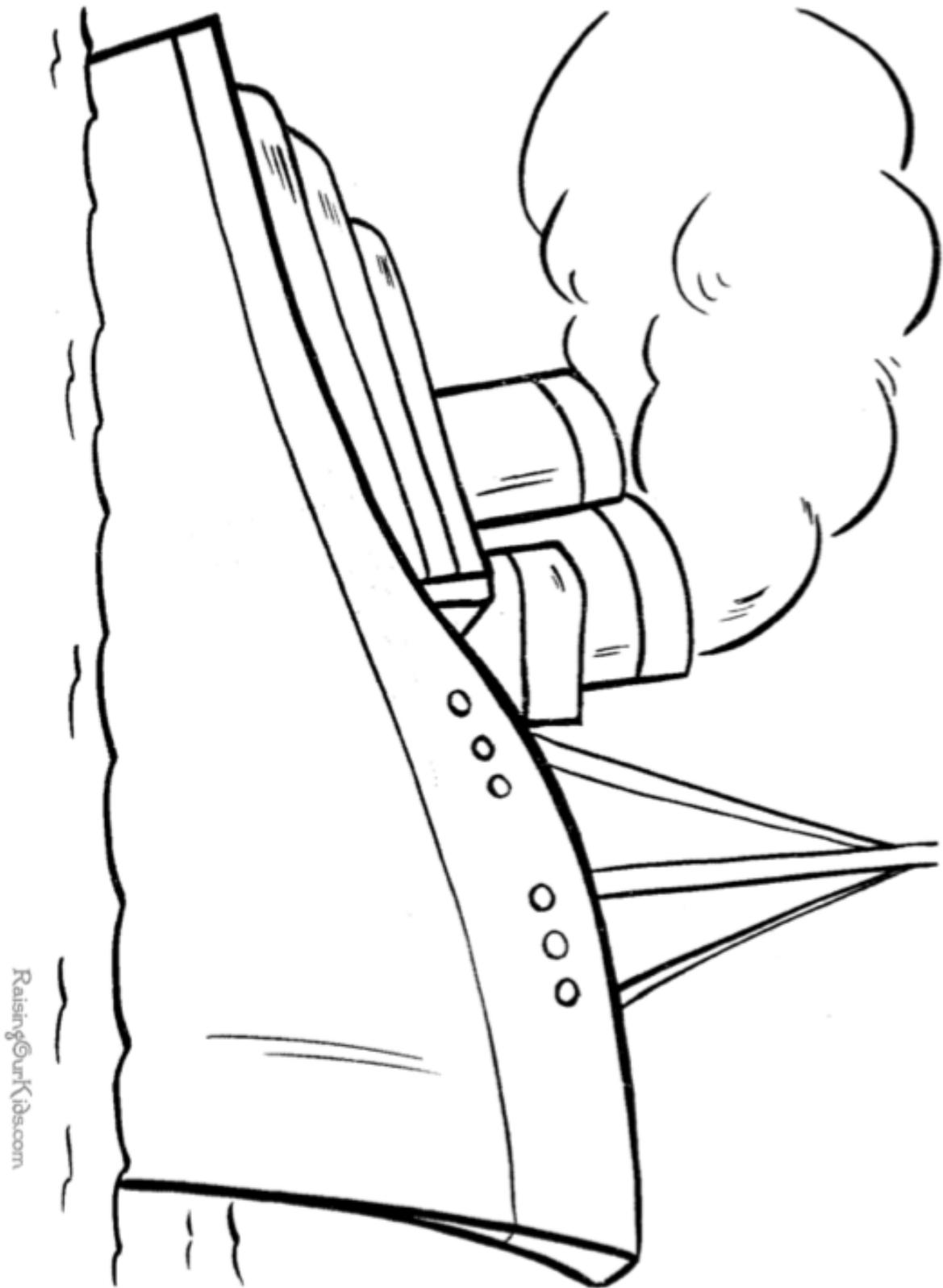
The first player to sink all the ships wins! Good Luck!

My Ships

A										
B										
C										
D										
E										
F										
G										
H										
I										
J										
	1	2	3	4	5	6	7	8	9	10

Enemy Ships

A										
B										
C										
D										
E										
F										
G										
H										
I										
J										
	1	2	3	4	5	6	7	8	9	10



RaisingOurKids.com

Owl Friends Bump

Addition - Roll 2 and Add 1 More



a game for 2 players

Need: 2 dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the 2 dice, add the numbers together and then add 1 more. Then they cover this number with one of their counters, covering the large number. If another player has covered that number, they can 'bump' that counter off and put one of their own counters on it. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space. You can only 'bump' when there is only one counter on the number. The winner of the game is the first player to use all 8 of their counters.