










Where to Start with Visuals

9 REASONS *to Use Visuals*

 <p>Can be referred back to</p>	 <p>Remains constant long after the word has been said</p>	 <p>Allows for slow processing</p>
 <p>Prepare for transition</p>	 <p>Support all students learning</p>	 <p>Visual Schedules promote independence as they know what to do next</p>
 <p>Transferable between home and school</p>	 <p>Show clearly what is expected</p>	 <p>Reduce Anxiety</p>

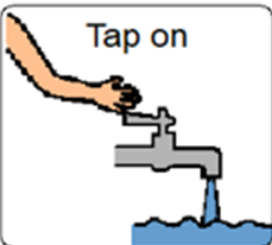
Check out the full document here— <https://ettzfc6ocfef.exactdn.com/wp-content/uploads/2020/09/Sue-Larkey-How-and-Why-to-use->

And this is a great YouTube clip on How to Use Visual Support — <https://www.youtube.com/watch?v=VVrWph2AVFM&t=41s>

dirty hands



Tap on



soap on hands



wash hands



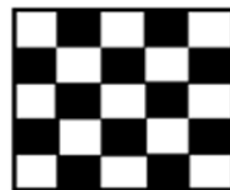
tap off



clean hands



Finished



lunch / snack time



wash hands



get lunchbox



sit



Eat



drink



Finished



Snack



Toilet



Wash hands



Mat time



Pack up



Inside play



Outside play



stop



quiet



puzzle



paint



cut & paste



doll house



draw



messy play



play dough



build



book



Lego



special activity



cooking



farm animals



zoo animals



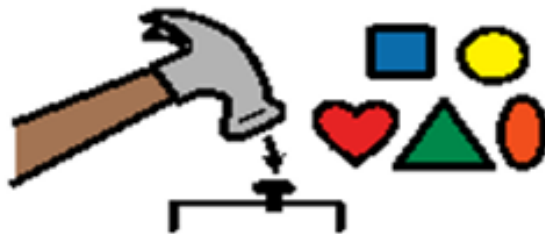
paints



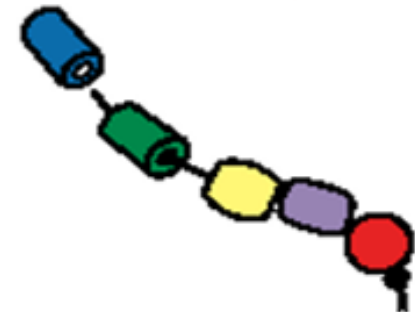
puppet



hammer



threading



sand play



clay



game



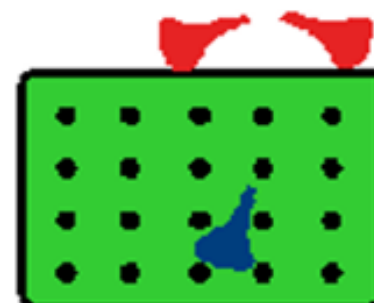
water table



tape book



pegboard



train



snack



toilet



tea set



dinosaurs



computer



boats



baby play



printing



finger-paint

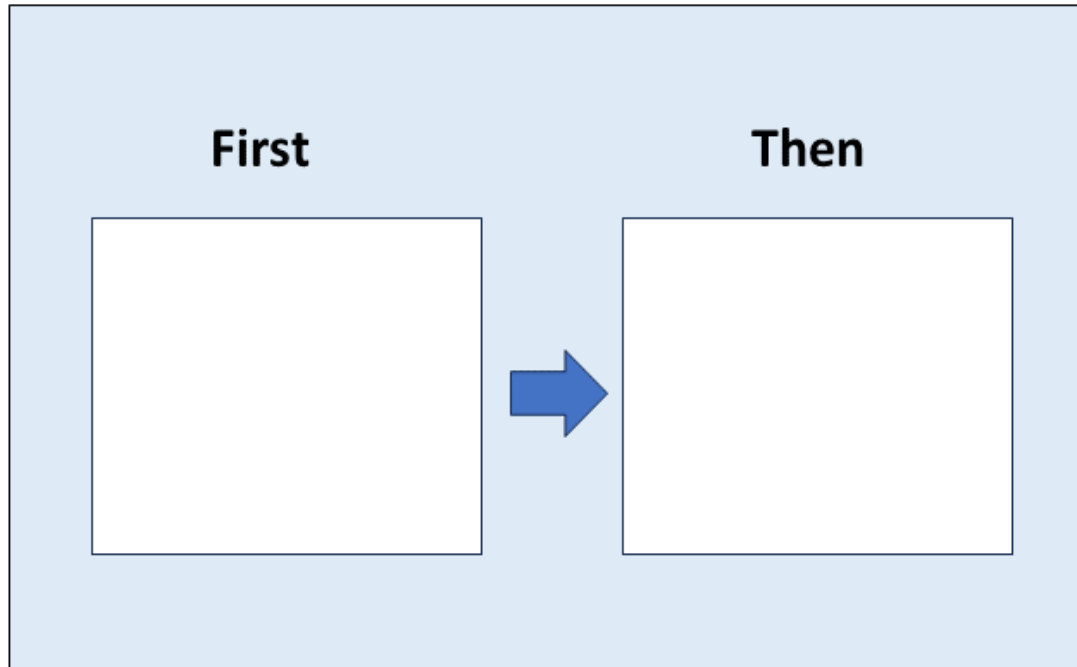


Mr Potato Head



musical instruments





1.



2.

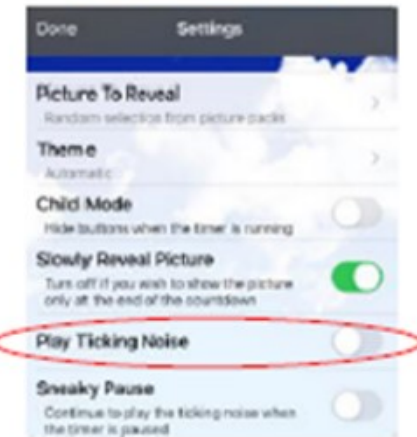


Visual timers

Provide a **concrete** example of 'how long' do I have to **WAIT** or how much time is remaining in the activity before the next activity (for example packing up)



Time timer - <https://sensorytools.net/>



Children's countdown timer