

Pocket Full of Therapy



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“These toys and materials encourage the child to originate, plan, initiate, sequence and implement a plan of action, thereby enhancing efficiency and organizational skills.”

JUMPZ

These active little guys have so much energy they can actually jump 10 times their own height...but at only 2 inches high, your ceilings are safe. To play you push down on their rubbery little heads until fully compressed, then launch 'em, watch 'em fly and try to catch 'em! Assortment of 12 different characters, sorry no choice. Fun arm, finger and visual workout.

M3326



ROCKIN B-BALL

Now everyone can “shoot for a hoop” with this addictive little 4 inch transparent orb. Play against the clock, head to head, best of 10, even “horse”. Every time you score a basket you're rewarded with flashing lights and cheers from the Cyber-audience. Now don't get too confident, it's not as easy as it looks. But with just the right flick of the wrist, you too can be a high scorer.

M8505



MEGA JUMPZ

Push'em, jump'em, fly'em! These soft foam heads with the woven plastic bodies, are not very pretty but they really do move! Larger, mega version of our original Jumpz can actually reach 15 times their own 4 inch height. With Mega Jump action, these big guys are even easier to catch than their little brothers but work the same way. Push down on their heads and launch them off a table, wall or out of your hand. Go for height or distance, go bowling and knock down paper cups, score a basket...etc. Mega Jumps are mega fun for the hands!

S3325



SMART STEP GAMES

These are both multi-award winning, get up and get moving games! While the mechanism of play is basically the same for both, the challenges and context in Animal Scramble is for younger children and Hyper Dash will be more appealing for older children, adolescents and adults. To play, you simply set out the targets, listen for the clues and cover the intended target with the tagger. Cover the first target and the tagger device will give you instructions for which target is next. Targets can be set up close together on a table top, scattered throughout a classroom or spread throughout a playground, house, or even a football field, for a more physically demanding challenge. Many levels of play to meet all needs. Physically and mentally engaging, both games promote listening, memory, endurance, and coordination skills. Great for family play, therapy clinics, after school programs, birthday parties, etc.

M2900 Animal Scramble Discontinued
Q2940 HyperDash Discontinued



WHOOPS

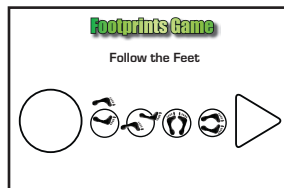
Amazingly versatile game of balance and agility. Comes with 12 stepping stones numbered 1 – 12 and directions for playing a number of games as individuals or in teams. Basic concept is to step from stone to stone in a specified number order without touching the floor with any body part. In many games you must also pick up stones in number order while balancing on other stones. Easily adjusts for play by any age or skill level. Move stones closer or further apart, change rules as you need, or make up your own game. Stepping Stones are light and stack together for easy storage and transport. Parents, teachers, OT's and PT's all need this game!

Q4201 Discontinued

Motor Planning

FOOT-PRINTS

Follow the footprints down the path for a gross-motor, motor-planning, sequencing and processing challenge. You get 10 circles to position on the floor and 12 footprint maps to follow. Put down on the floor as many circles as shown on your map. Players stand in the start position and perform the action as demonstrated by your maps footprints, i.e.; if both footprints are pictured inside the circle...jump so both of your feet land that way. If the map shows the right foot in a circle and the left one out, then you do the same. The footprint maps become more complex as you go with crossed, sideways and alternating patterns possible. If a player has trouble interpreting how to do what the footprints show, let them follow someone else through the path. Where will the footprints lead you...?



M5019



STACKING CONSTRUCTION VEHICLES

These three solid wood construction vehicles can be taken apart and rebuilt again and again. The 3 chunky pieces, smooth rolling wheels and simple designs make them a favorite early construction toy for young boys and girls.

M1770 Discontinued



JUDE'S SILLY SHOELACE BOX

While the name is silly the shoe-tying method is anything but! But it is possibly the easiest, least frustrating, most foolproof method of learning to tie shoes we have ever encountered. Children ask if they can use the "silly box" you don't have to ask them. Comes with flat laces, travel box, shoe-tying template, and direction sheet. All you do is bring the markers and follow the directions. (Some assembly required.)

M7029

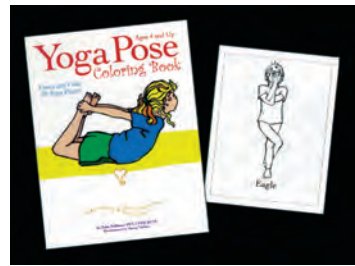


PAPER TOYS 1 & 2

Actual action toys that can be played with! These booklets, each contain detailed plans, including therapist hints, for making 6 different paper toys. Paper, scissors, stapler, and a few paper clips are the only materials required. Booklet 1 is simpler using only a few snips and folds. Booklet 2 has more complicated plans. Both are ideal for bilateral coordination, refined grasp and manipulation skills.

X6702 Paper Toys 1

X6703 Paper Toys 2



YOGA POSE COLORING BOOK

30 simple line drawings of yoga poses encourages children to color, learn, and practice their favorite Yoga moves. Complete pose instructions are included in back of book if there are

any questions. A delightfully non-threatening way to introduce yoga to young students. Yoga improves health and develops strength and flexibility. Yoga also benefits self-esteem and relieves stress.

M1131



YOGA BINGO

It's bingo with a yoga twist! Start by turning over a yoga card. Find that pose on your bingo board, correctly per-

form the pose, earn the card. Get 4 in a row and shout "yoga". Actual photographs of children holding poses are used making it easy to understand the positions. For 2-6 players; makes for a fun, successful group activity.

M1133



GEOBOARD FOR LITTLE KIDS

Box set comes with one plastic 5"x 5" geoboard, 8 colorful two-sided activity cards and over 400 rubberbands. Activity cards tell you and show you what shape you are to make and with how many rubberbands. There is also a playful, kid-friendly picture illustrating the shape. Pegs have a flat, overhanging head for safety. Great for facilitating fine motor skills, bilateral coordination, and visual motor skills.

M4063 Discontinued

RINGO FLAMINGO

Fun, interactive game where players launch life rings from their boats in the hopes of landing them around as many flamingos as they can. A steady hand, good eye and just the right amount of pressure will score the most. Or launch them hard and go for distance! Great way to work on mid-range control and adjusting of force to fit the task.



M6845 Discontinued

MAKE 'N BREAK

This terrific design copy and construction game will appeal to all! Comes with 10 same size rectangular wooden blocks in 10 different colors; deck of building cards and a timer. Collect points for all correct constructions completed within the time limit. Modify play by eliminating the timer and using only level 1 cards. Three card levels provides every one with a perceptual and motor challenge. Structures are copied in the vertical orientation increasing the motor and upper extremity demand. Great family game!



M4770

INFINITY LOOP

This way cool toy presents quite a challenge. The two colored, 13-in. plastic figure 8, opens and closes to form an infinity looping track. When opened and closed with smooth appropriately timed movements a ball placed in the track will keep on rolling. How long can you loop? Facilitates upper extremity stability, quick reflexes, concentration, balance, visual tracking and a good time!

M3531



VEHICLE MAZE PUZZLE

These sliding maze puzzles have become classics. Easy grip vehicles slide along on a slotted track cut into the puzzle. This allows the 9 vehicles to be moved around the board visiting all the different sites, even getting lost or misplaced! Try having the kids move the school bus to the gas station and the police car to the supermarket. A really terrific tool for working on hand skills, motor planning, language development and problem solving.



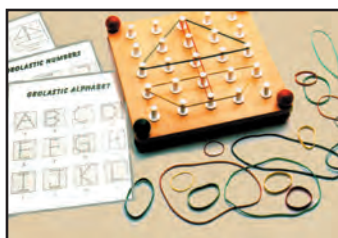
M7780 Discontinued

GEO-LASTIC ART

Hard wood, 12 inch square geoboard with 25 large, non-removable, plastic pegs. Comes with

wide elastic bands and pattern booklet. Very safe and user friendly board due to the large nailhead shaped pegs. Peg shape inhibits the unwanted "shooting" of bands off of pegs during manipulation. Geoboards are great for improving hand skills, bilateral control and perceptual skills. Can readily grade tasks from simple to very complex, so your entire caseload can interact with this item.

M4544



PATHFINDER

Explore the many trails of Pathfinder. Move the wooden beads over the bumps, around the curves, and down the straight a ways, to copy the 16 enclosed pattern cards or patterns of your own creation. Designed to be worked with in horizontal or vertical orientations and board can be placed on any of it's sides for increased variations. The 20 beads in 5 colors do not come out, so it's great for travel. Finely constructed of solid wood. Pathfinder challenges the skills of logical thinking, eye-hand coordination and visual tracking.

V4505



FULL SIZE PATHFINDER PATTERNS

Same 8 patterns that come with the game enlarged to match actual size of board. In full color with black and white outlines on reverse side to color and create your own patterns. Easier to follow than the small cards provided.

V4506

Motor Planning

BI-COLOR TRAINING SHOELACES

This great aid for teaching shoetying, actually has 2 colors on each lace! So when verbal directions or cues are given, it's clear which lace is needed. Includes one pair of thick laces (for easier handling) and a brief methods/instruction sheet. You might need several pair though - kids love the two colors and might not give them up!



X6770



STEP TO IT

This get up and go game will have you on your feet right from the start! First you get a number card and then you choose an object from the goal cards that you think you can reach in that number of steps, jumps or hops. Can you walk to the fridge in 9 steps or hop to something beginning with the letter "R" in 15? Reach your goal and win a point. Facilitates motor planning, coordination, coordination and cognitive skills. Great group activity.

M6843 Discontinued



MAKE A SOUND AND MOVE AROUND – CD

An exciting collection of 16 songs and activities to nurture coordination, speech, sensory integration and social skills. From the good and dedicated people at Pediatric Therapy Network, the accompanying "how to" booklet is filled with activity ideas and resources for parents and teachers. Toddlers and

young children of all levels of ability will be able to listen and learn with these engaging musical activities!

M3609

RACKET & DOINK

A "doink" is a cross between a badminton birdie and your mom's hair curlers. They have a crazy, springy, highly tactile feel and are fun. But best of all is the racket. Strung like a short tennis racket with a round head and padded hand grip. This lightweight racket is a perfect therapy tool. Use with balloons, beanbags or even "doinks".

M3945 Racket Discontinued

M3943 Doink Discontinued



JUGGLING SCARVES

Set includes 3 brightly colored chiffon scarves, which appear to float on air, making juggling easier to learn. Try just 1 or 2 scarves for developing timing, crossing midline and visual tracking. Then try adding the third!

M3701



SUPER STRETCH ABC

A great way to get kids up and stretching while also working on their auditory comprehension, direction following and beginning letter sound recognition. Five letter or picture coins are dropped into holes on

the board through a motivating, fun to operate mechanism. The other players, "the callers" then tell the "stretcher" who is standing on the alphabet mat, which body parts they should use to touch the letters/pictures. The "stretcher" scores points by touching as many of them as they are able at the same time! Make play simpler by requiring only 3 or 2 spots to be touched at the same time or maybe the touching occurs sequentially and not all at the same time. Fun, Dr Seuss themed game to reinforce listening skills and overall strength and motor coordination.

M1016

JUMP ROPE 8 FEET

What could be more basic or provide a better way to get kids moving than a simple jump rope. 8 feet long double braided rope in irresistible confetti colors swivels easily without kinking so no need for handle. Easily adjusts for smaller children. A very versatile piece of equipment for therapy bag or toy chest. Also use for tug of war, scooter board pull, knot making and unmaking practice, straight on the floor as something to jump over, in a circle for hopping or throwing into etc. There are so many uses you may need two!

M4976



Motor Planning



TAKE APART VEHICLE

A child's dream come true. A toy you're supposed to take apart again and again! Comes with many pieces for each 7" vehicle including interchangeable screw drivers, wrenches, and nuts and bolts. Tool use, hand skills, bilateral coordination and motor planning

skills are all reinforced with this highly motivating toy. *No drill included* (Assorted styles- 2 per order.)

M2722



SUPER SKIPPER

Kids challenge themselves to jump, jump, jump to the music and make it over the two telescoping poles as they revolve around the base unit. Miss a jump and the poles become unbalanced creating some sad sounds. Three speeds and an acceleration mode keep everyone jumping. Works great with two kids jumping at the same time or as a party game. Builds timing, motor planning, and endurance. 4 C batteries required; telescoping poles fold up for easy transportation and storage.

M0556



GO APE!

Everyone will go bananas over this card game that puts a motor twist on the classic "Go Fish". Instead of verbally asking other players for a specific card, you act out what the funny monkey is doing. So you might wink, or stick out your tongue or pull on your ears, etc. Collect the most monkey matches and you're the winner. Motor planning fun for ages 4 and up. Comes in reusable plastic case.

M2575

COUNTING BALL

The Counting Ball is the wonderfully useful pairing of electronics with the classic, low tech, plaything...a ball. Slightly larger than a softball, this foam sided ball actually keeps track of the number of hits up to 100 it takes. Try bouncing off of knees, rackets, paddles, hands or walls. Provides great motivation for players to try and "beat" their last score.



Q3480 Discontinued



WOBBLE DECK

It looks like a balance board but oh it's so much more! The sturdy wood board has 5 different colored points each printed with a different number

WOBBLE DECK

(1-5) and a musical instrument. Stand on board and try to follow the instructions in the time allotted. For Level 1 you must control the board so that only the instructed color hits the floor each time. Level 2 presents instructions using either the color or number. For level 3 you are given either the color, number or sound made by the instrument. Requires a lot of auditory processing and quick balance responses. Program counts number of correct responses but best of all, you can also use it on table top with hands to control the movement of the board. Use indoors or out to improve balance, coordination, reflexes, mental focus and auditory processing.

M5960



CHARADES FOR KIDS

Classic game made simpler and less threatening for children. Comes with board and game pieces for six players but the best parts are the 150 cards with over 450 charades. One charade on each card is in picture form for nonreaders. Fun motivating way to work on motor planning, imagination and pretend play in a group, whole classroom or individual setting.

M4510