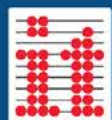


HelpKidzLearn™

AUTUMN

Activity Pack



HelpKidzLearn™

www.helpkidzlearn.com

Contents.

Page 3: Welcome.

Page 4: Sensory Space Themed Activities.

Page 5: Leaves.

Page 6: Liquid.

Page 7: Stars.

Page 8: Sensory Space Free Trial.

Page 9: Games & Activities Themed Activities.

Page 10: Scarecrow Sid.

Page 11: Scarecrow Sid printable activity.

Page 14: Apple Picking.

Page 15: Windy Day.

Page 16: Windy Day printable activity.

Page 18: Create a Scene – Farm Yard.

Page 19: Games & Activities Free Trial.

Page 20: Inclusive Stories Themed Activities.

Page 21: Webster Witch's Wacky Weather.

Page 22: Webster and Hagmella's Spooky Farm.

Page 23: Webster Witch printable activities.

Page 52: Inclusive Stories Free Trial.

Page 53: Chooselt Maker Themed Activities.

Page 54: Activity: Let's Find Autumn.

Page 56: Let's Find Autumn printable activity.

Page 61: Communication Board.

Page 63: Activity: What Happens in Autumn?

Page 65: Activity: When Things Change.

Page 67: Activity: Day and Night.

Page 69: Day or Night printable activity.

Page 71: Daytime Routine Sequencing Activity.

Page 73: How to redeem activities.

Page 74: Personalise the experience.

Page 75: Take them offline.

Page 76: How to Download the Chooselt Maker iPad App.

Page 77: Chooselt Maker Free Trial.

Page 78: Readymades Themed Activities.

Page 79: Temperature – Hot and Cold.

Page 81: Times of the Day.

Page 83: Time – Seasons.

Page 85: Readymades Free Trial.

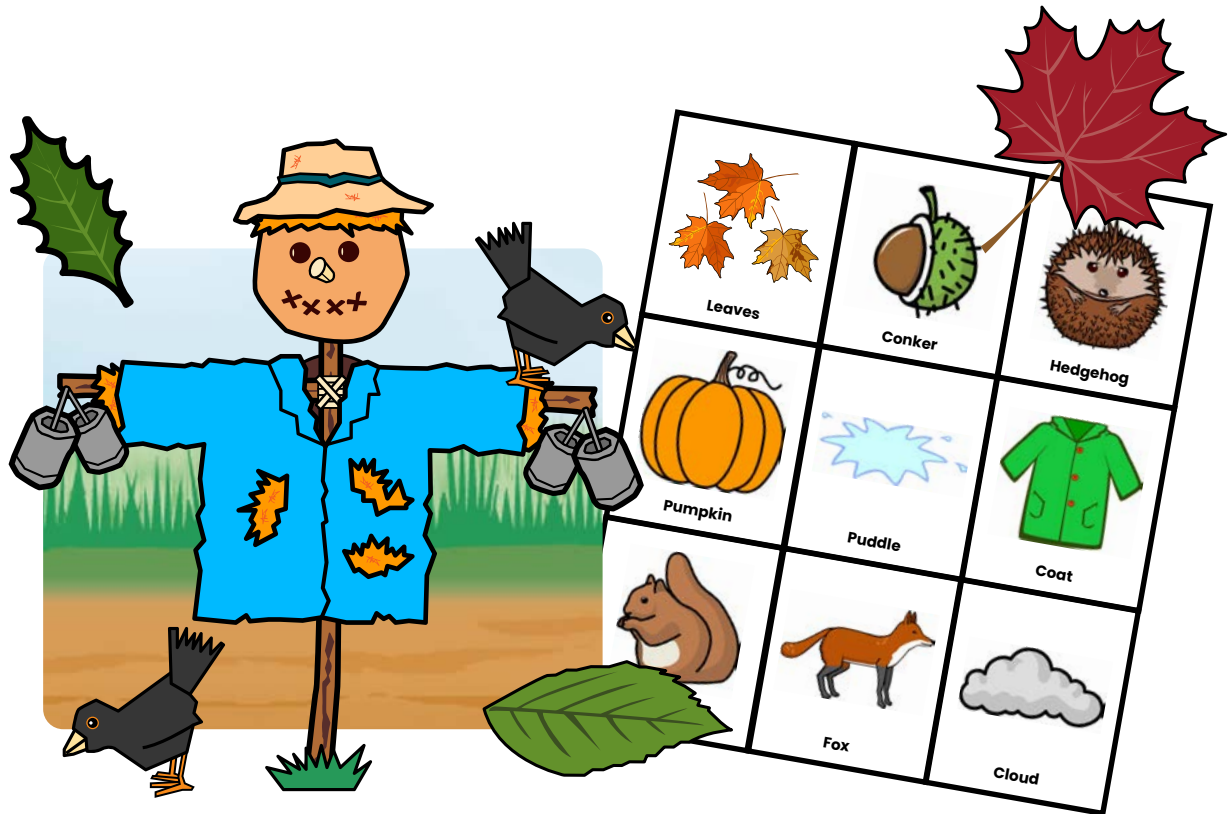
Page 86: Autumn Playlists.

Page 87: Autumn Walk – Playlist 1.

Page 88: Sensory Colours of Autumn – Playlist 2.

Page 89: Share Your Creations.

Welcome to your Autumn Pack!



What's inside the pack?

We've designed this pack especially to work with your **HelpKidzLearn favourites**. It gives you ready-made lesson ideas, sensory experiences, and printables that slot straight into your sessions.

Here's a taste of what you'll find:

- **Sensory Space activities:** autumn-themed lesson ideas that bring cause and effect to life with swirling leaves, flowing colours, and twinkling stars.
- **Games & Activities:** interactive autumn games that build sequencing, choice-making, and anticipation, plus printables like Scarecrow Sid and leaf-matching.
- **Inclusive Stories:** playful tales with characters like Webster Witch, extended with puppets, masks, and props for extra fun.
- **Chooselt Maker activities:** brand-new share codes with autumn lessons, checklists, and communication boards to support choice-making and communication.
- **Chooselt Readymades:** quick curriculum-linked activities on seasons, times of day, and hot vs cold, with autumn twists.
- **Playlists:** ready-made sequences of activities you can launch instantly for a complete autumn session.

It's everything you need to celebrate autumn, all planned out, ready to use, and full of playful seasonal magic!



Themed Activities

These calming, interactive activities encourage learners to explore **cause and effect** through sight, sound, and touch. We've selected a collection of our Control category activities from Sensory Space, which use active engagement, known as "press and hold".

Learners activate their access device to start the activity and it stops when the activation ends. You'll find extra fun ideas to extend the sensory fun even further.

www.helpkidzlearn.com/sensory-space

Leaves.



Let's get started.

Go to the **Control** category and choose **Leaves**. Alternatively, use the **search and filter** option at the top of the page.

Each time your learner **presses and holds** their switch, touches and holds down on the screen, or continually moves their eyes using eye gaze, colourful autumn leaves will swirl and drift down to music.

As the leaves appear, you can sprinkle real or fabric leaves gently over your learners – let them flutter down slowly to create a magical autumn breeze.

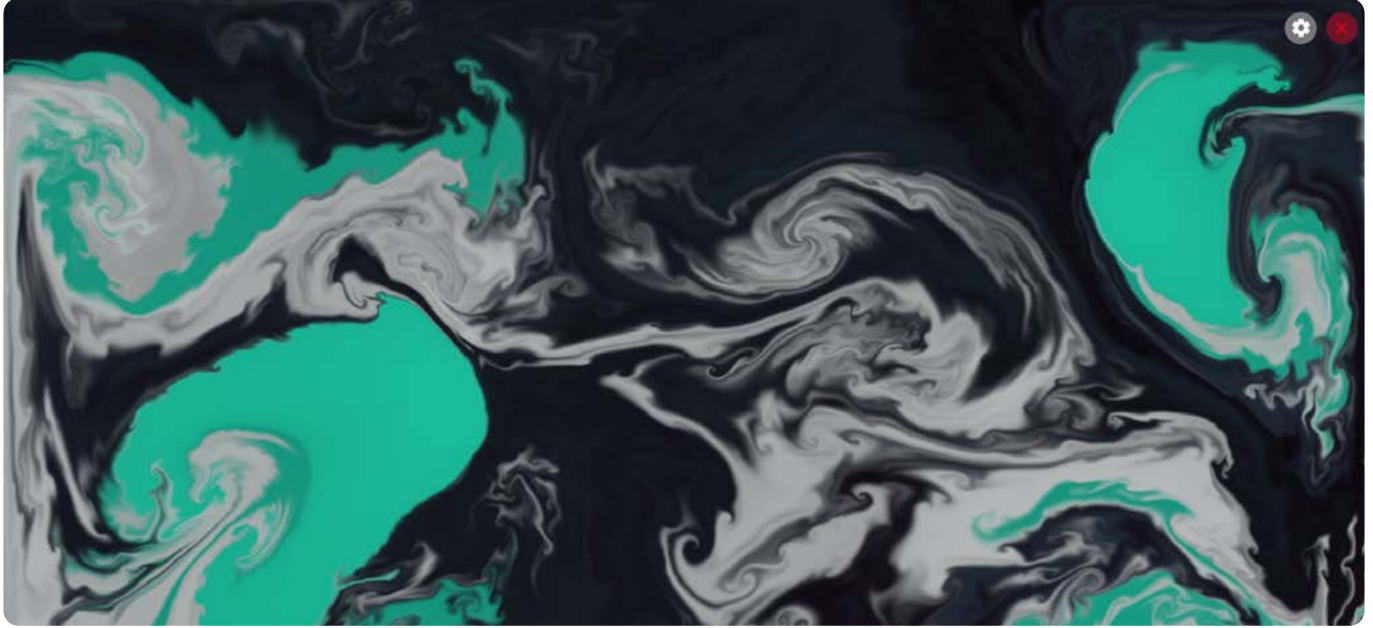
Extra fun ideas.

- Add a switch-adapted fan so learners can feel the breeze as they watch the leaves scatter.
- Pop a few drops of cinnamon or pine scent onto cotton pads to create an "autumn smell tray."
- Offer different textures – paper leaves, dried leaves, or even sparkly fabric ones – for learners to explore by hand.

Wind down.

Dim the lights and let the on-screen **Leaves** activity drift slowly across the screen. Give each learner a leaf to hold, stroke, or simply feel resting against their hand while relaxing with the gentle music.

Liquid.



Let's get started.

Go to the **Control** category and choose **Liquid**. Alternatively, use the **search and filter** option at the top of the page.

Set the colour palette to Warm and Comforting or Nature Inspired. Your learners can **'press and hold'** using their device to make colourful streams of liquid flow and merge together on screen. Watch how the swirls change each time they interact.

Talk with your learners about the colours they can see and encourage them to anticipate what will happen next.

Extra fun ideas.

- Set up a tray with cornflour and water (oobleck) mixed with autumn food colours (red, orange, yellow). Let learners swirl their hands or feet to feel the colours merge.
- Try runny icing with food colouring in autumn shades for a safe, edible version – messy, but fun!
- Add a drop of seasonal scents like cinnamon, peppermint, or pine to make it a true autumn sensory experience.
- Model gentle hand movements so learners can copy swirling and mixing.

Wind down.

Return to the on-screen **Liquid** activity. Dim the lights and let learners enjoy the flowing colours. Hand out small bottles filled with coloured water or glittery liquid for them to hold, shake, and watch settle – a calming finish to the session.

Stars.



Let's get started.

Go to the **Control** category and choose **Stars**. Alternatively, use the **search and filter** option at the top of the page.

Encourage learners to activate their device using '**press and hold**' and watch tiny lights twinkle and grow until the whole screen glows softly, just like a starry autumn night.

Extra fun ideas.

- Use switch-adapted lights, disco balls, LED lights or torches to create real sparkles around the room.
- Cover a tray or table with a black cloth to turn it into a "night sky," and add glow sticks or glittery objects for learners to explore. Or you could use a dark den instead. Encourage learners to wave or move the lights to see reflections and glows, linking to cause and effect.
- Enhance the atmosphere with safe seasonal scents like pine, cedar, or cinnamon for a cosy autumn evening feel.

Wind down.

Dim the lights and continue the **Stars** activity. Encourage learners to relax as the twinkling glow fills the room, creating a peaceful end to your session.

Sensory



Try Sensory Space

Explore a world of online sensory activities, designed to support learners with special educational needs. Sensory Space offers engaging activities that encourage interaction, exploration and cause and effect learning.

- Interactive activities designed to build key development skills.
 - Customisable colours and AI-generated music.
- Universally accessible for touch, switch, and eye gaze users.

Start your free 14 day trial, no credit card details needed.

Start Your Trial



Themed Activities

Games & Activities are accessible game-based learning activities that engage and teach a progression of skills such as cause and effect, sequencing and choice-making.

We've gathered a selection of autumn-themed games we think are perfect for the season, along with supporting printables to make them even more fun and hands-on.

www.helpkidzlearn.com/games

Scarecrow Sid.



Let's get started.

Go to the **Sequential** learning objective and look for the **Make More Happen** milestone. Then choose **Scarecrow Sid**. You can also find it quickly by using the **search and filter** bar at the top of the page.

Learners can press their switch, touch the screen, or use eye gaze to help watch the activity unfold. Draw attention to the fun sounds – seeds scattering, crows cawing, tins clanging.

Extra fun ideas.

- **Seeds:** Use trays of coloured rice (reds, oranges, yellows, browns) to represent seeds. Learners can scoop, scatter, or run their hands through it.
- **Crows:** Pretend to be swooping crows using black scarves, feathers, or puppets.
- **Wind:** Use a switch-adapted fan (or hand-held fan) to mimic the breeze rattling Sid's tins.
- **Sound:** Rattle a tin can or metal lid to copy Sid's noise.
- **Scents:** Add a sprinkle of cinnamon or nutmeg in a pouch to bring the earthy smell of autumn fields.
- **Printable resource:** Use the Scarecrow Sid printable activity at the end of this activity to build your own Scarecrow Sid.

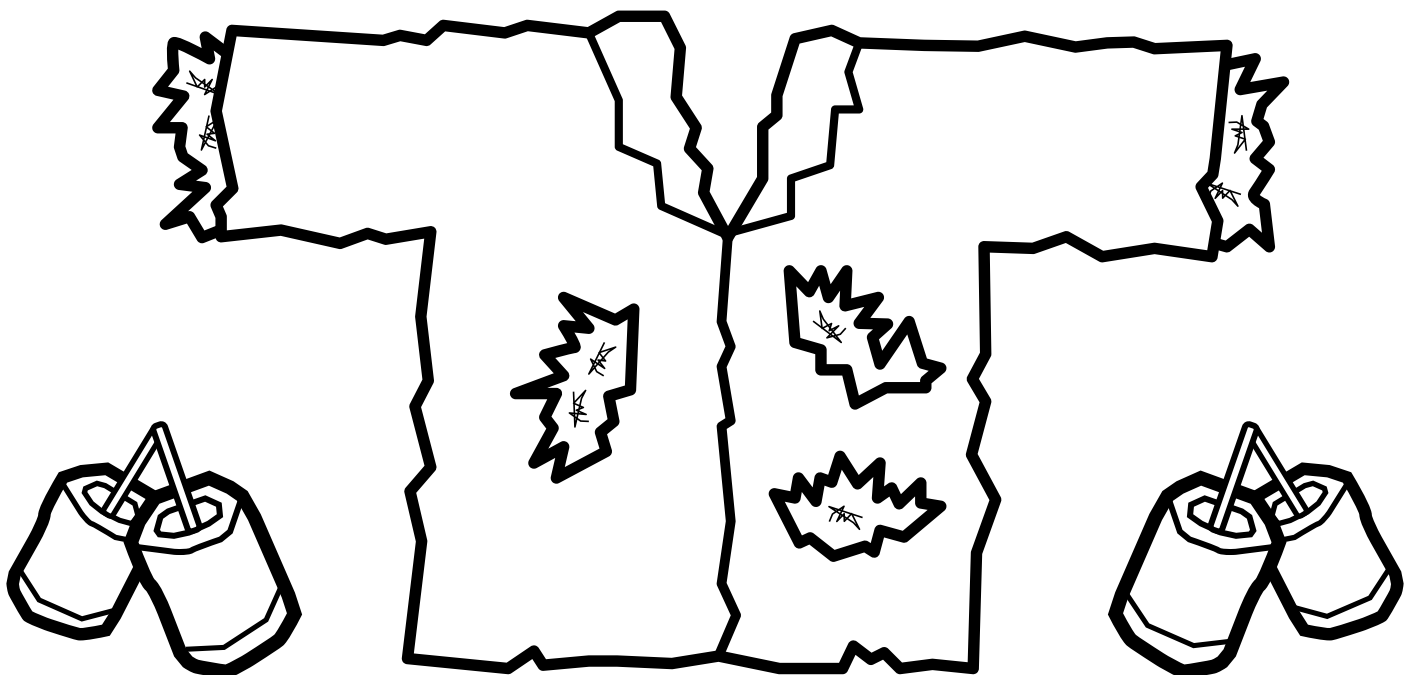
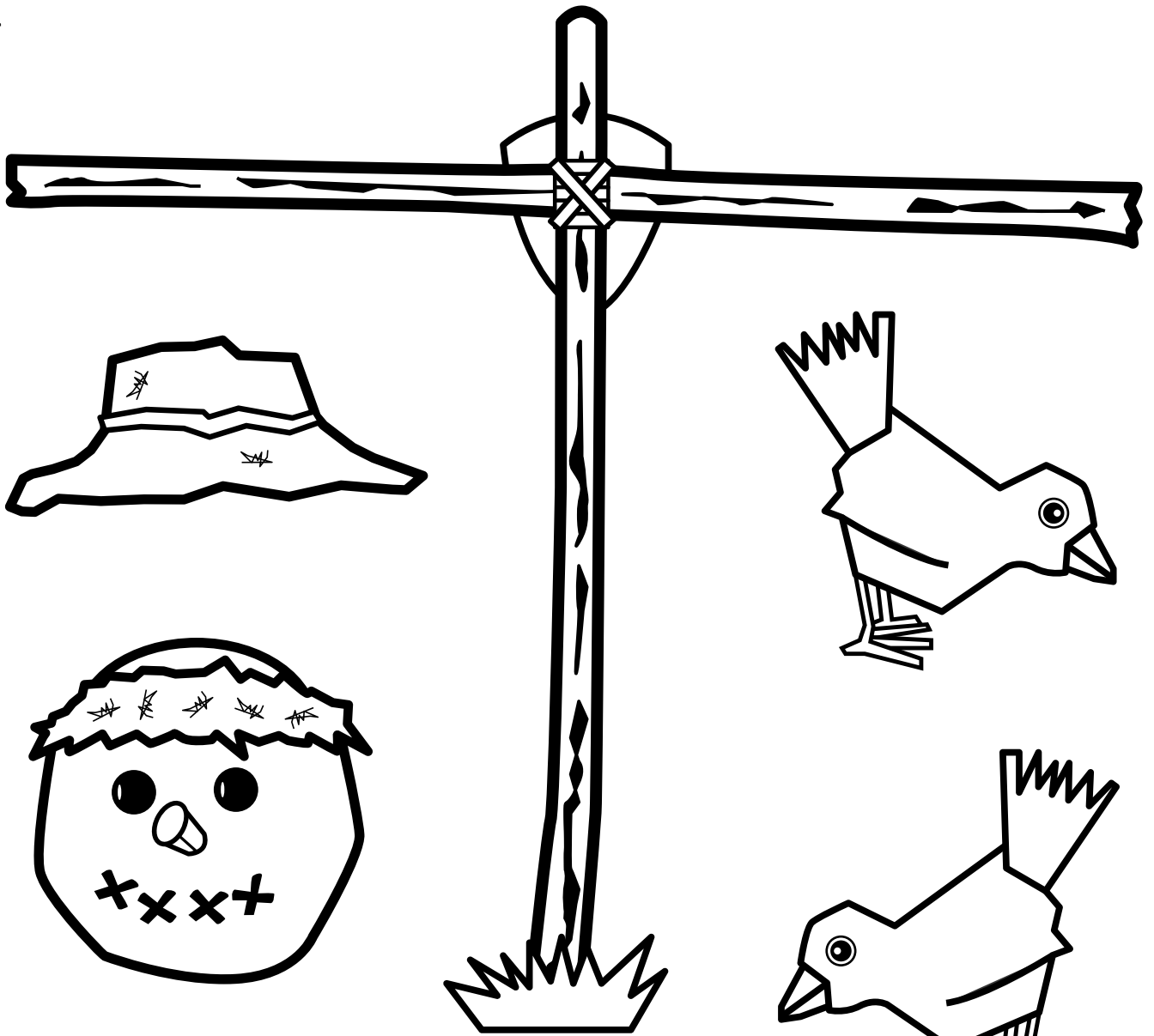
Wind down.

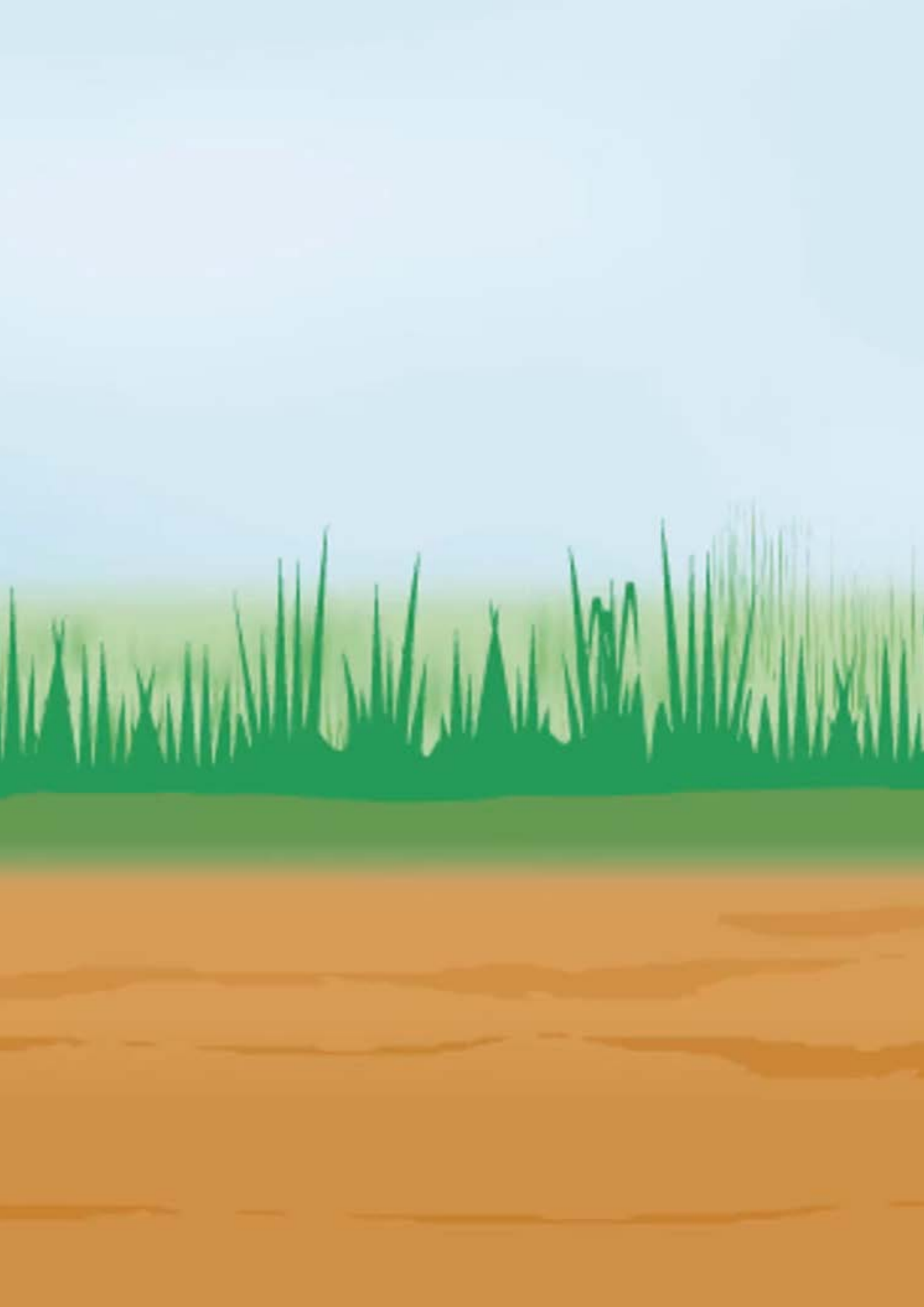
Replay **Scarecrow Sid** so learners can enjoy the sequence again. Finish by letting each learner scatter a handful of coloured rice into a tray, as if planting seeds for next year's crops.

Scarecrow Sid printable activity.

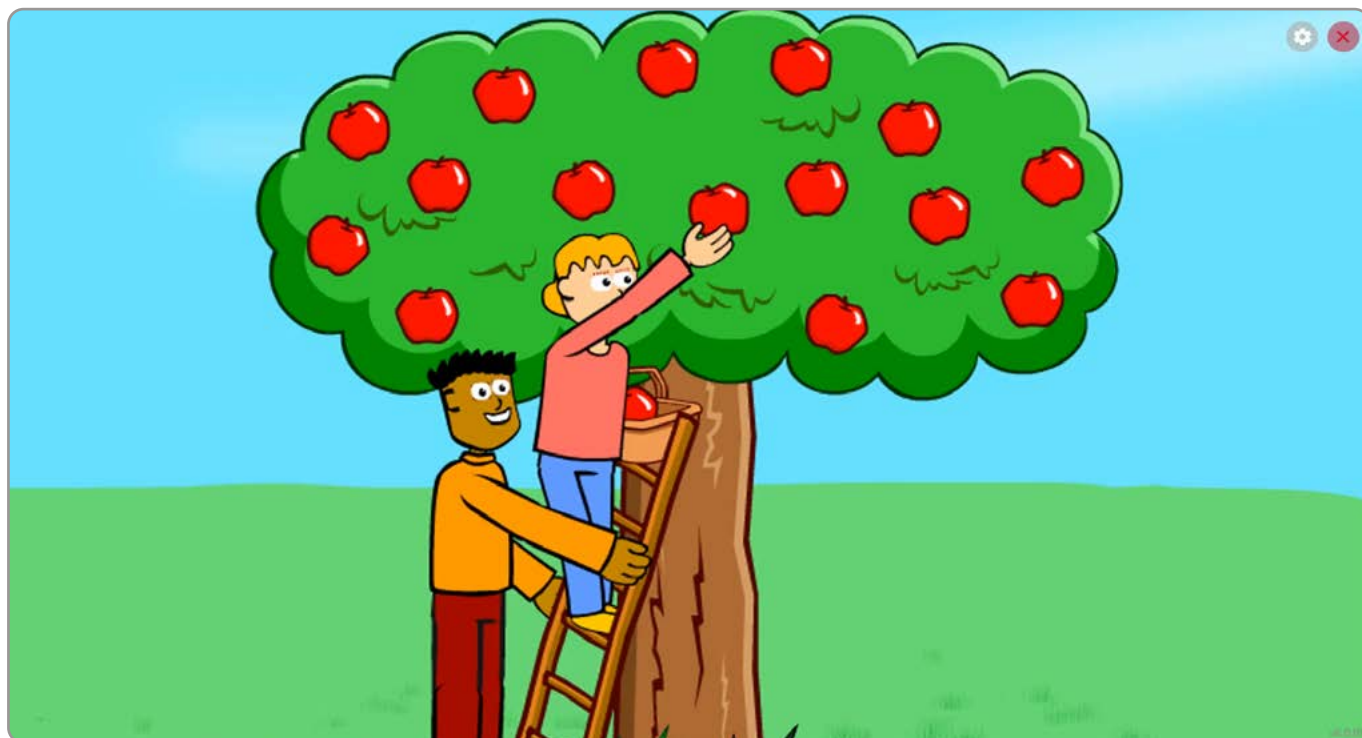
Create your very own Scarecrow Sid by building all of the parts together. Learners can cut the pieces out or be supported to cut them to build a Scarecrow and colour him in.







Apple Picking.



Let's get started.

Go to the **Sequential** learning objective and look for the **Make More Happen** milestone. Then choose **Apple Picking**. Alternatively, use the **search and filter** option at the top of the page.

Learners can press their switch, touch the screen, or use eye gaze to progress through the activity. Watch the apples drop from the tree and see who might be hiding in the orchard!

Extra fun ideas.

- **Apple sensory play:** Use real or play apples for learners to touch, smell, or roll across a tray.
- **Tasting textures:** Offer apple slices, apple purée, or dried apple rings to try (if safe for your group).
- **Falling apples:** Drop soft red balls, beanbags, or scrunched paper into a basket to mimic apples falling from the tree.
- **Animal visitors:** Hide a toy squirrel or bird under green paper for learners to find, just like in the story.

Wind down.

Replay the **Apple Picking** activity so learners can revisit the sequence. End by giving each learner an apple (real, toy, or paper cut-out) to place in a basket, helping to finish the harvest together.

Windy Day.



Let's get started.

Go to the **Sequential** learning objective and look for the **Make More Happen** milestone. Then choose **Windy Day**. Alternatively, use the **search and filter** option at the top of the page.

As the story unfolds, point out the girl's clothes – her hat, coat, and scarf – and show how the blustery wind makes everything move. Encourage learners to press their switch, touch the screen, or use eye gaze to keep the story flowing.

Extra fun ideas.

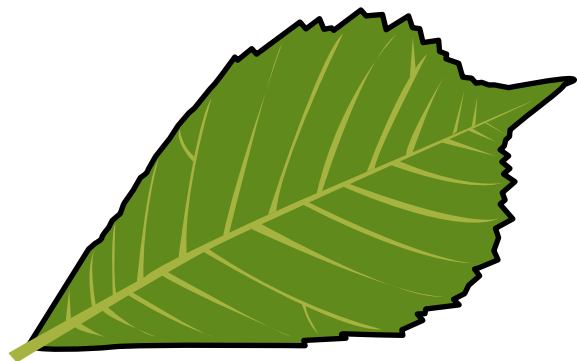
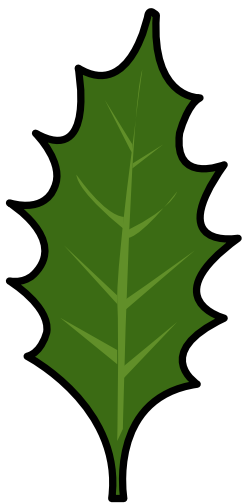
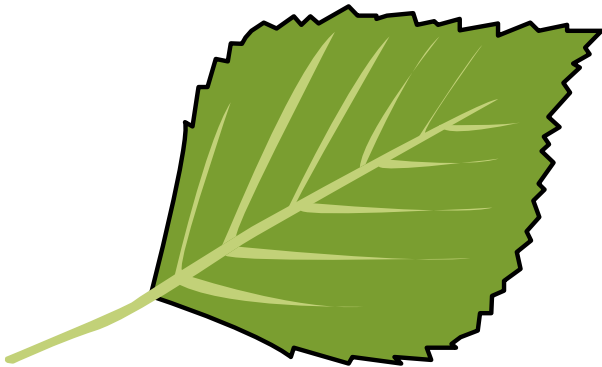
- **Feel the wind:** Use a switch-adapted fan, hand fan, or hairdryer on a cool setting so learners can feel the breeze. Wave scarves or streamers around for extra movement.
- **Falling leaves:** Drop fabric, tissue, or real leaves so they flutter down, just like in the activity.
- **Flying clothes:** Let a scarf or hat blow away in the wind (with a little help from staff!) and encourage learners to catch them.
- **Balloon fun:** Give learners a balloon on a string (or a soft ball if balloons aren't safe) to watch floating and bobbing.
- **Soundscape:** Play gentle wind sound effects in the background.
- **Leaf matching:** Use the printable leaf matching activity at the end of this activity. Learners can cut out or be supported to cut, then match leaves to their outlines.

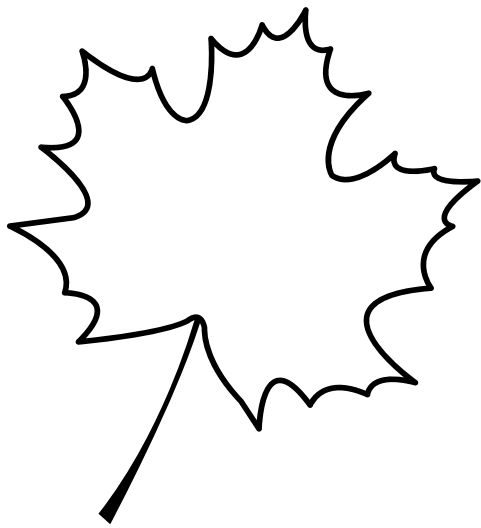
Wind down.

Replay the **Windy Day** activity and let each learner wave a scarf or streamer to copy the windy motion. Keep the mood calm and playful as you bring the session to a close.

Windy Day printable activity.

Can your learners catch the leaves from our Games & Activities 'Windy Day' story and match them to the leaves on our table? Encourage your learners to cut out the leaves or support them with cutting if needed, then see if they can match them to the leaves on the table.

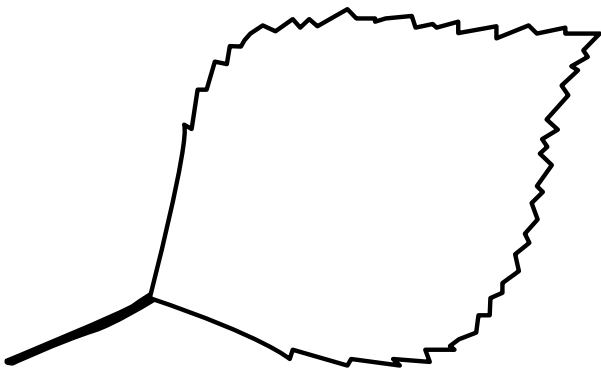




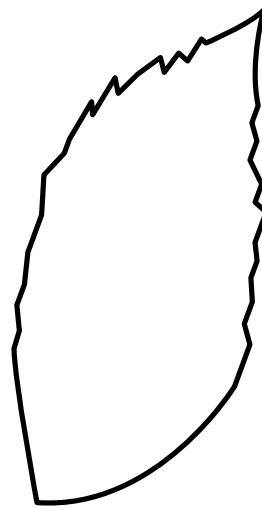
Maple



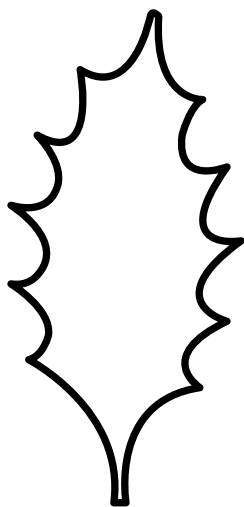
Oak



Birch



Ash

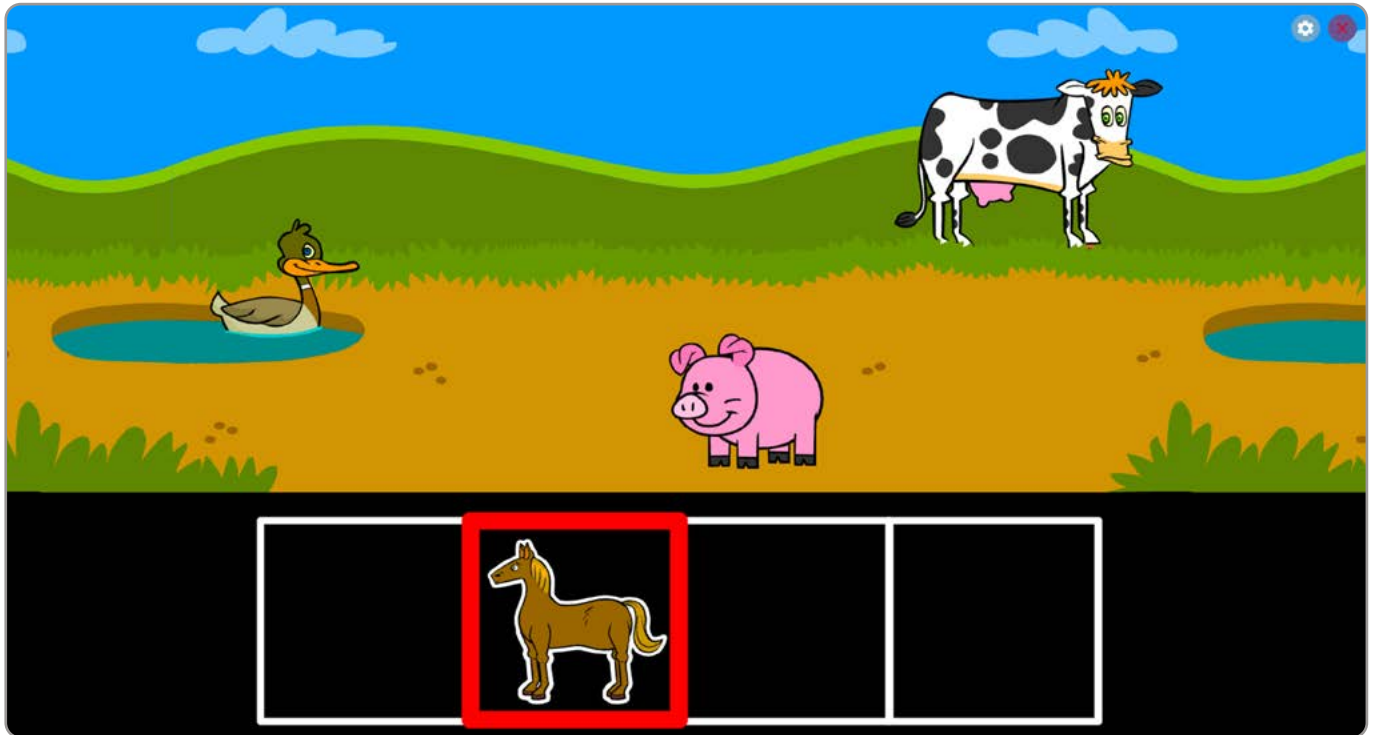


Holly



Chestnut

Create a Scene – Farm Yard.



Let's get started.

Go to the **Choice Making** objective and look for the **Create a Scene** milestone. Then choose **Farm Yard**. Alternatively, use the **search and filter** option at the top of the page.

Learners can use their switch, touch, or eye gaze to choose which animal to add. Watch as the farmyard gradually fills with animals one by one until the scene is complete!

Extra fun ideas.

- **Build a real farm:** Use a tray or mat as your farm yard. Each time an animal appears on screen, add a matching toy or figure to the tray so the scene builds in real life too.
- **Sounds and actions:** Copy the animal sounds using sound buttons, or encourage learners to make the noises themselves. Move the toys around to mimic what the animals are doing.
- **Anticipation play:** As fewer boxes remain on screen, build excitement by asking learners to guess which animal will appear next.

Wind down.

Celebrate when the final animal completes the **farm yard scene** on screen. Then, let learners explore all the animals they've collected in the tray or mat. Finish with a noisy "farm party" where everyone joins in with all the animal sounds together!

Not yet got Games & Activities?



Games & Activities

Get a FREE 14-day trial to unlock engaging, accessible games that target your child's specific needs. Develop essential skills like cause & effect, while keeping them motivated and having fun!

Over 300 activities cater to various learning styles, with switch, eye gaze, touch, or mouse control. See the difference in your child's learning journey - **sign up for your free trial today!**

Get FREE 14 day Trial



Inclusive Stories



Themed Activities

Our engaging Inclusive Stories focus on a range of learning intentions and developmental areas. Learners can join in by pressing a switch, touching the screen, or using eye gaze to make the story move forward - keeping them engaged and part of the action.

You'll find fun ideas and printables for using alongside our popular Webster Witch series.

www.helpkidzlearn.com/inclusive-stories

Webster Witch's Wacky Weather.



Let's get started.

Meet **Webster Witch**, who's having a tricky day in her messy home! She needs just the right items to fix the ever-changing weather. Harrumph! Learners can help Webster cast her spells by pressing their switch, touching the screen, or using eye gaze to move the story forward and bring the weather to life.

Extra fun ideas.

- **Sensory props:** Use a fan for wind, a water spray for rain, or glitter shakers for magical spells as the story unfolds.
- **Weather report:** Try the printable Webster's Wacky Weather Report so learners can add weather symbols to Webster's map.
- **Potion play:** Mix up magical weather "potions" using bottles filled with glitter, sequins, food colouring, or leaves.
- **Use included resources:** Each Inclusive Story includes bonus resources such as prop ideas, printables, Chooselt Maker codes and more.

Wind down.

Replay the **Wacky Weather** story so learners can anticipate and recall each event. Finish by inviting them to choose or act out their own "weather forecast" for the day using props or symbols — will it be sunny, windy, or rainy?

Webster and Hagmella's Spooky Farm.



Let's get started.

Meet **Webster Witch and her mischievous sister Hagmella!** In this story, Webster enchants the farm animals so they make all the wrong noises – imagine a sheep going quack or a pig going moo! Learners can help move the story forward by pressing a switch, touching the screen, or using eye gaze to trigger each silly surprise.

Extra fun ideas.

- **Animal sound game:** Use sound buttons with farm noises. Learners can guess the animal or make the sound themselves.
- **Role-play farm:** Add toy animals, puppets, or the printable masks and puppets so learners can mix up sounds just like Webster.
- **Sensory farm yard:** Fill a tray with hay, straw, fabric animals, or textured props (wool, bark, smooth eggs) for learners to explore.
- **Use included resources:** Each Inclusive Story includes bonus resources such as prop ideas, printables, Chooselt Maker codes and more.

Wind down.

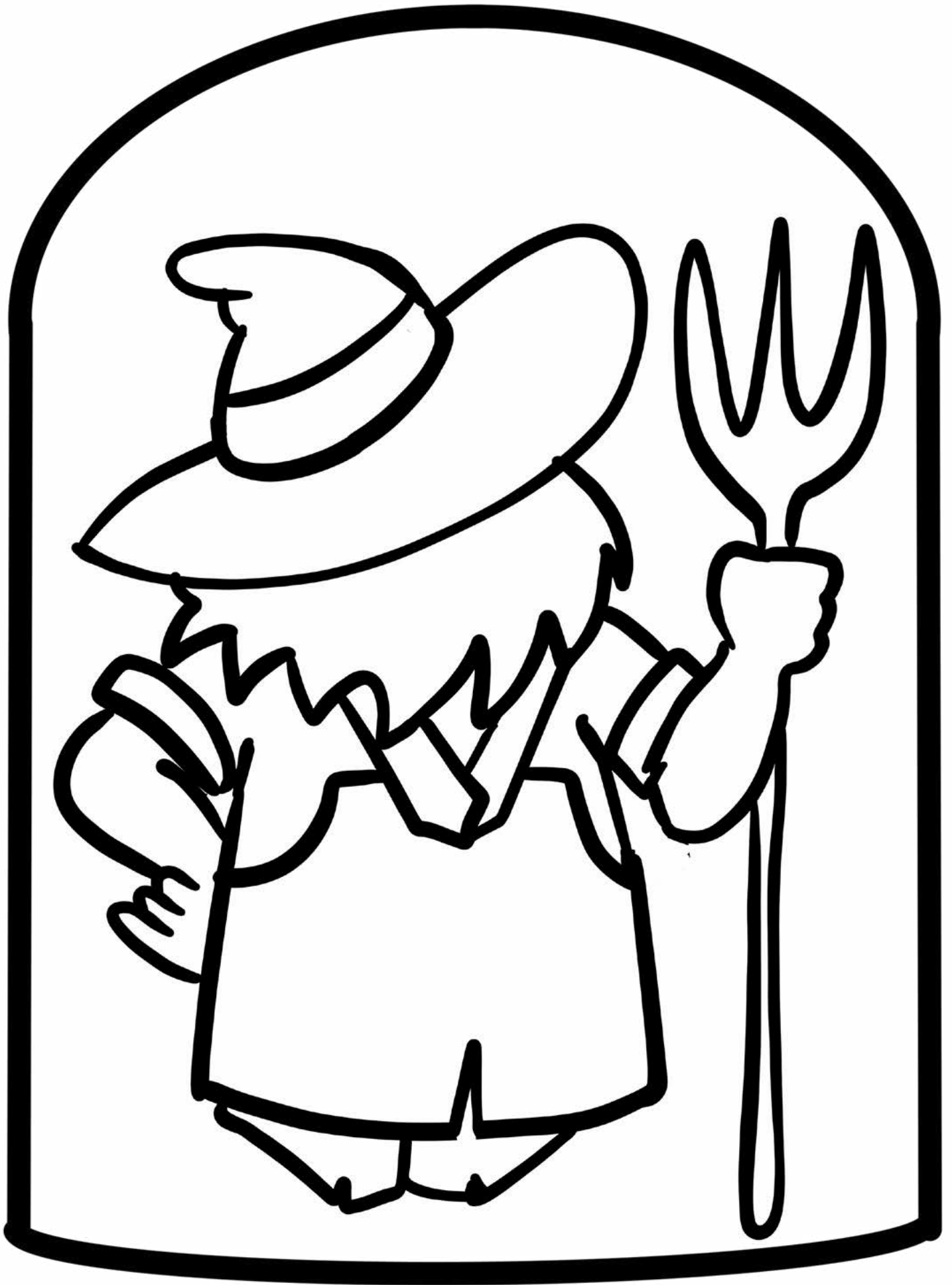
Replay the **Spooky Farm** story to help learners anticipate and recall the events. Use the printables below to end with a “farm parade,” letting each learner show their favourite animal puppet or mask while making its sound – the sillier, the better!

Webster Witch printable activities.

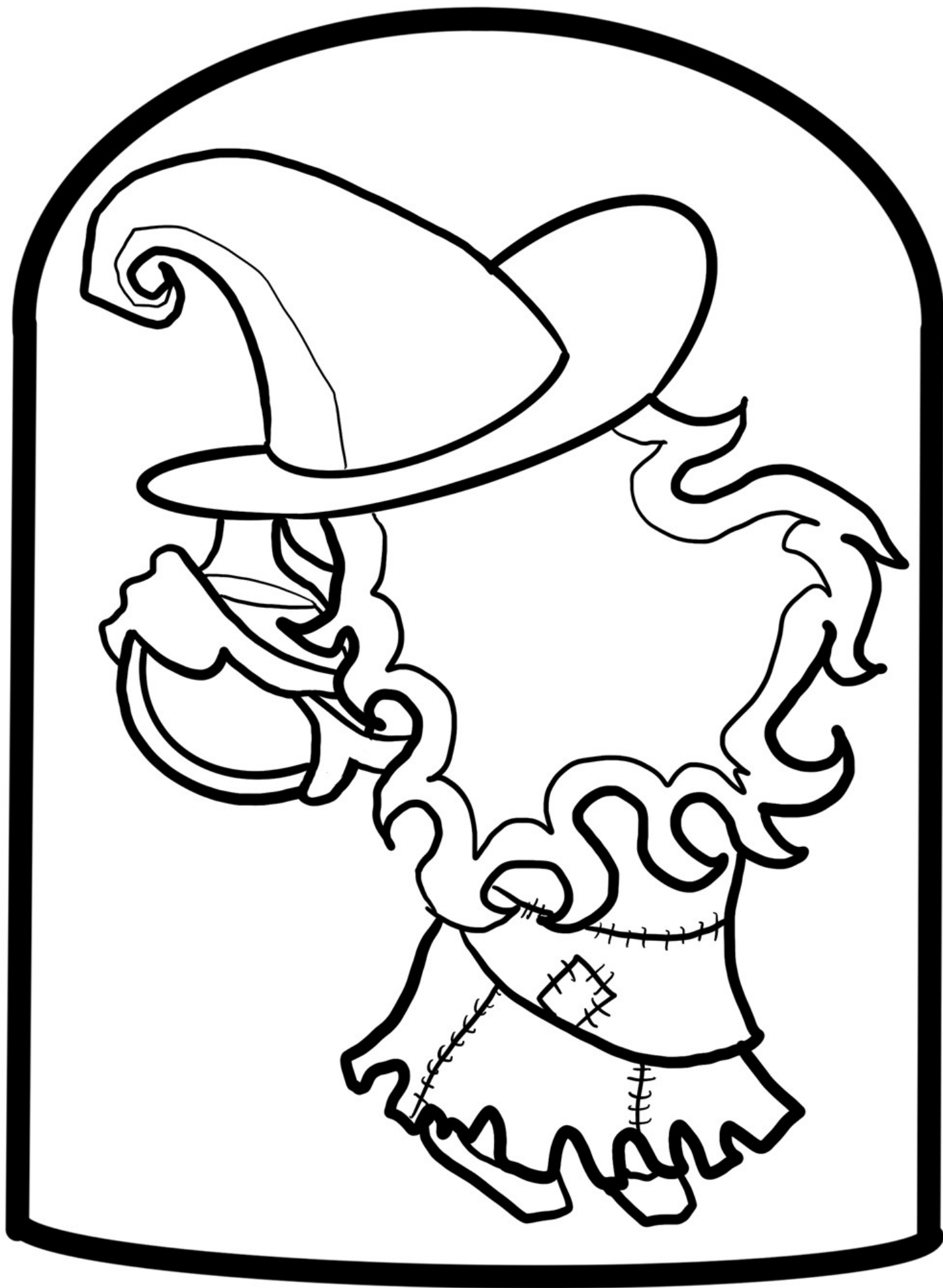
Bring the story to life with our Webster and Hagmella puppets and masks! Simply cut out, decorate, and attach to sticks or string to create your own spooky farmyard characters.

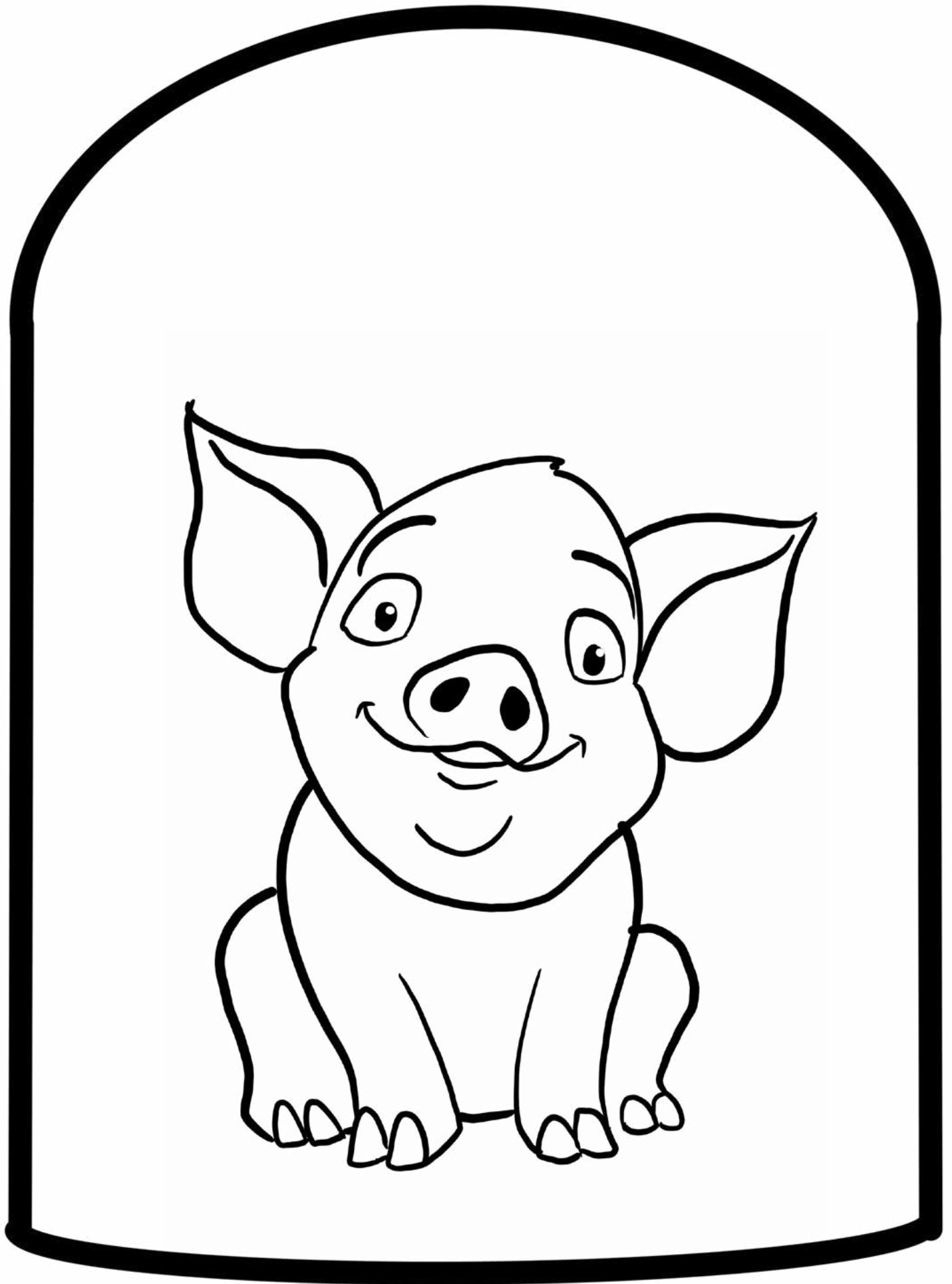


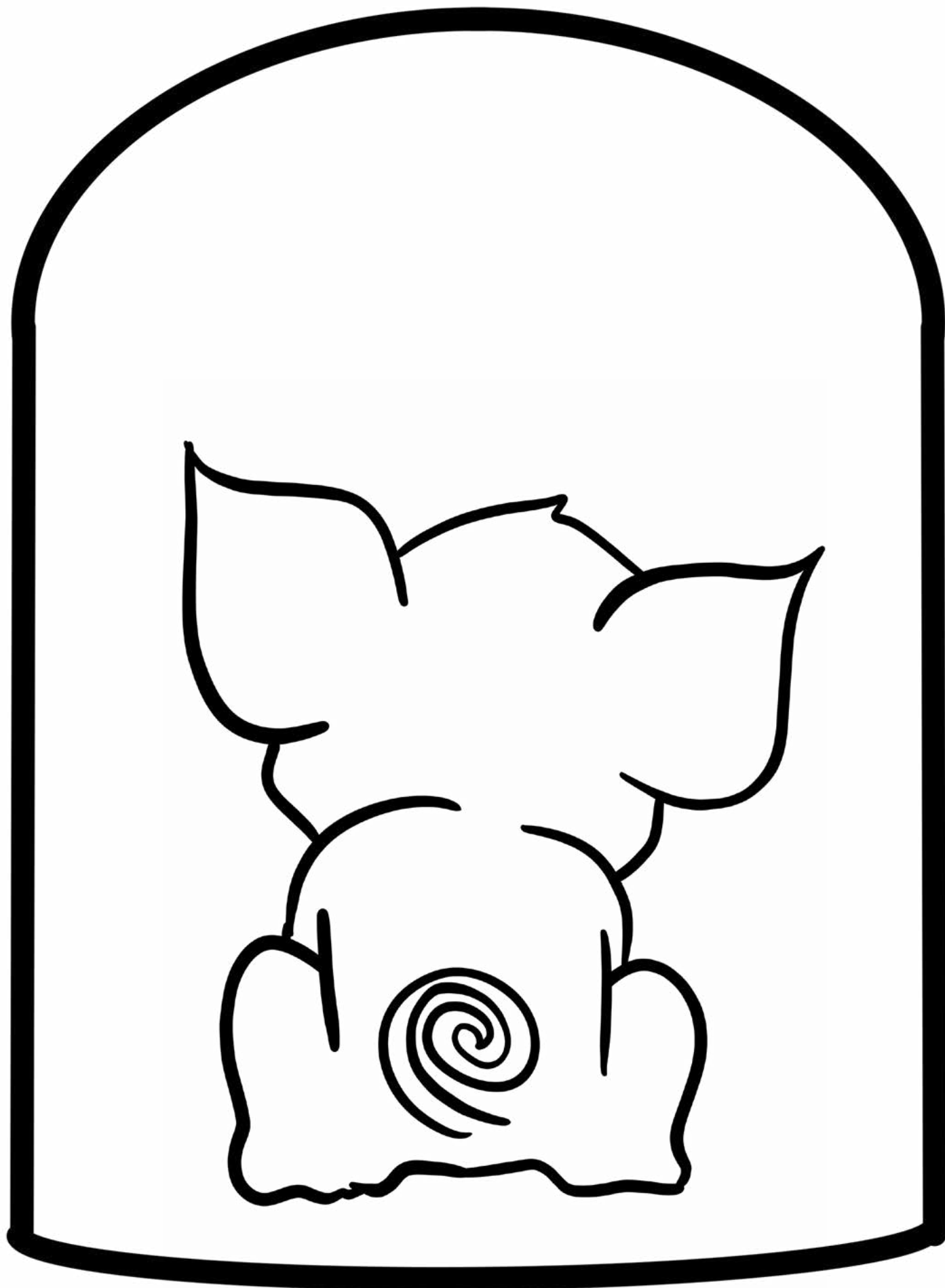


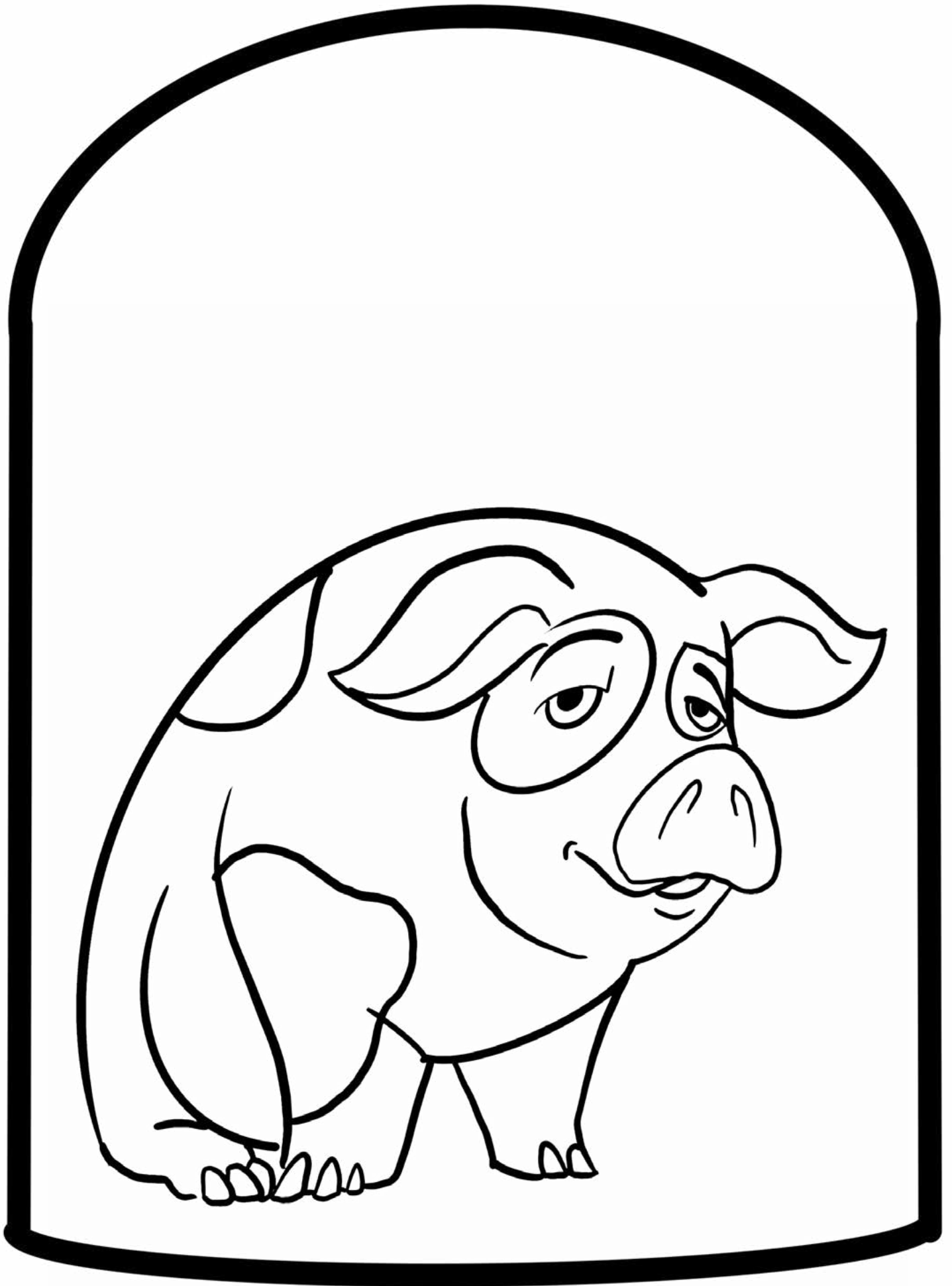


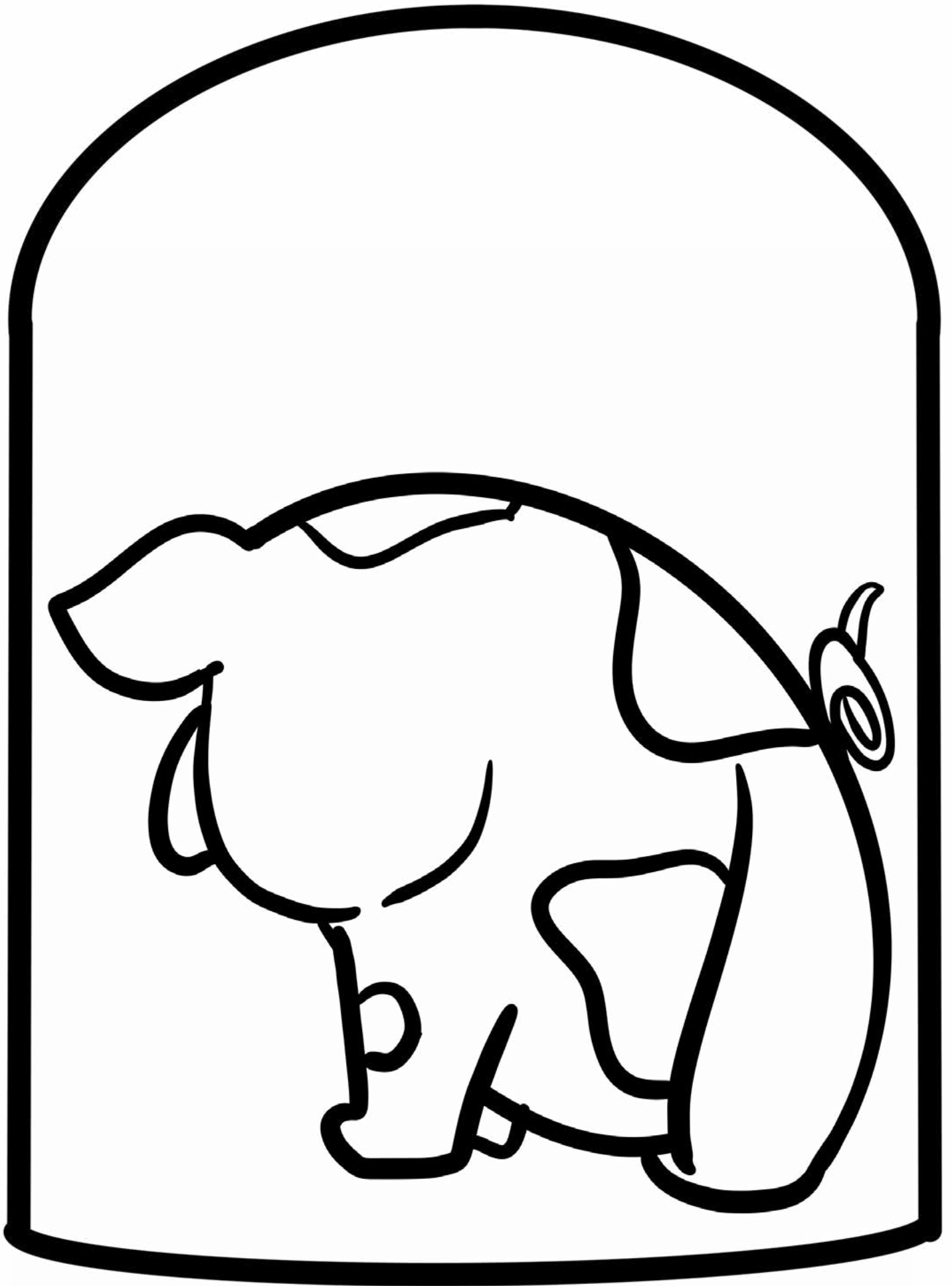


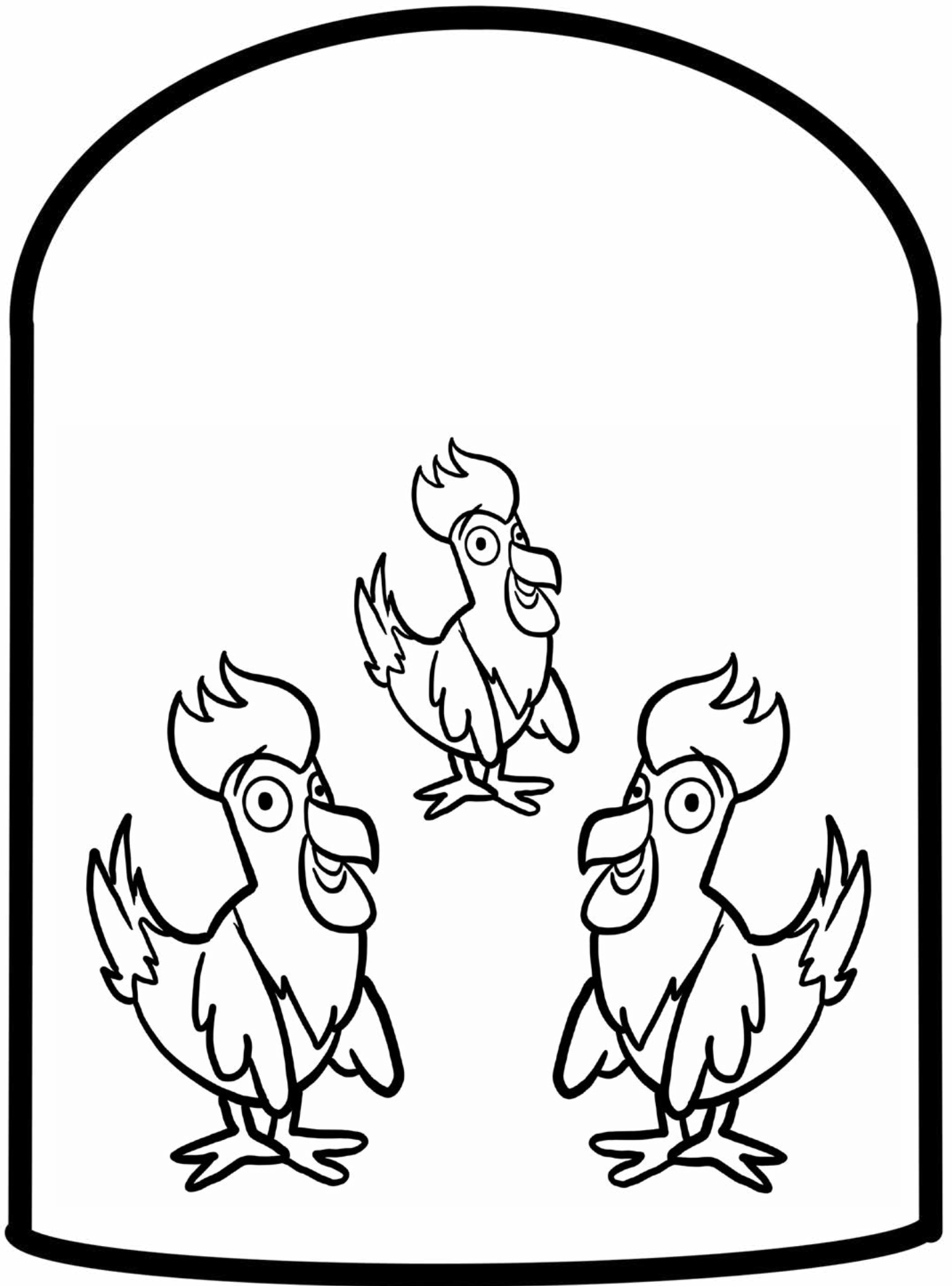


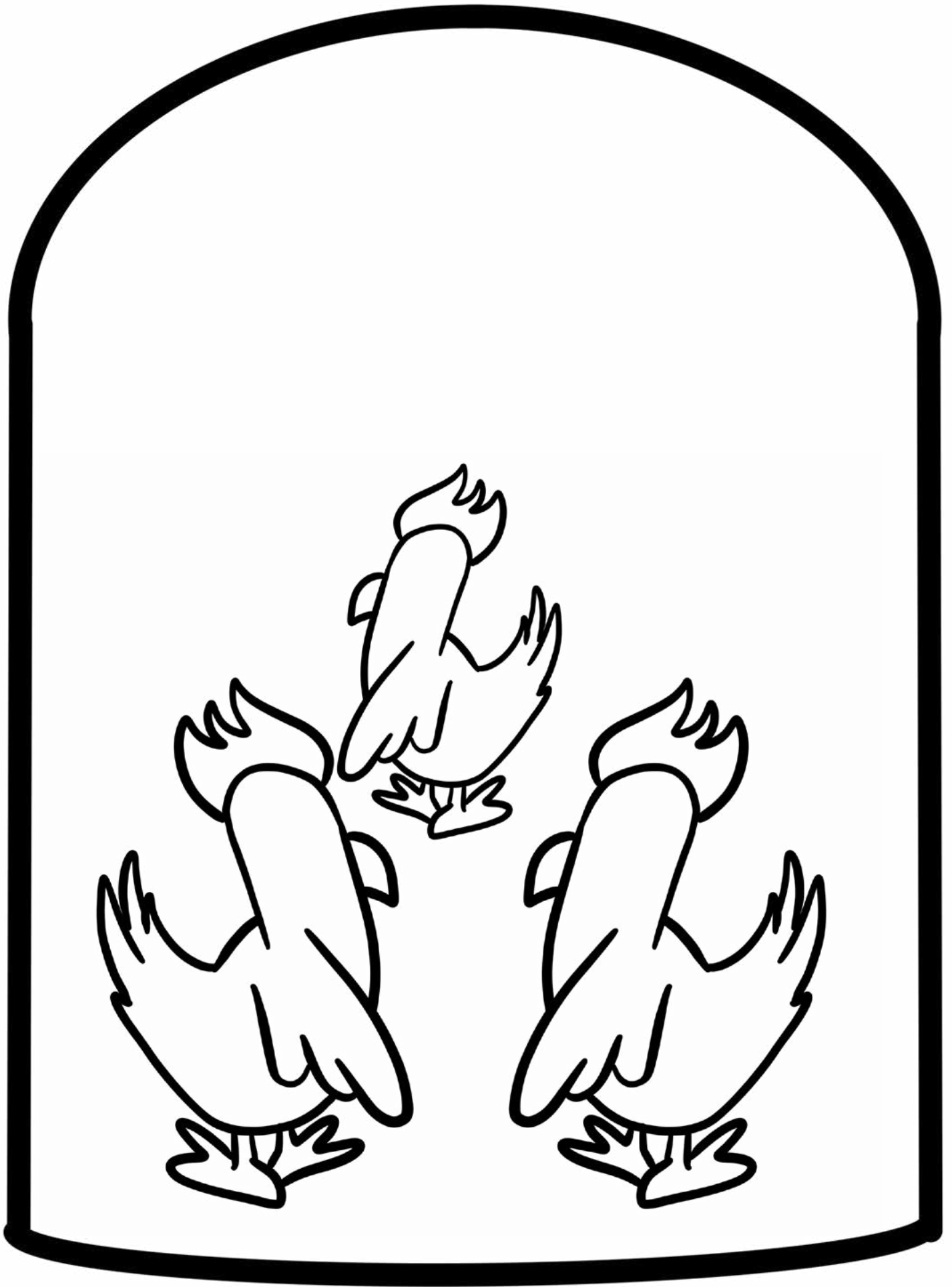


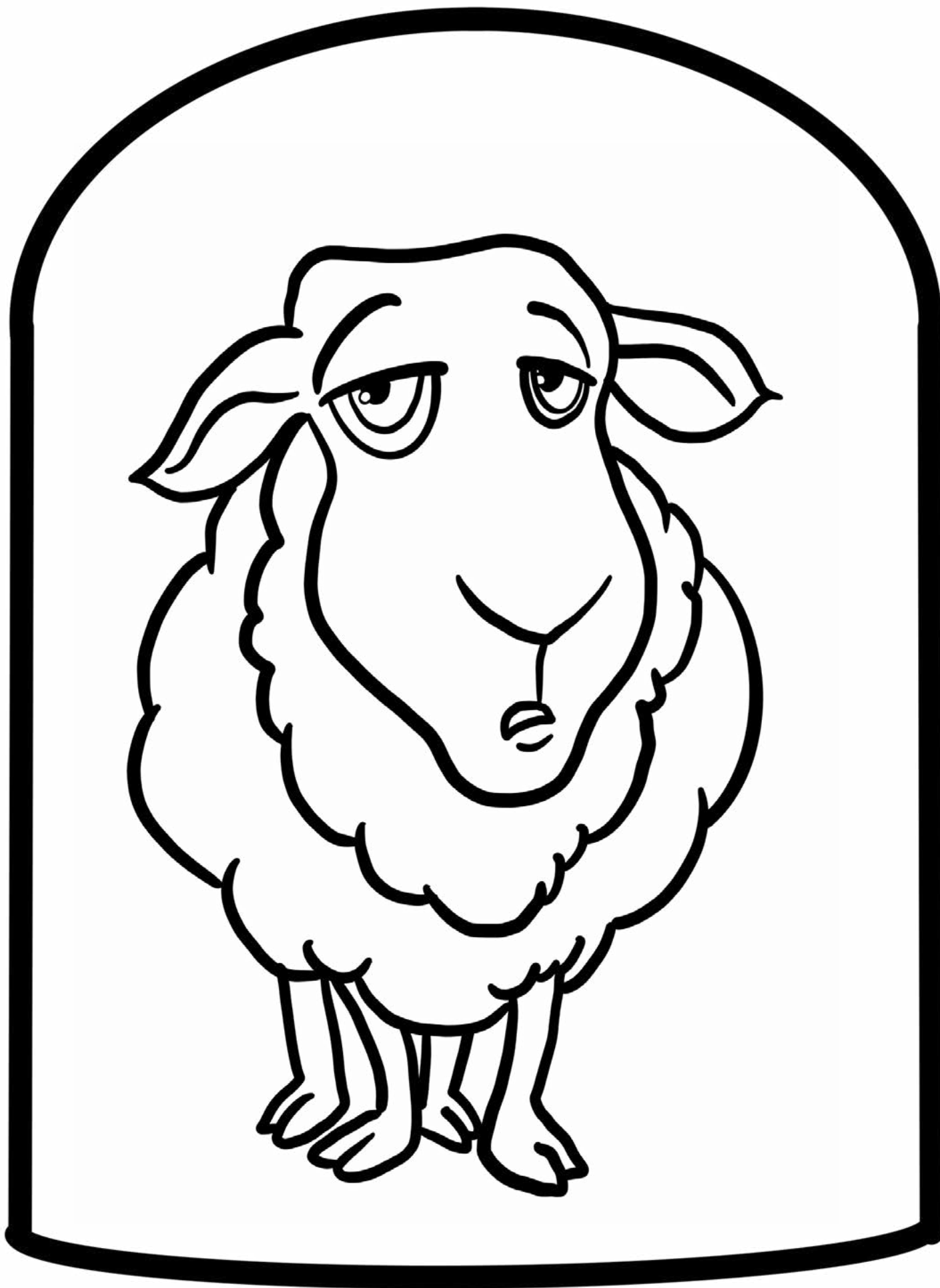


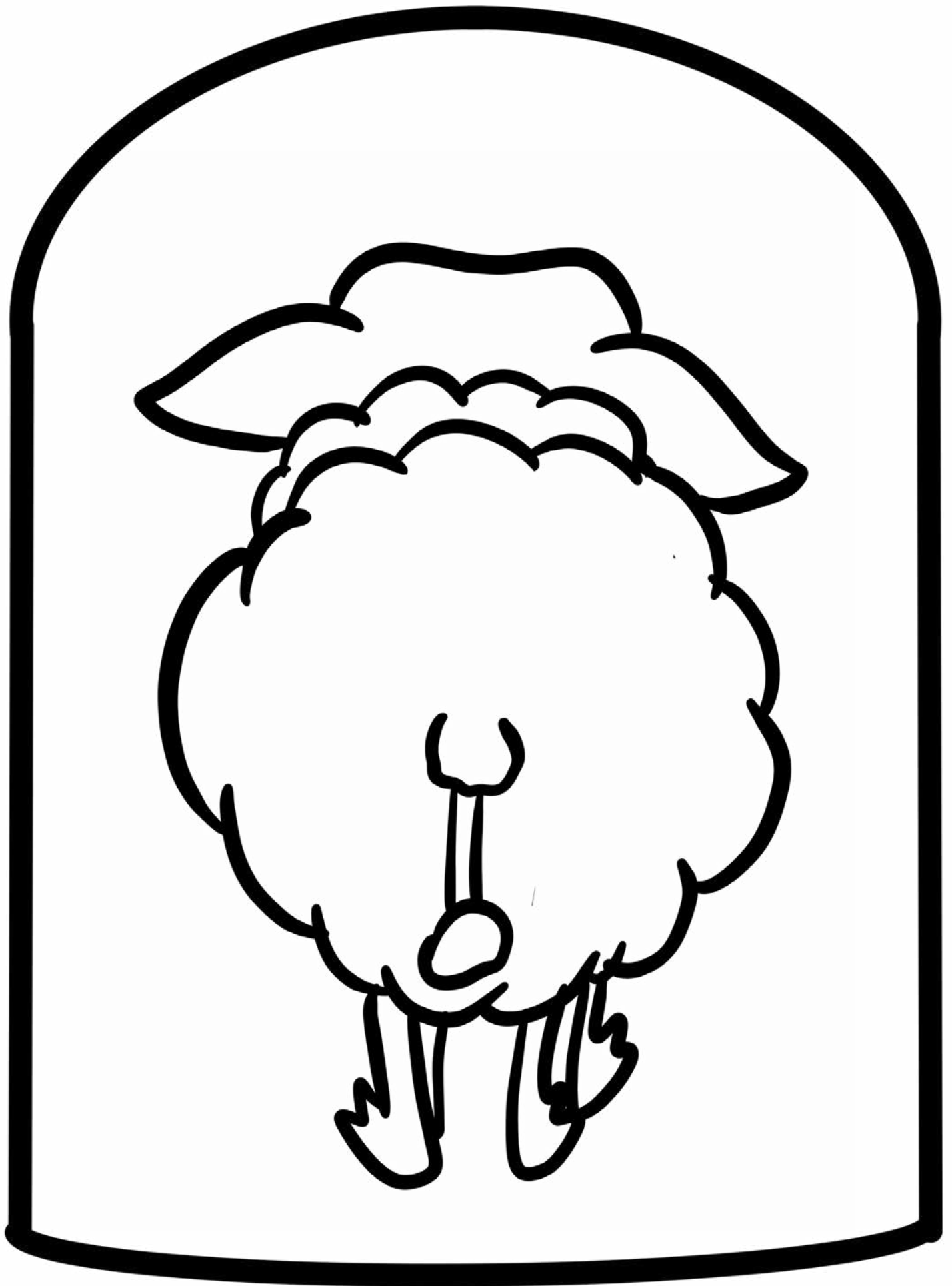




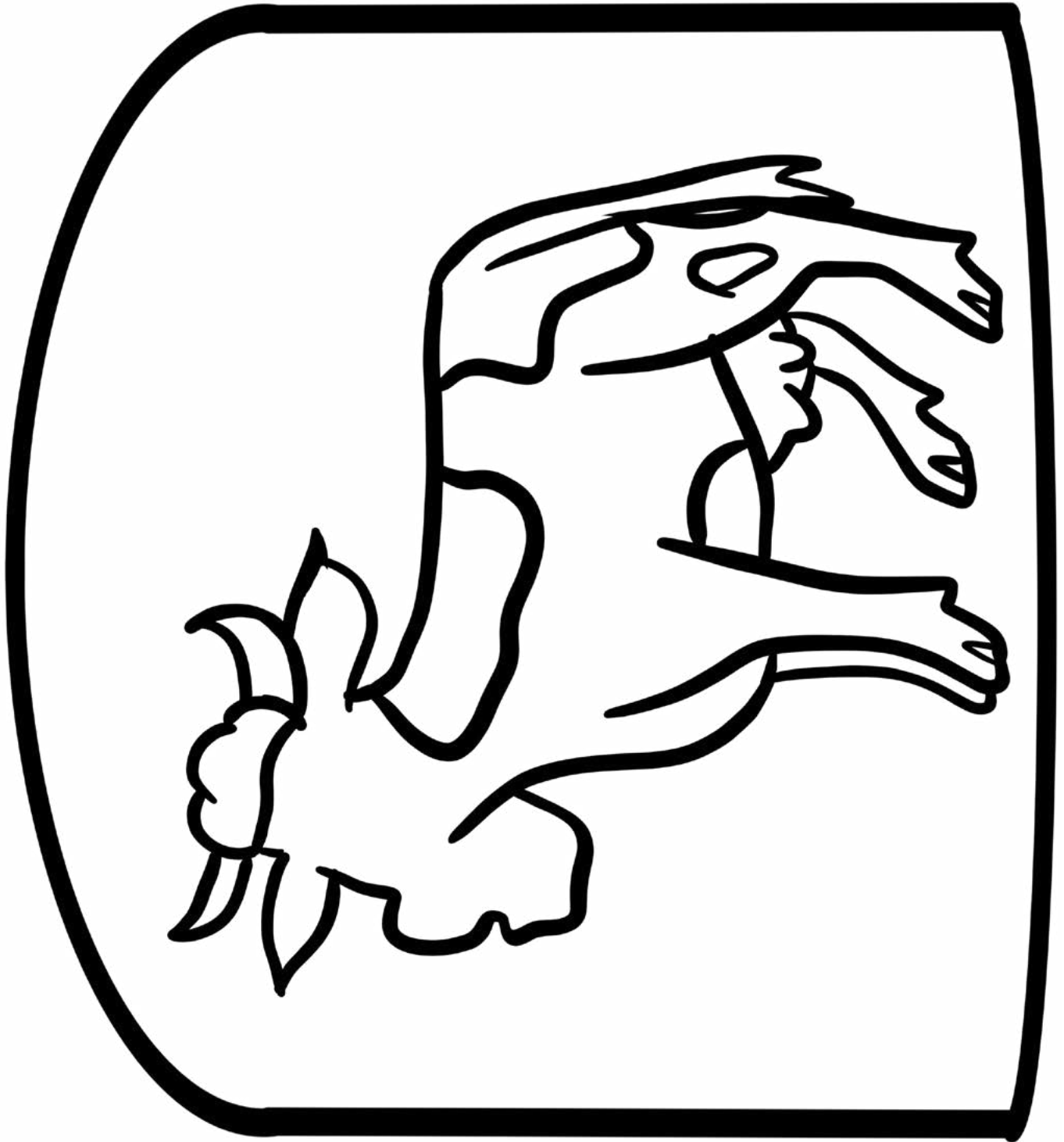


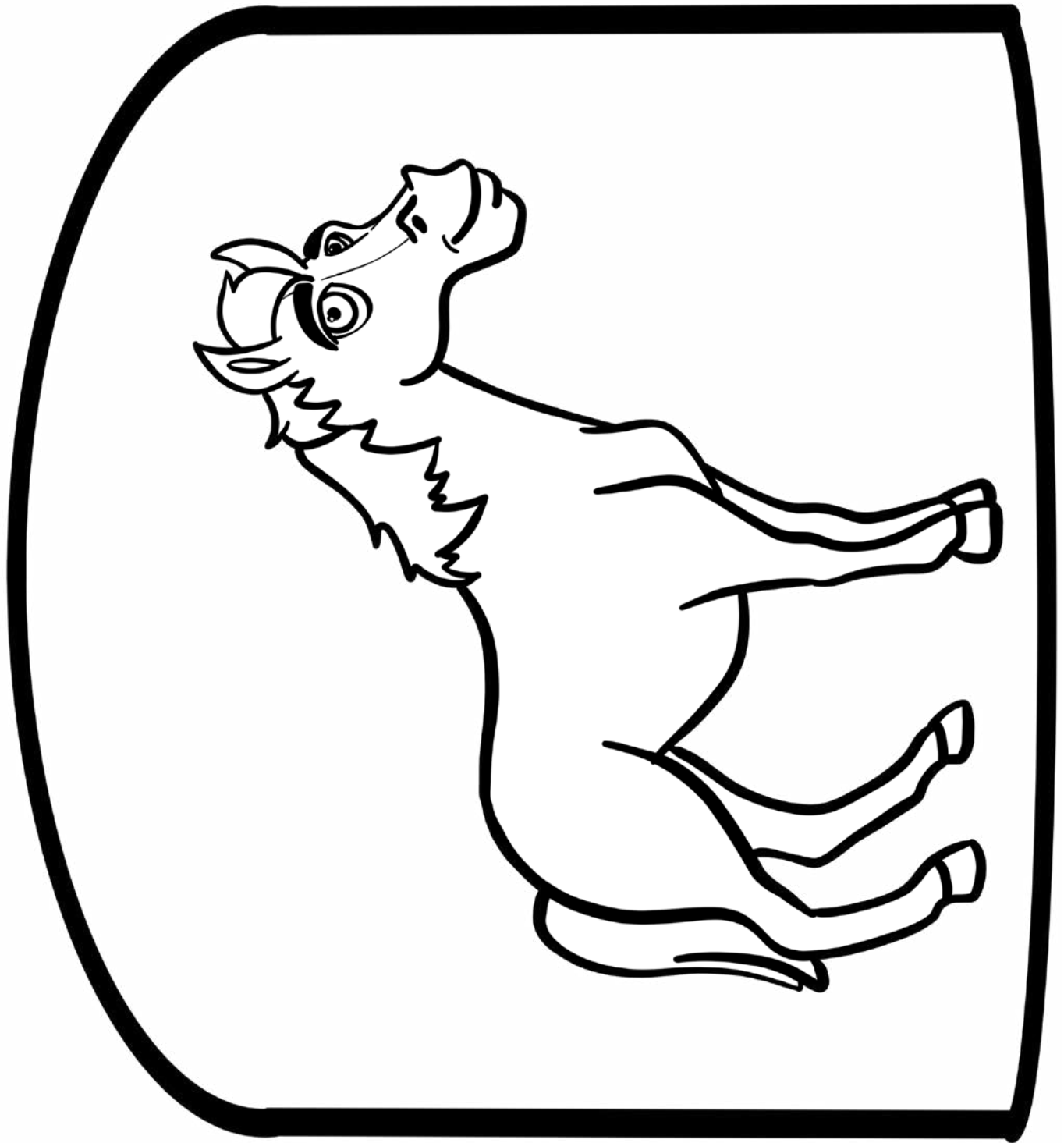


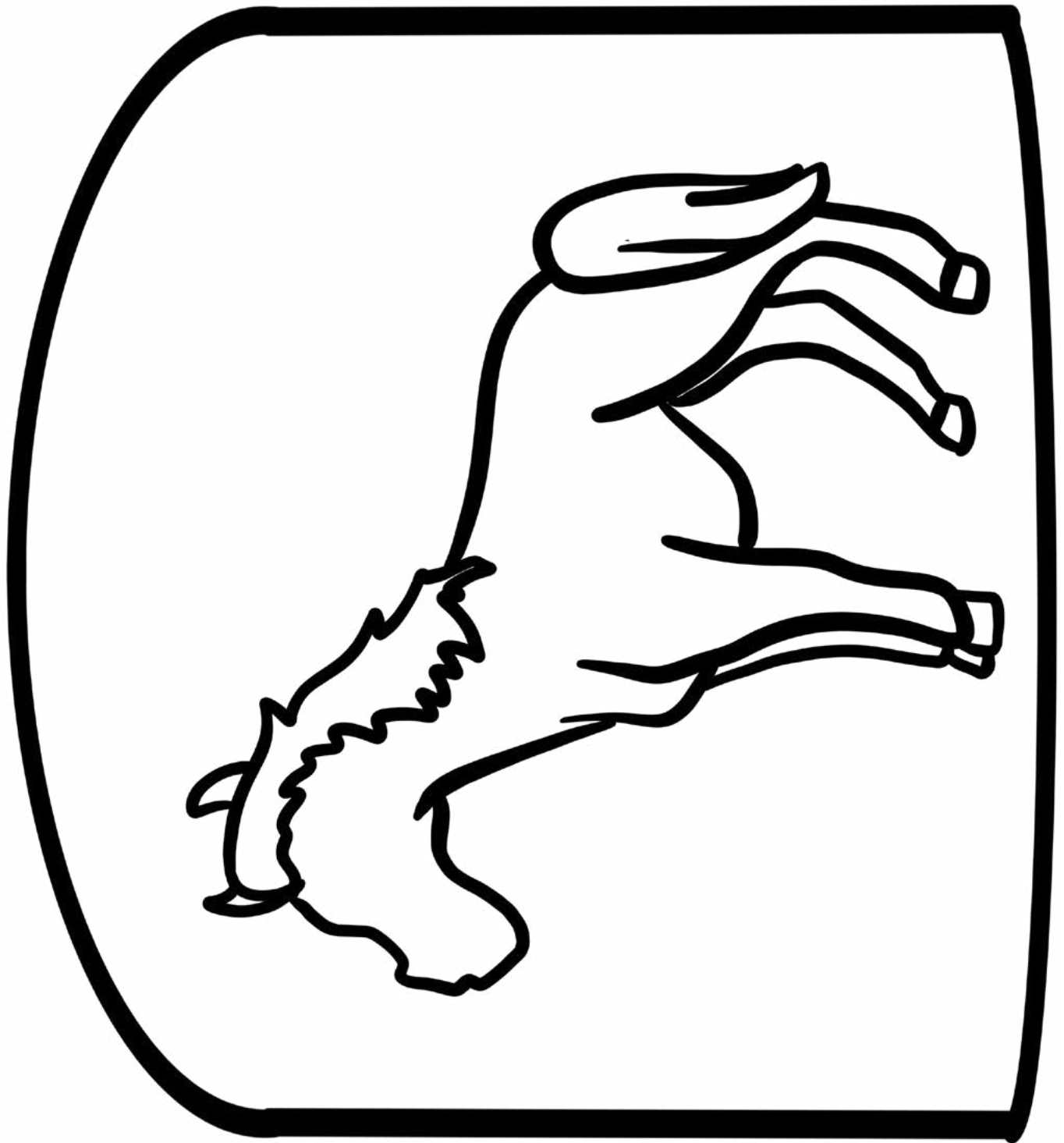


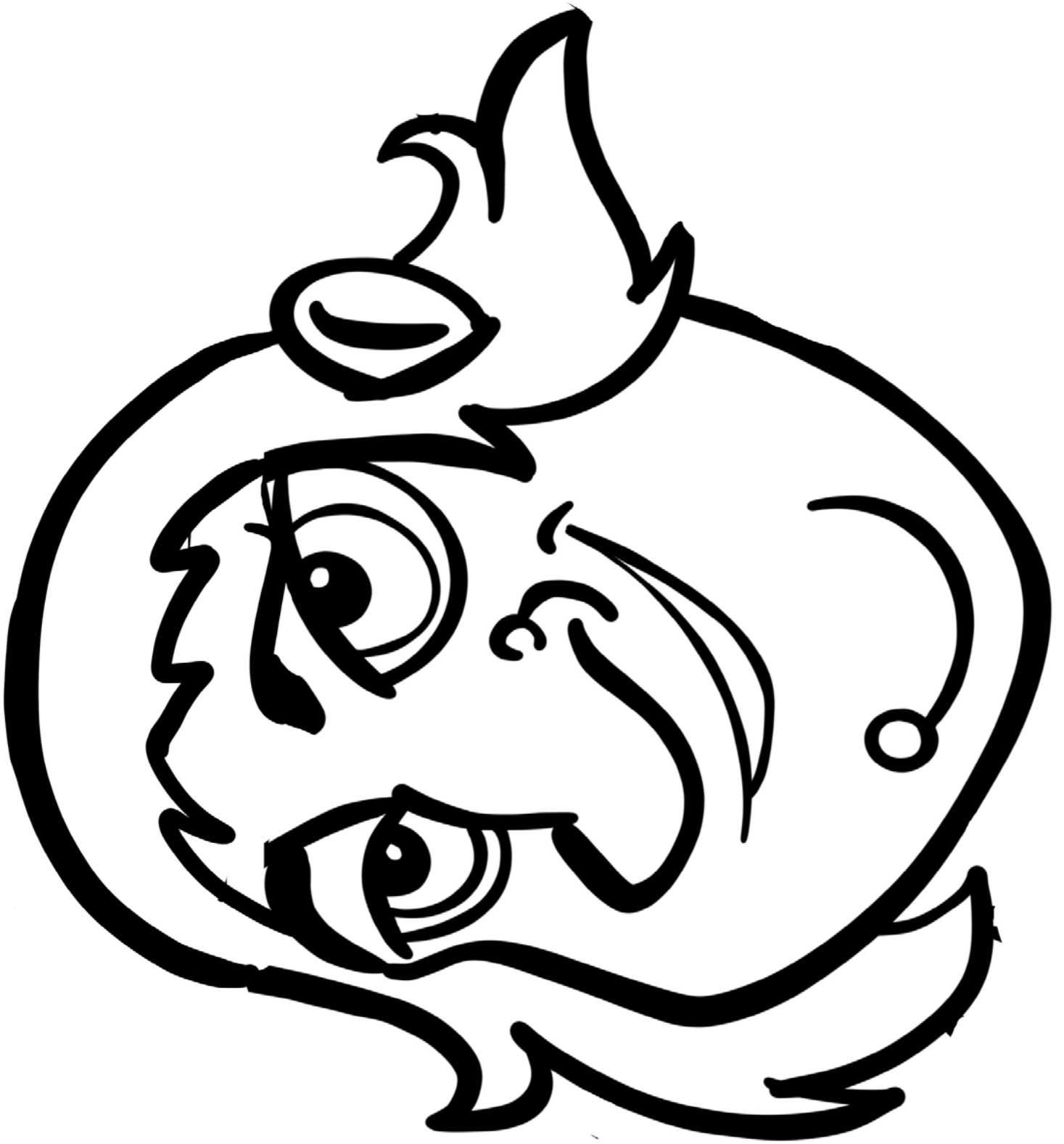


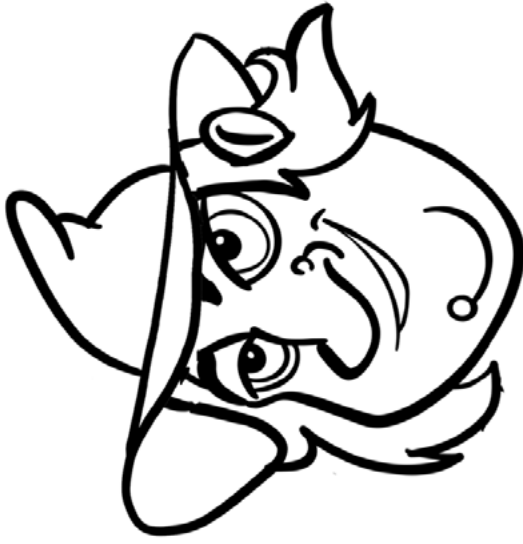




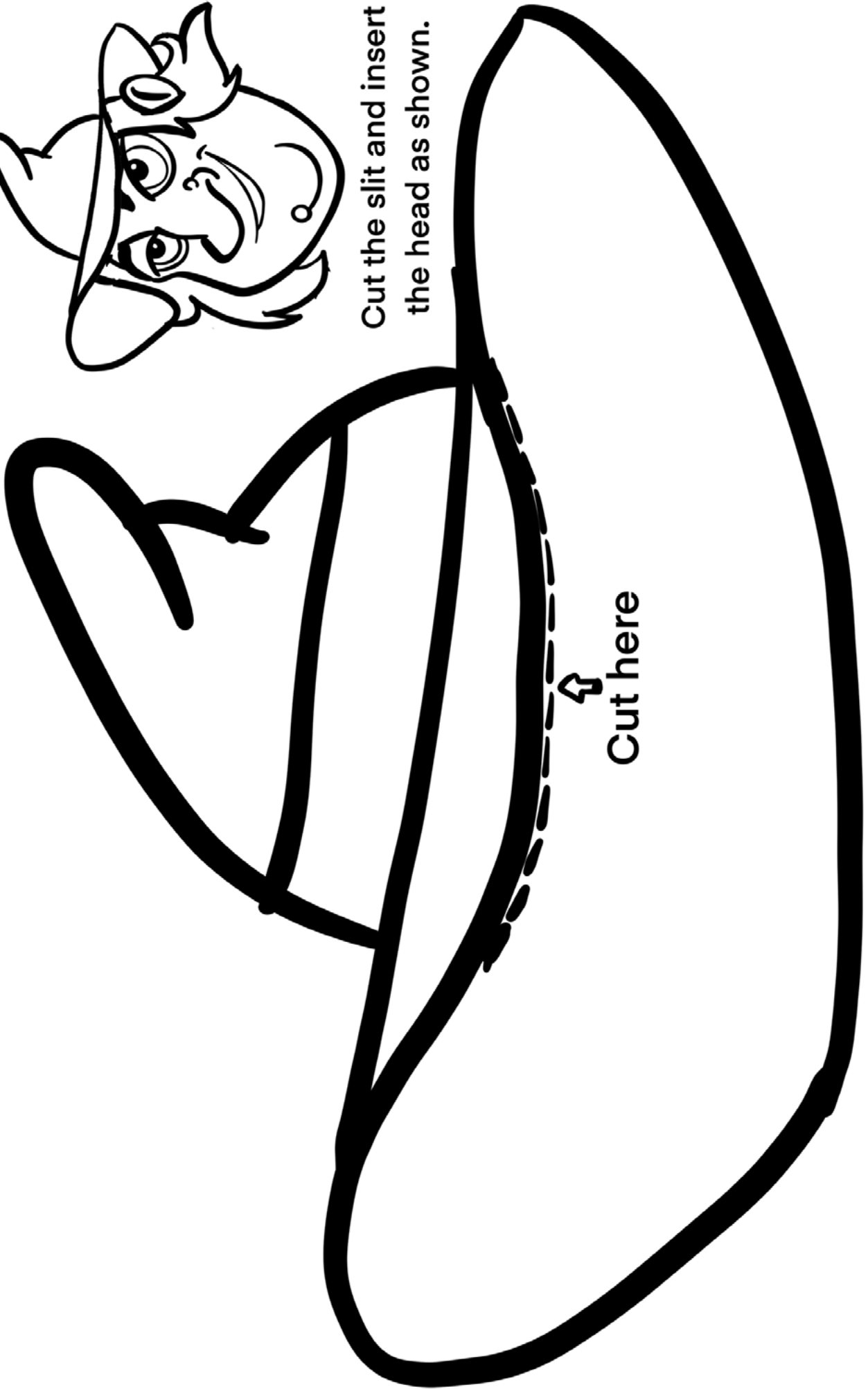


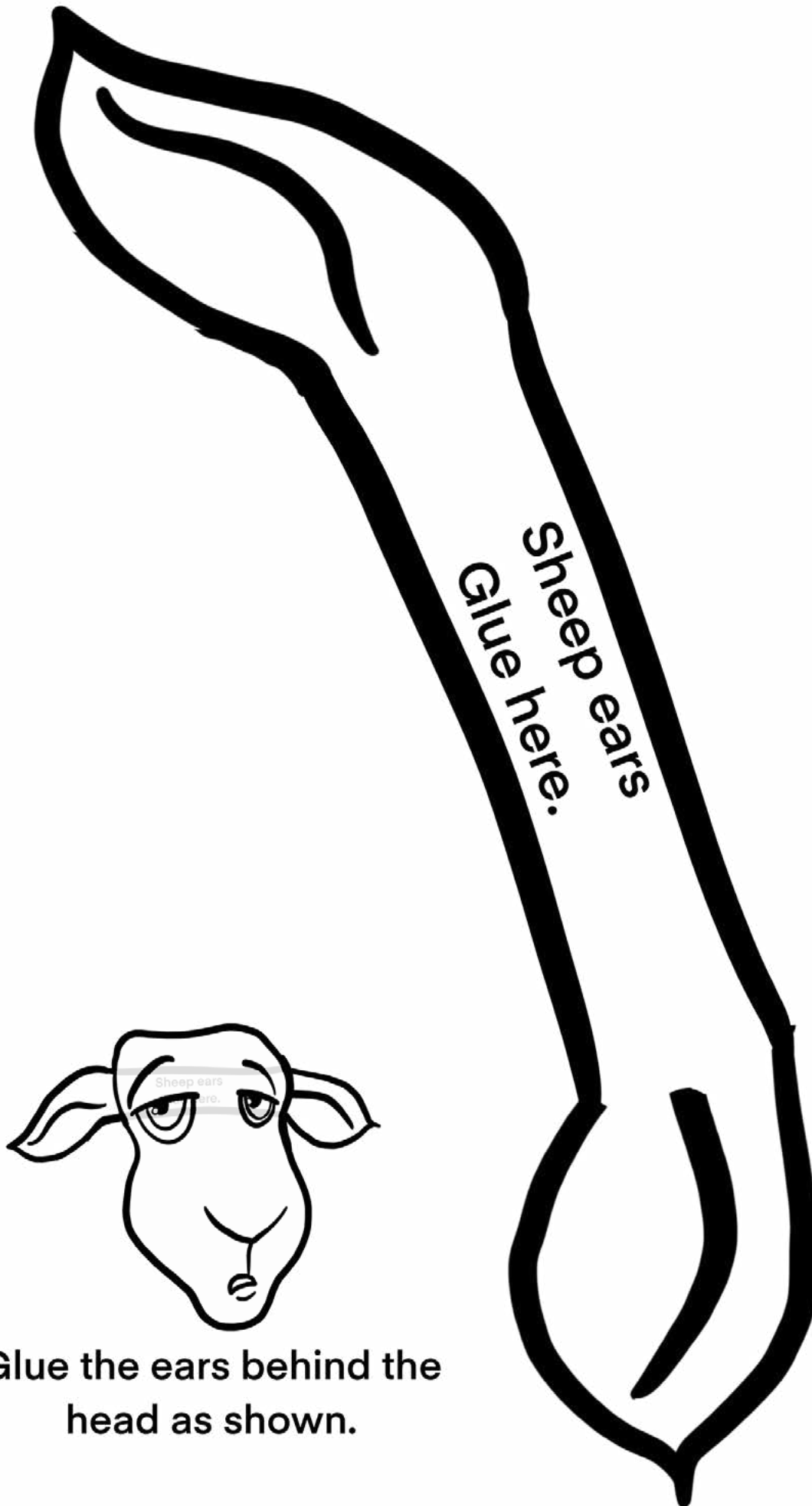




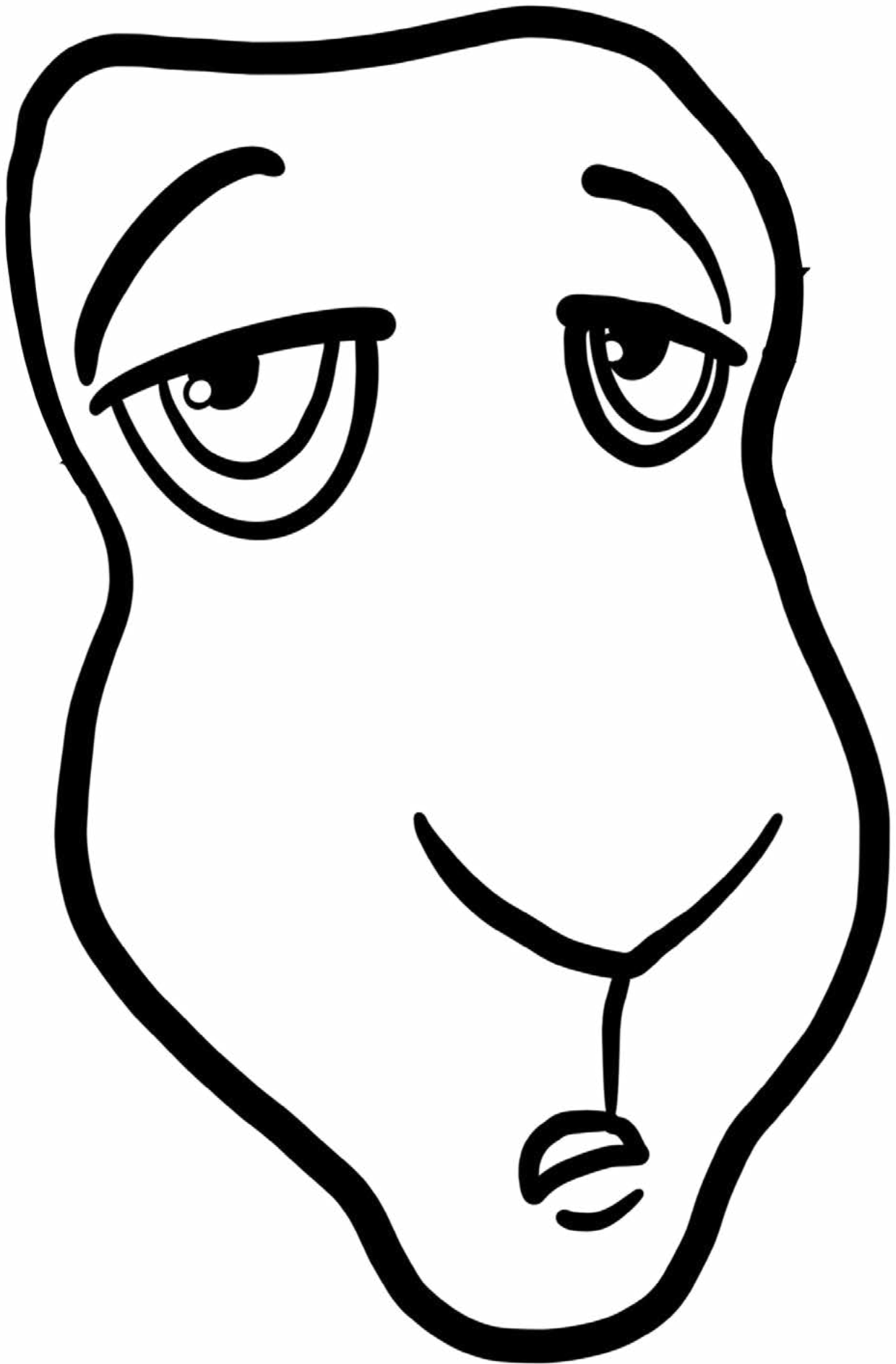


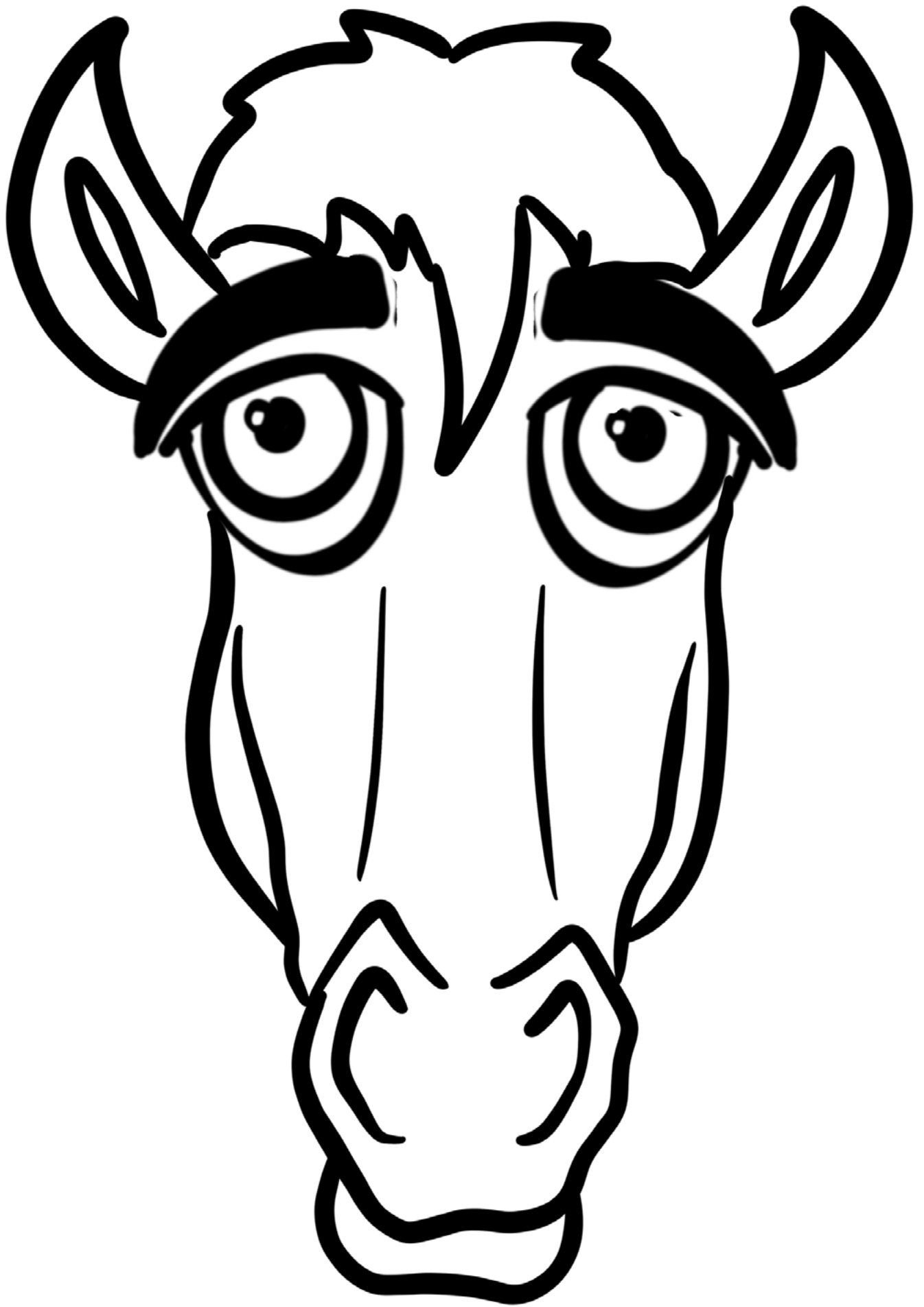
Cut the slit and insert
the head as shown.



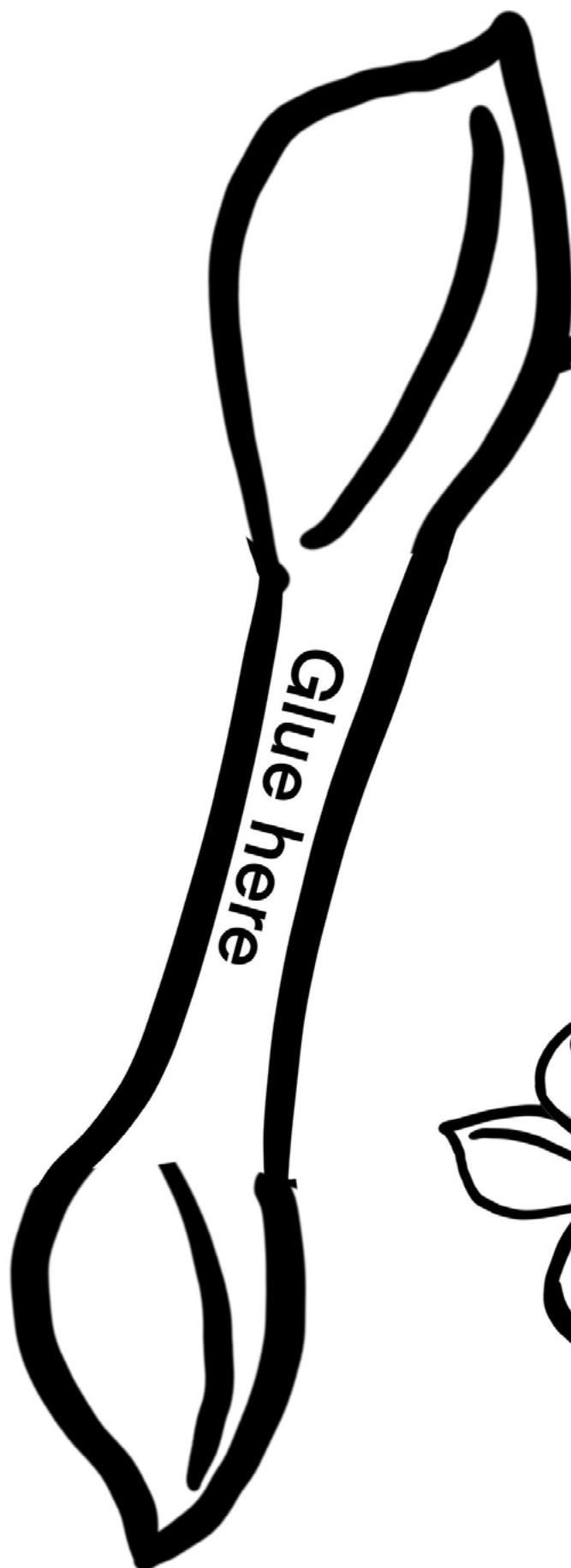


Glue the ears behind the head as shown.

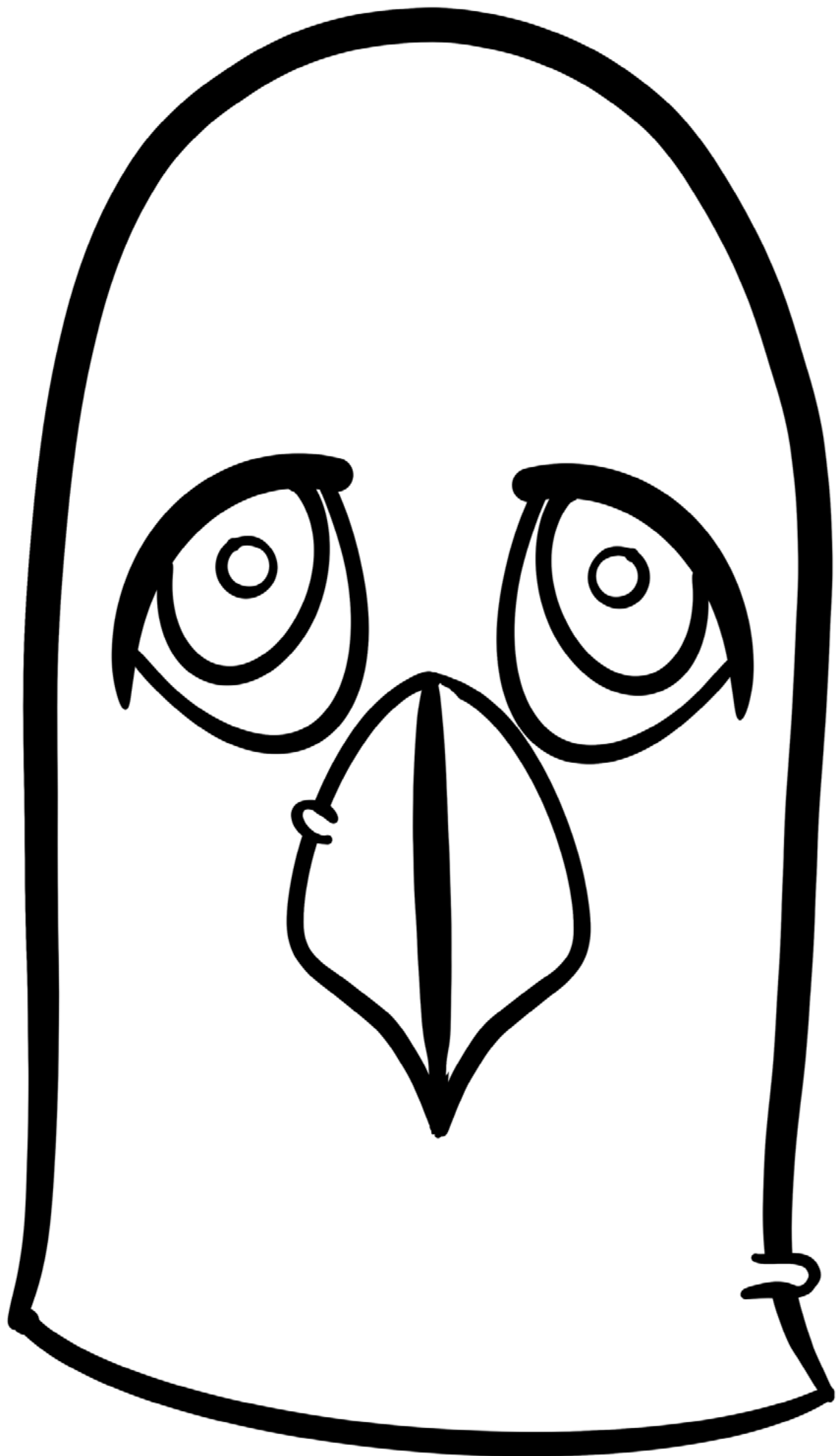


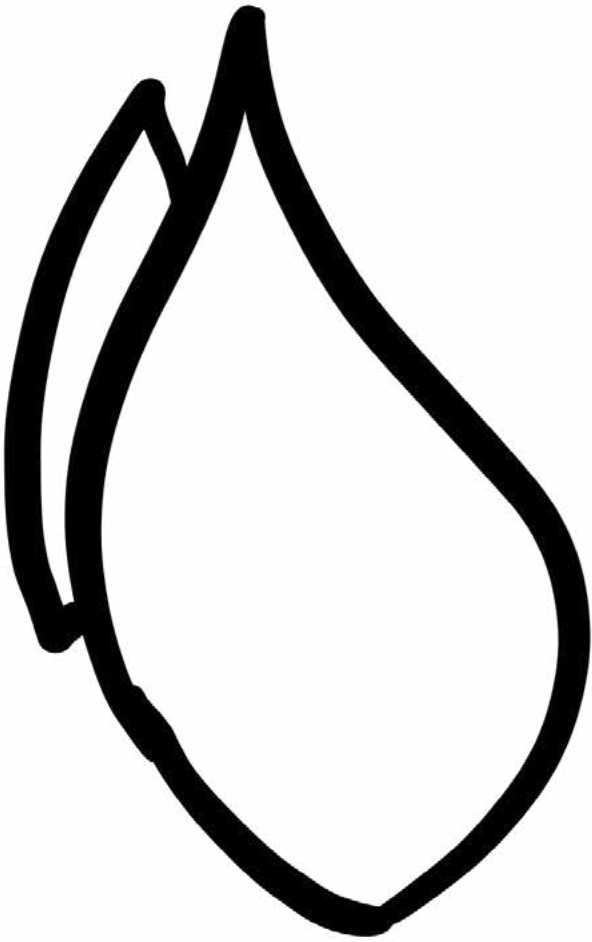




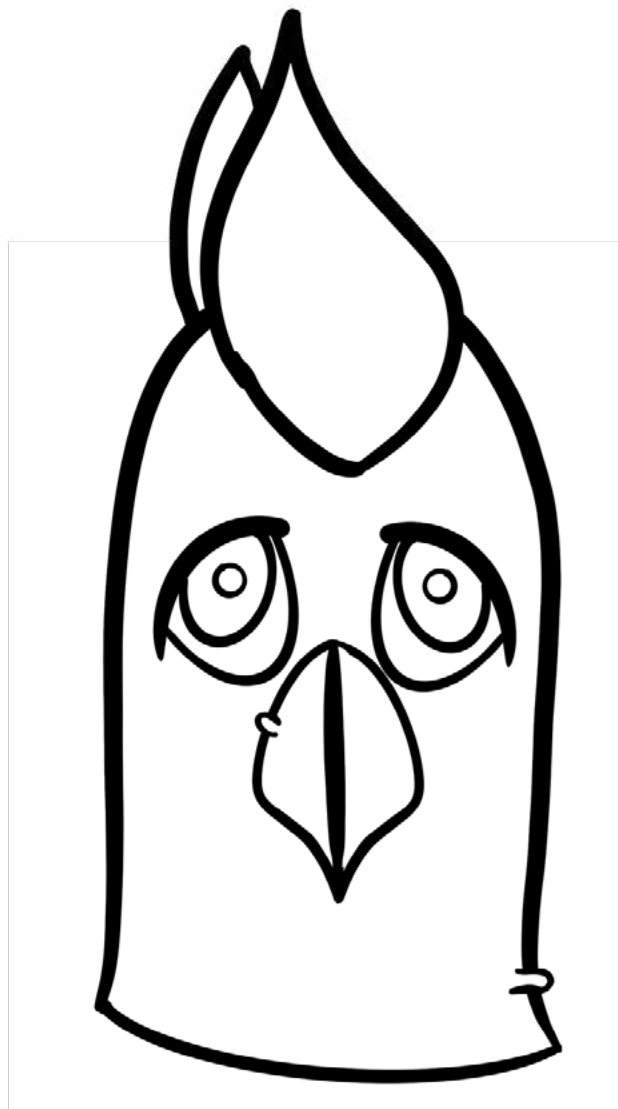


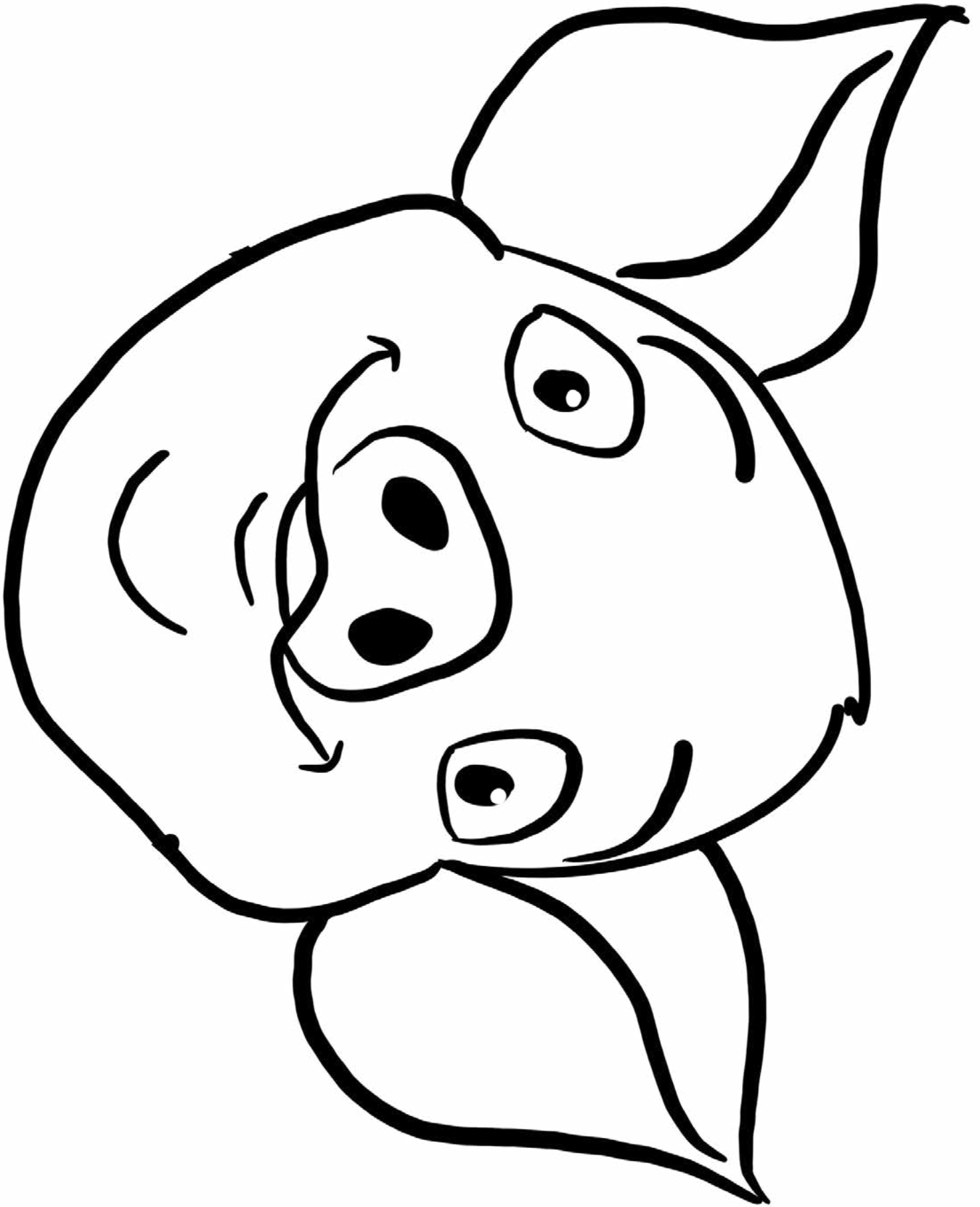
Glue the ears behind the head as shown.

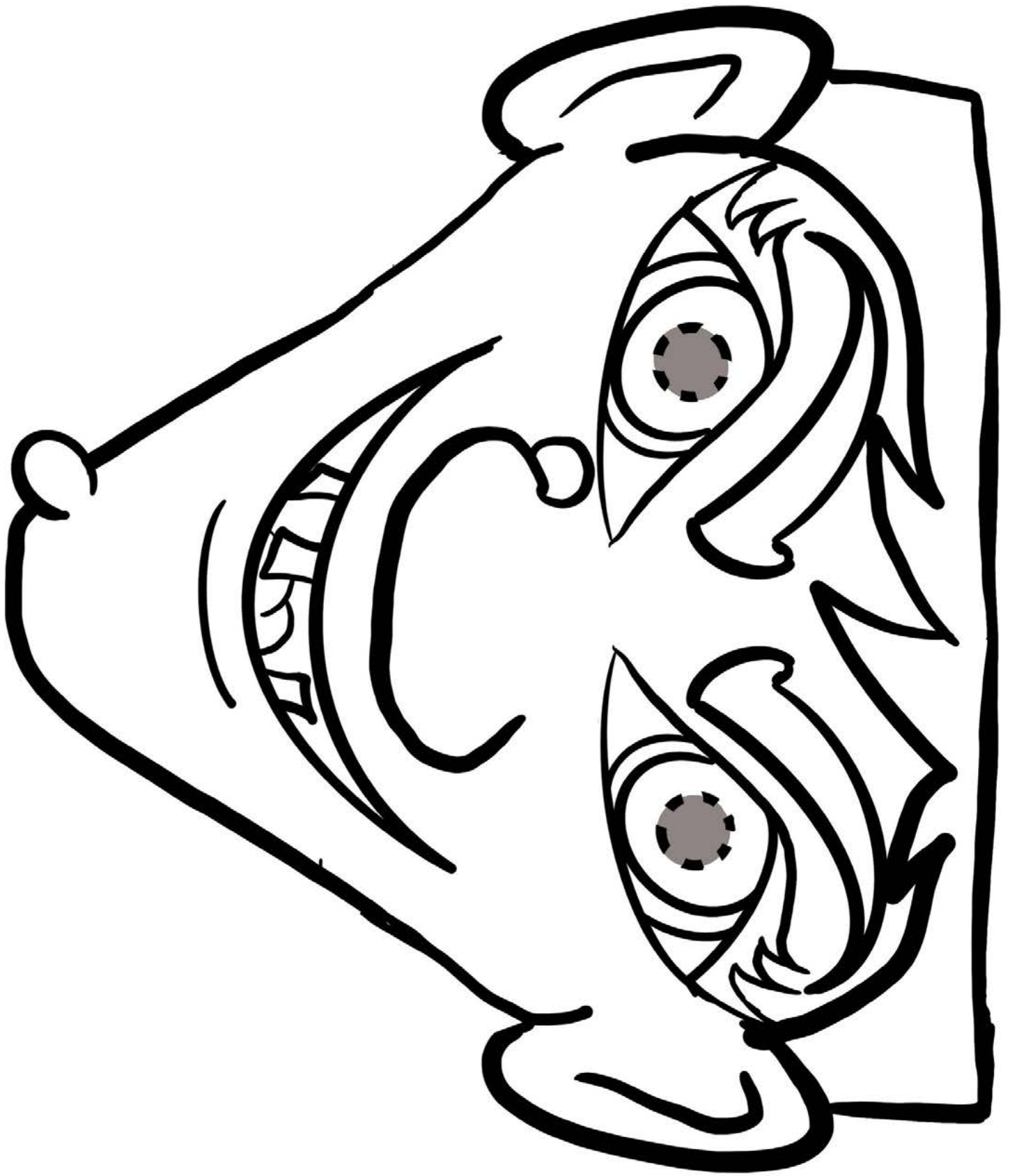




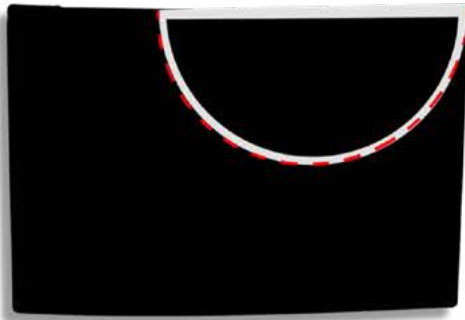
Decorate and stick onto head as shown.







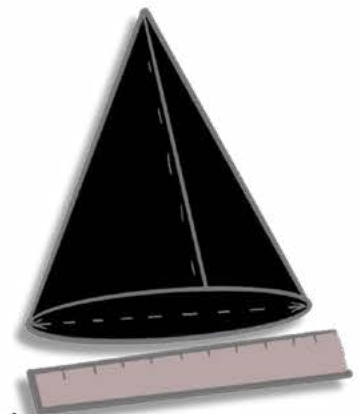
Making A Webster Hat to go on top of the Webster mask.



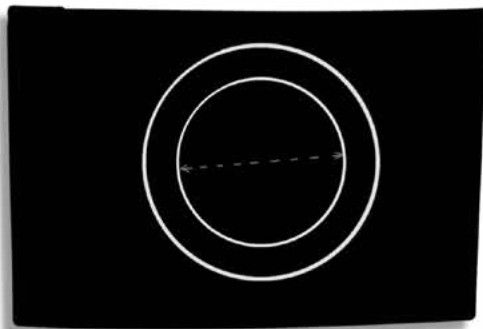
1) Use a compass to draw a semi circle on black paper.



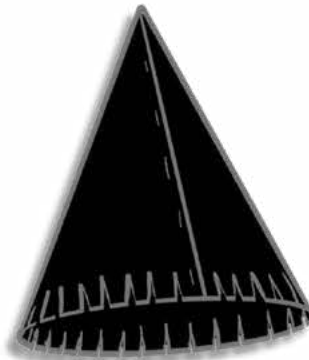
2) Cut the semi-circle out and make a cone.



3) Measure the diameter of the cone.



4) Draw a circle the diameter of your cone. Draw a larger circle. Cut both circles out to make the brim of your hat.



5) Cut tabs all around the base of your cone.



6) Glue the tabs to your circular brim.



7) Decorate with shapes and glitter!

Not yet got Inclusive Stories?



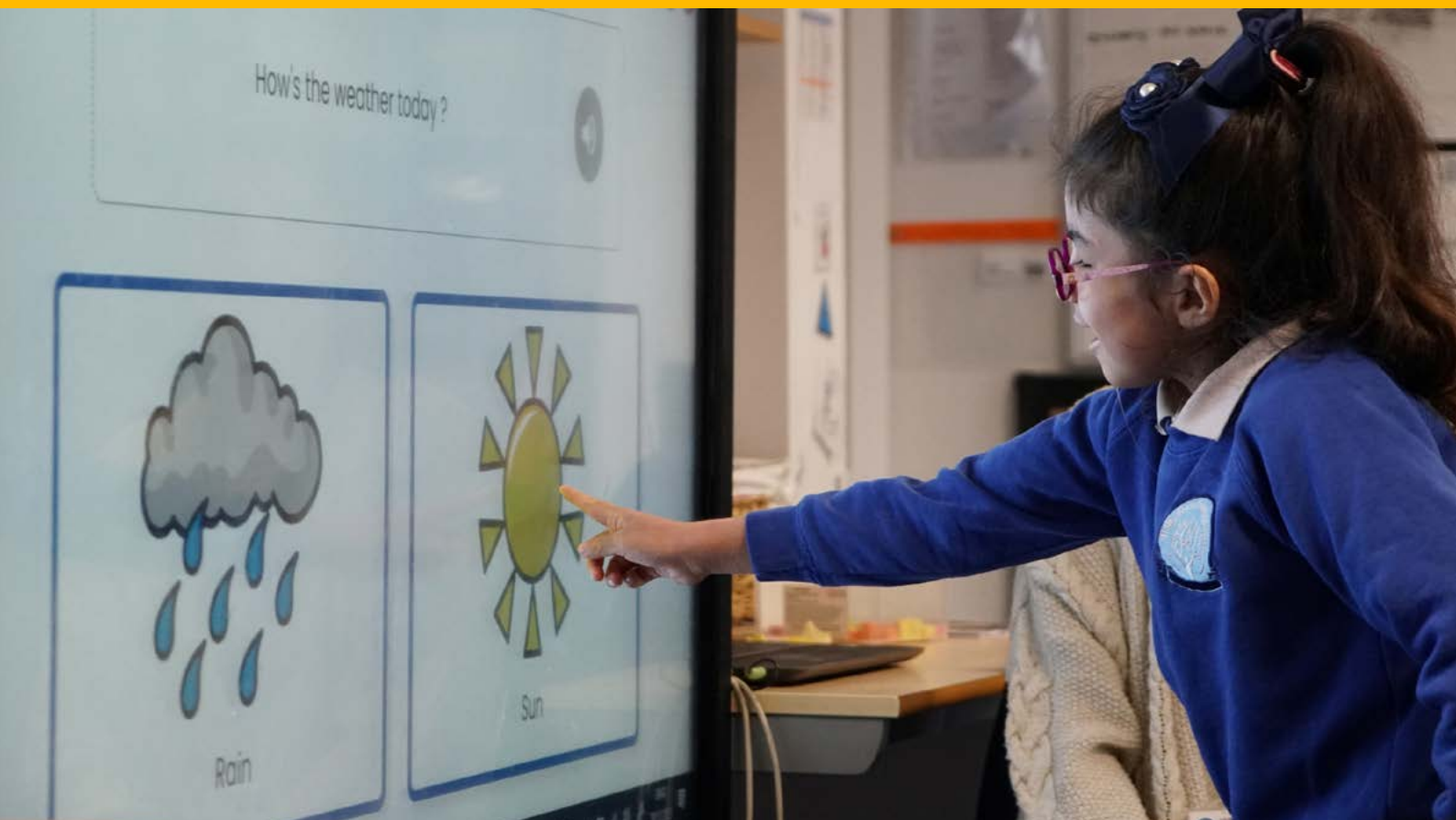
Get a FREE 14-day trial to unlock engaging, interactive sensory stories and resources designed to focus on a range of learning intentions, developmental areas and topics relevant for learners with a wide range of educational needs.

Used widely in a range of educational settings, Inclusive Stories are fundamental for helping with cognitive development, sensory processing and much more. Plus there's lots of free printables included!

Get FREE 14 day Trial



Chooselt Maker



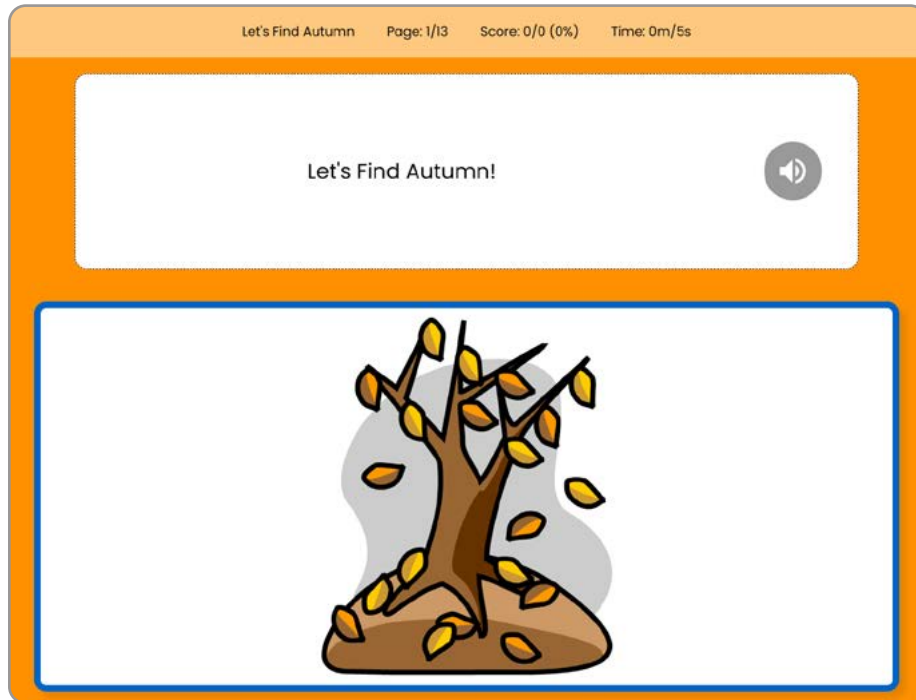
Themed Activities

Chooselt Maker allows you to create personalised choice-making activities using photos, sounds and symbols.

We've created new share codes for you to enter into Chooselt Maker, which are perfect for encouraging choice-making and communication, attention and anticipation and seasonal awareness. With printable extras included, you'll have plenty of opportunities to extend learning beyond the screen.

www.helpkidzlearn.com/chooseit-maker

Let's Find Autumn.



Chooselt Maker Share Code: [HXPWYV](#)

Let's get started.

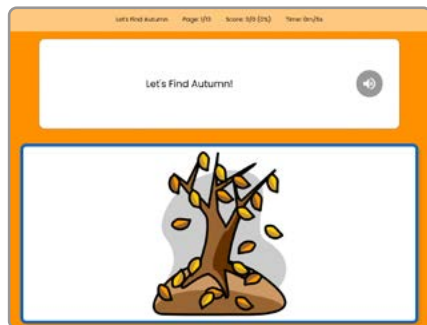
Open the **Let's Find Autumn** activity in Chooselt Maker. Learners can explore autumn objects, animals, and weather through rhymes, picture clues, and interactive choices. Encourage them to make selections using their switch, touch, or eye gaze. Every choice brings the season to life!

Extra fun ideas.

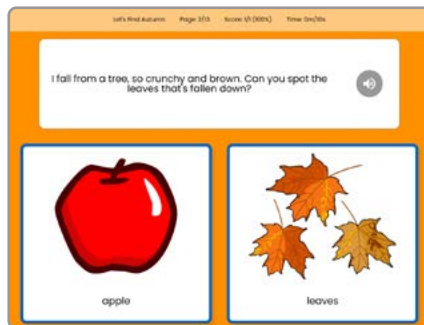
- **Take it outdoors:** Use the printable Autumn Hunt checklist below to spot seasonal items outside such as leaves, conkers, and puddles.
- **Communication board:** Support learners' expressive language with the communication board provided. Model simple phrases like "I see," "help," or "I found" while pointing to symbols.
- **Indoor version:** If real items aren't available, hide the printable picture cards around your room and let learners search for them.
- **Sensory props:** Add soft toys, leaves, a coat, or even a small pumpkin to create a real-world sensory trail.

Wind down.

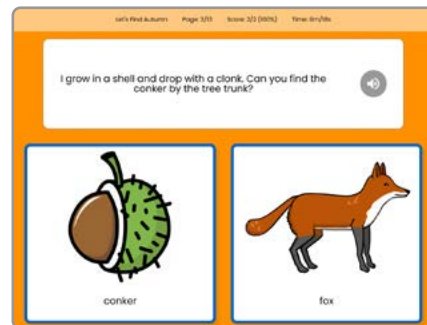
Gather the autumn objects (real or printed) into a basket one by one, helping learners understand the session is ending. Finish by asking: "Which autumn thing do you like best?", giving everyone a chance to share a preference.



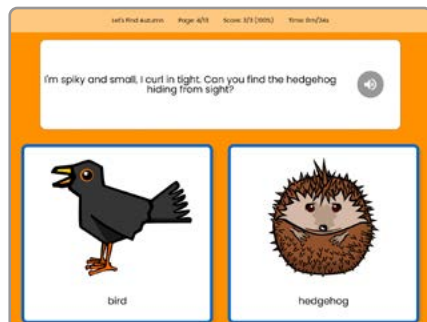
Page 1



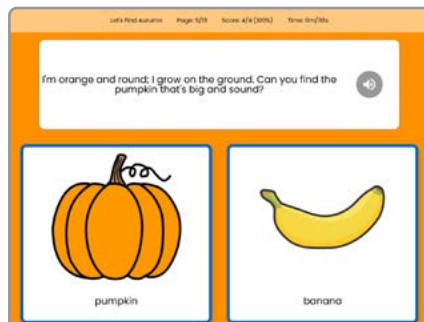
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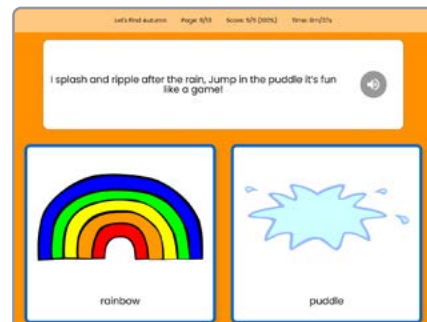
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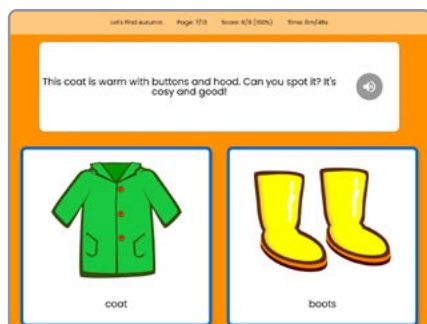
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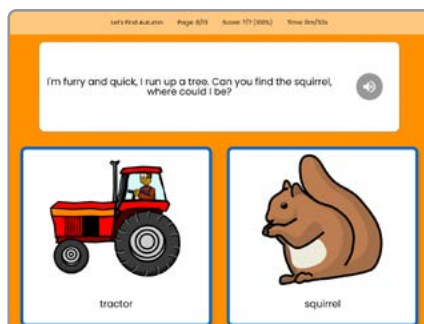
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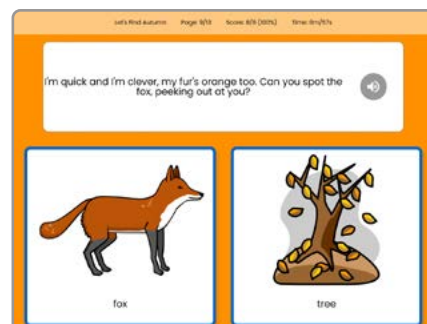
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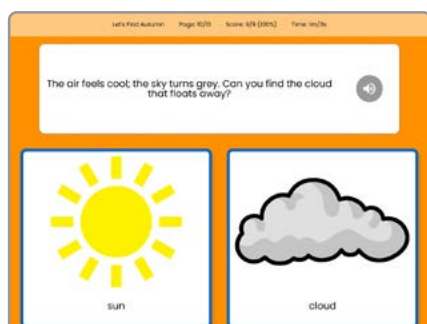
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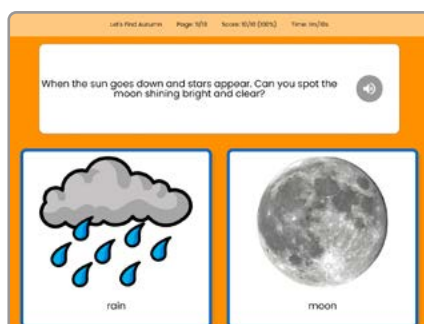
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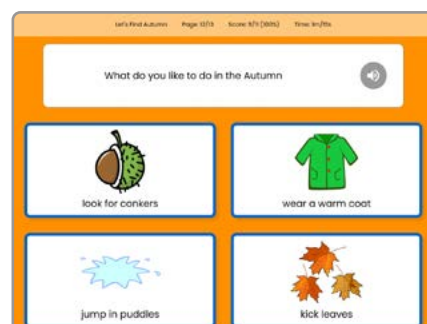
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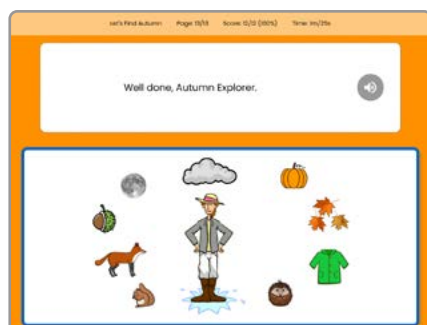
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Page 11



Page 12



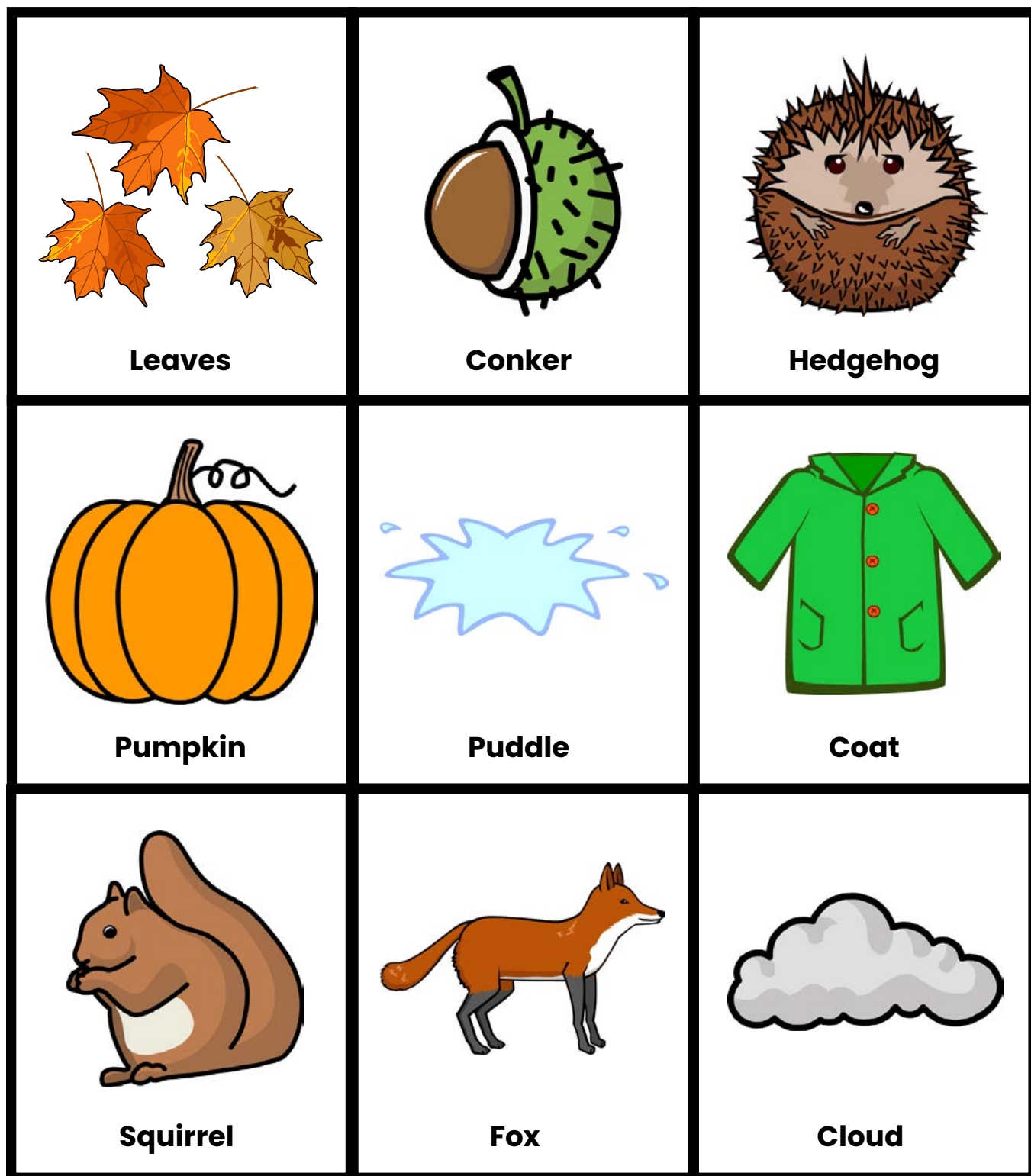
Page 13

Let's Find Autumn printable activity.

To go alongside the Let's Find Autumn activity, we've created a simple Autumn Hunt checklist. Use it indoors or outdoors to search for seasonal objects.

If real items aren't available, try the picture cards instead – cut them out, laminate, and hide them around your room or play area. You could also use props such as a scarf, toy squirrel, or small pumpkin for a more hands-on sensory version.

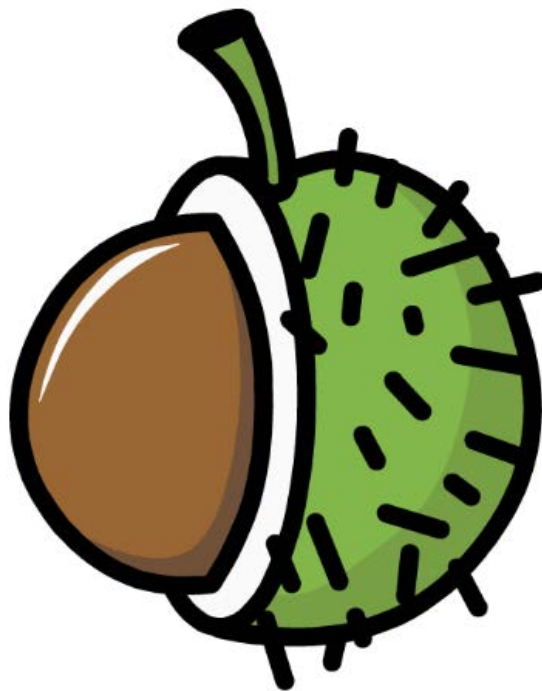
Let learners mark their checklist as they find items.



Leaves



Conker



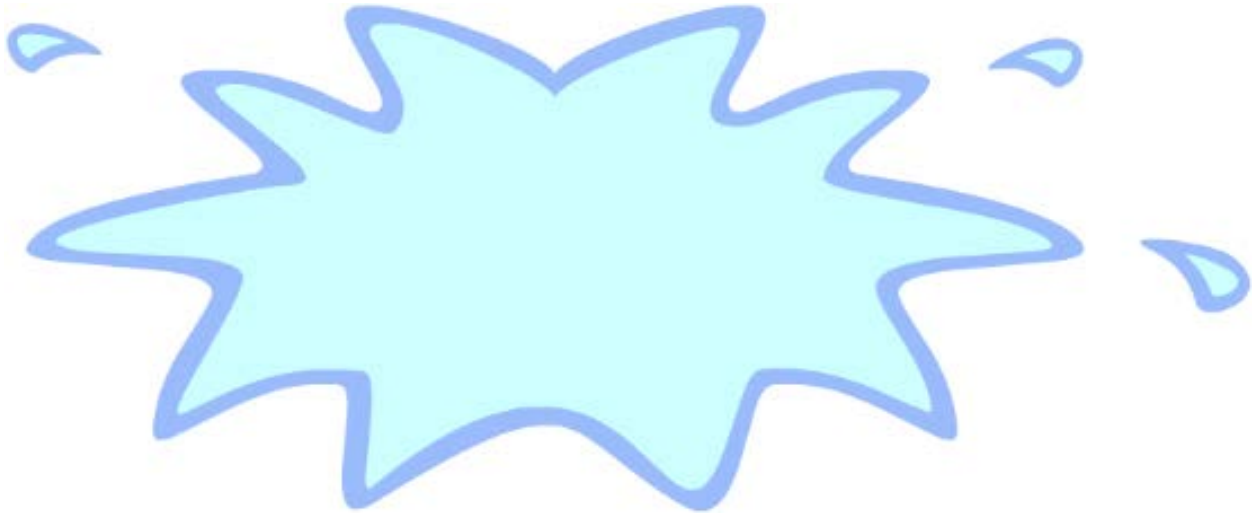
Hedgehog



Pumpkin



Puddle



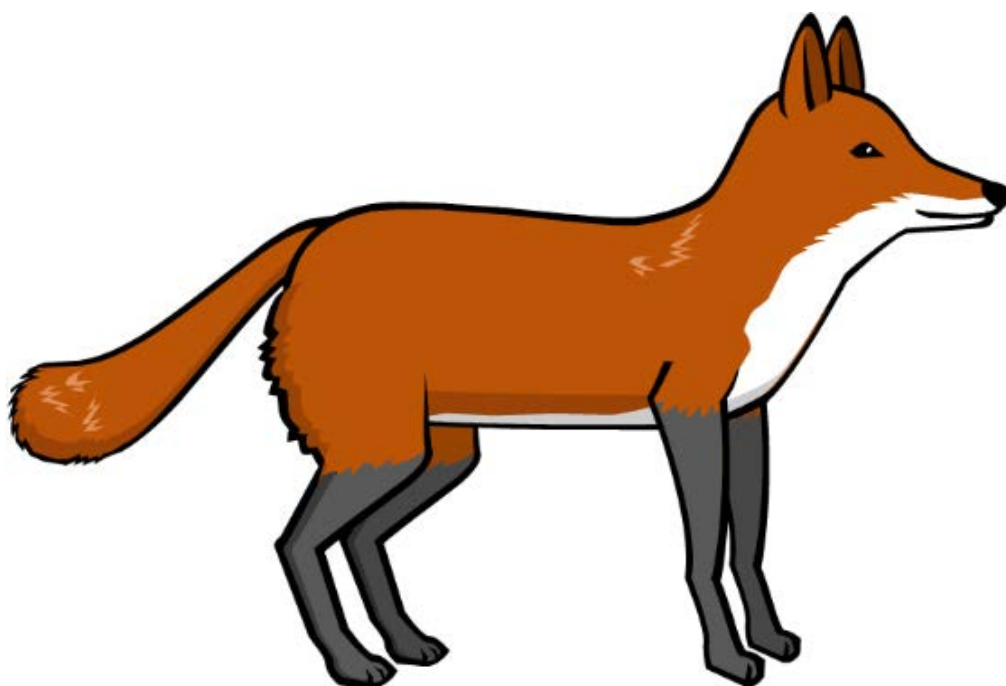
Coat



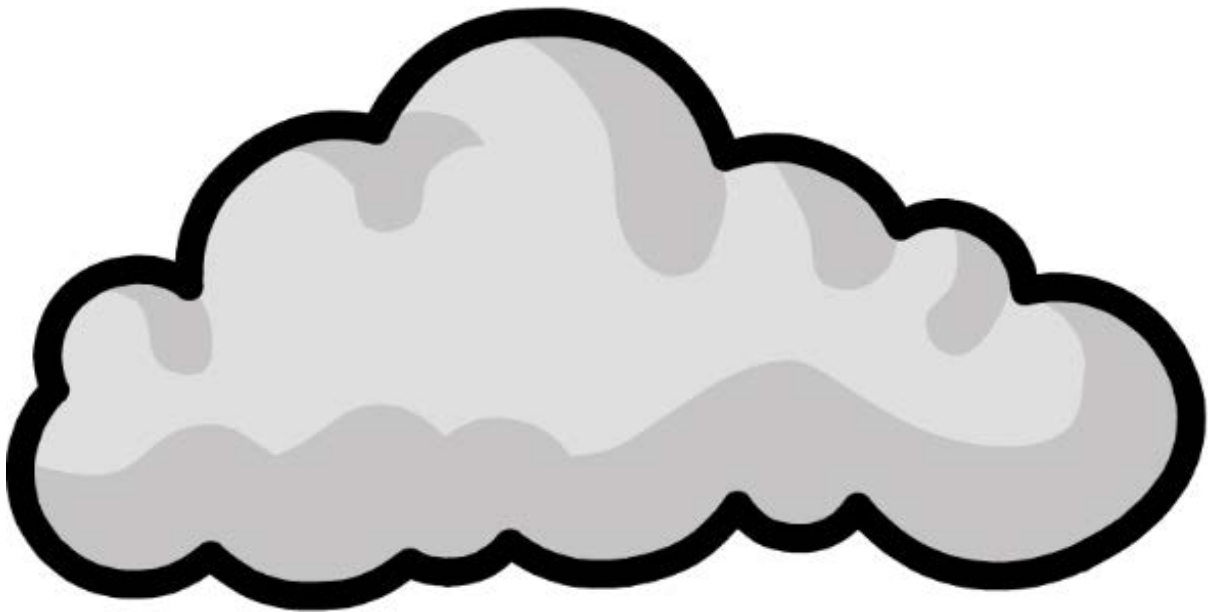
Squirrel



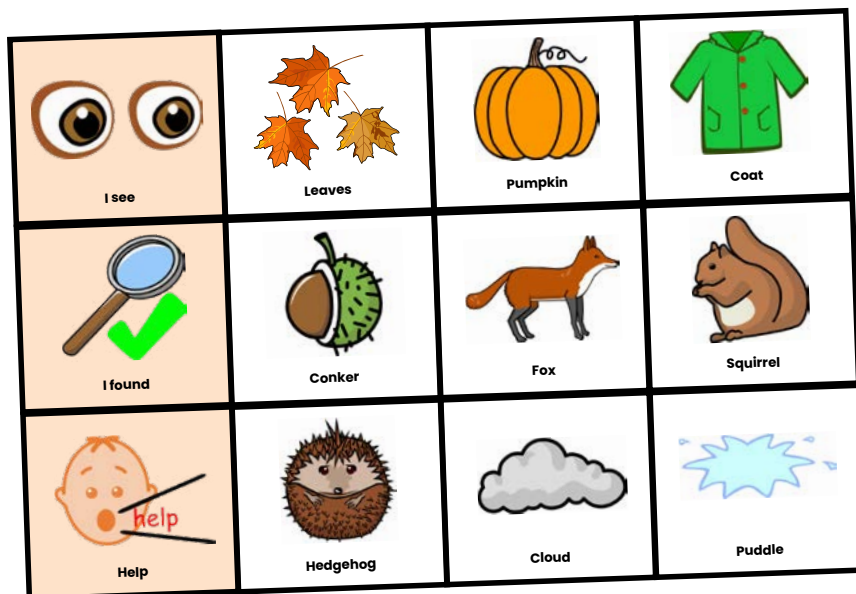
Fox



Cloud

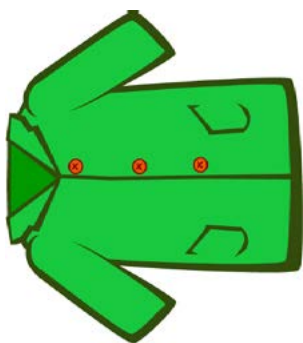


Communication board.



This mini communication board is included to support interaction. Learners can point to symbols such as “I see” or “I found” to share what they’ve spotted, while adults can model by pointing and speaking at the same time.

See next page.



Coat



Squirrel



Puddle



Pumpkin



Fox



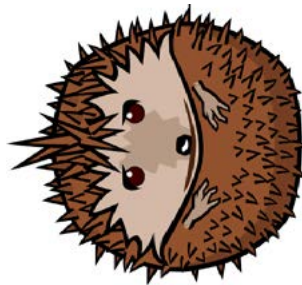
Cloud



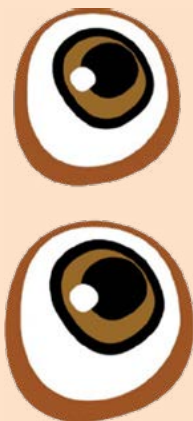
Leaves



Conker



Hedgehog



I see

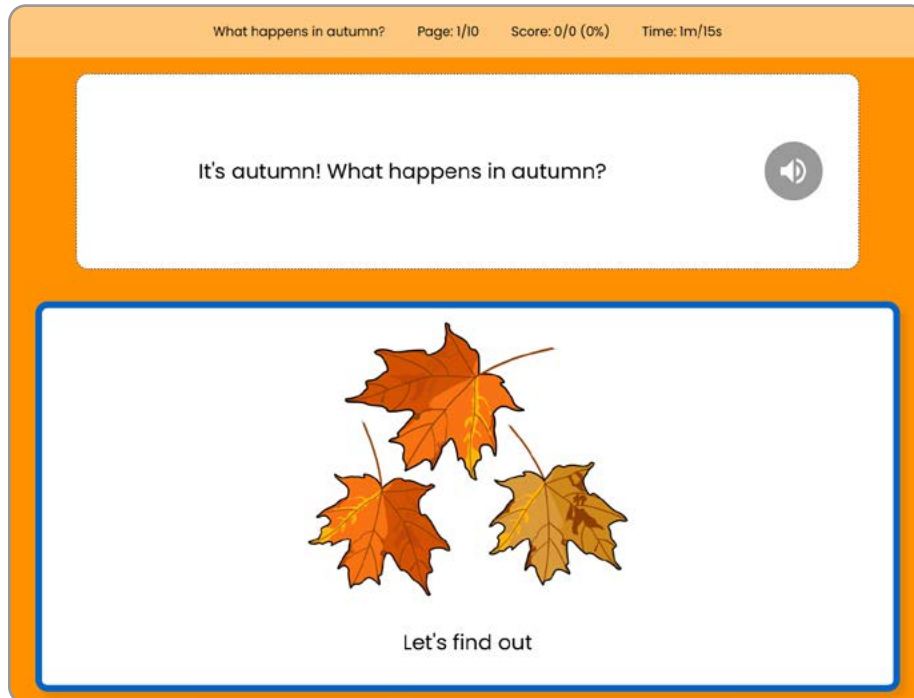


I found



Help

What Happens in Autumn?



Chooselt Maker Share Code: DYBTJB

Let's get started.

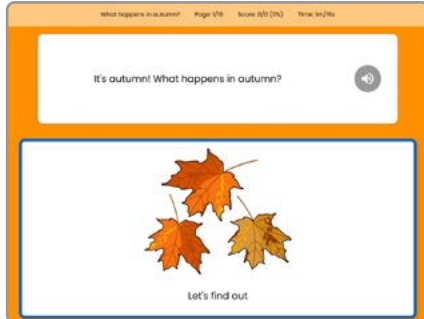
Open the **What Happens in Autumn** story in Chooselt Maker. As you move through the pages together, pause to notice the changes – the chilly wind, animals preparing for winter, puddles forming, crunchy leaves, cosy nights, and twinkly stars. Encourage learners to activate their device to turn each page.

Extra fun ideas.

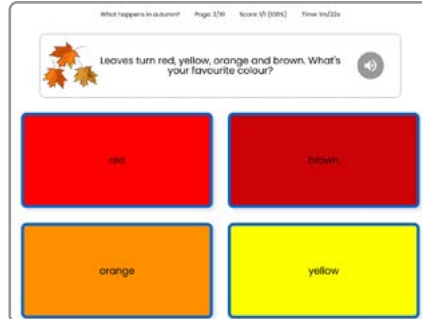
- **Dress for Autumn:** Provide scarves, hats, coats, or boots for learners to feel or try on.
- **Animal play:** Add toy squirrels, hedgehogs, or other animals that prepare for winter.
- **Rainy days:** Lightly spray a mist of water or let learners splash in a shallow tray to mimic puddles.
- **Leaf fun:** Drop real, fabric, or paper leaves over learners for a crunchy autumn effect.
- **Harvest basket:** Fill a basket with apples, toy vegetables, or dried corn/rice for learners to scoop and explore.
- **Cosy nights:** Dim the lights, wrap a blanket around learners, and switch on a lantern or twinkly lights for a moonlit ending.

Wind down.

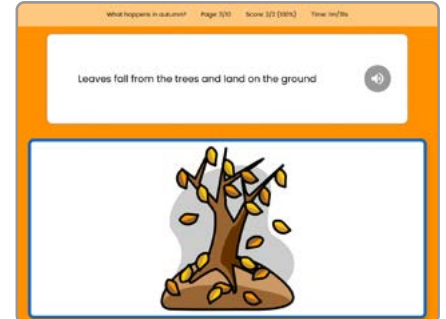
Replay the **What Happens in Autumn** story to help learners sequence and remember the changes. End with the moon-and-stars page in a dimly lit room, adding gentle scents like cinnamon, nutmeg, pine, or apple on cotton pads for a calming seasonal finish.



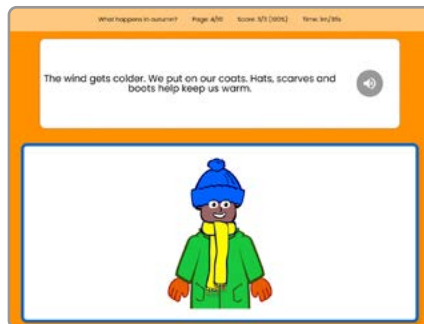
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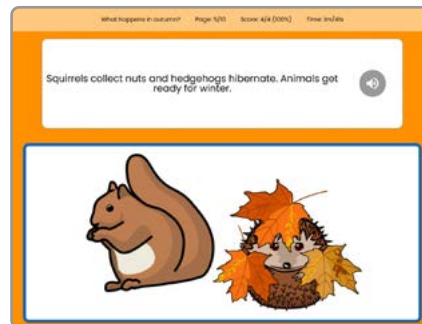
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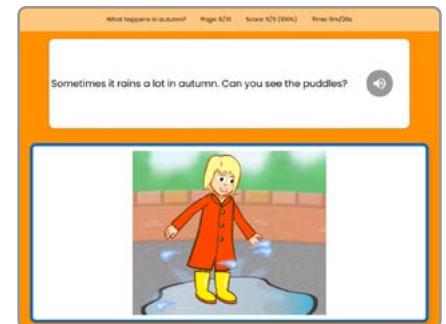
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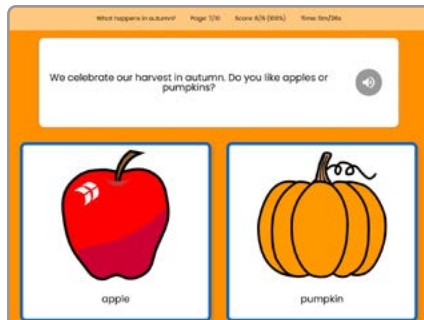
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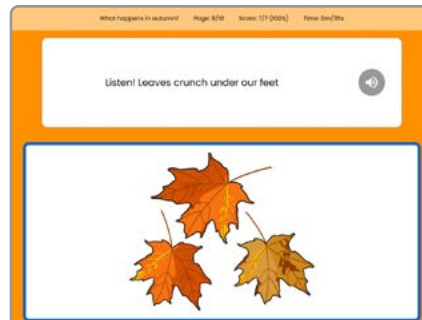
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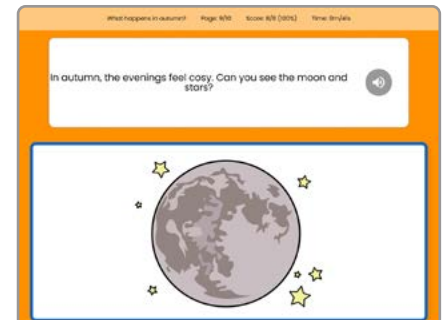
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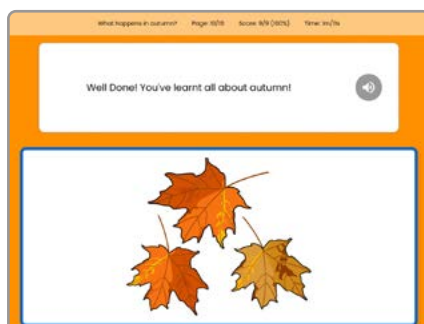
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Page 8

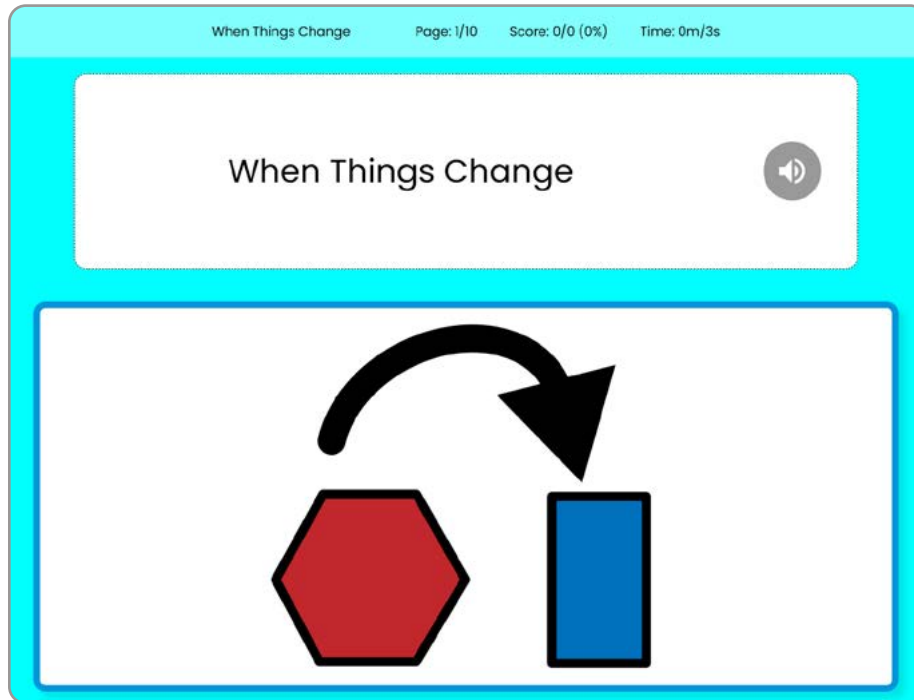


Page 9



Page 10

When Things Change.



Chooselt Maker Share Code: PKUQLB

Let's get started.

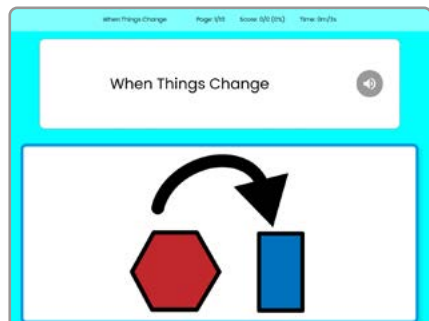
Open the **When Things Change** activity in Chooselt Maker. Go through the pages slowly, talking about the changes shown. The activity goes through different clothes, different foods, classroom changes, darker evenings, and the clocks changing. Reassure learners that change is normal, even if it sometimes feels a bit strange.

Extra fun ideas.

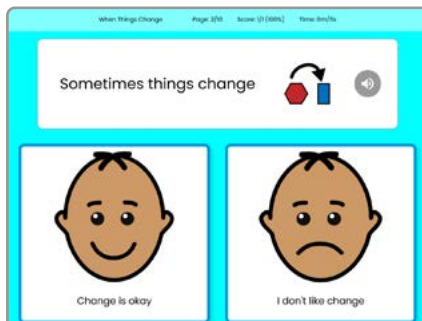
- **Role-play clothing:** Provide a basket with hats, scarves, or fun items to try on.
- **Food tasting:** Let learners try small samples of different foods, like fruit or a different snack.
- **Classroom change:** Move a familiar object (like a cushion, scarf, or lamp) to a new spot and talk about how it feels to notice something different.
- **Dark nights:** Dim the lights or close the curtains, then add fairy lights or a lamp to show how darker evenings can feel cosy.
- **Coping strategies:** Practise deep breaths with bubbles, offer a quiet space with a blanket or fidget toy, or use feelings symbols to talk about emotions.

Wind down.

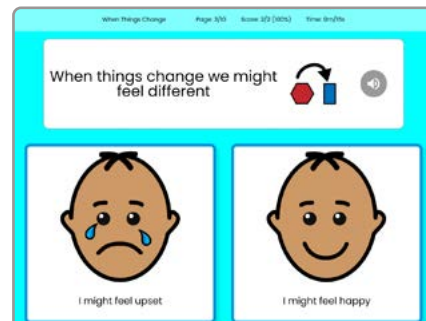
Replay the **When Things Change** activity to reinforce ideas. Remind learners of coping strategies such as breathing, talking, or finding a quiet space. End on a positive note by encouraging them to choose one coping tool (like bubbles, lights, or a fidget) to finish calmly.



Page 1



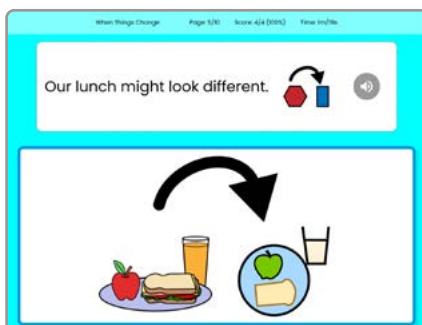
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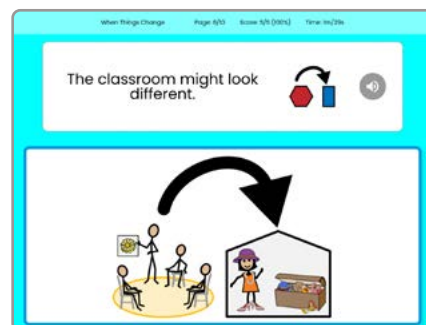
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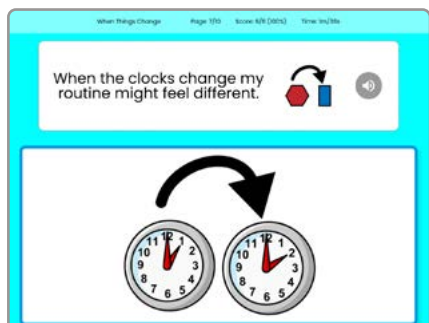
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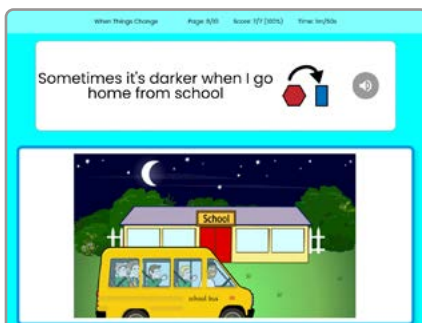
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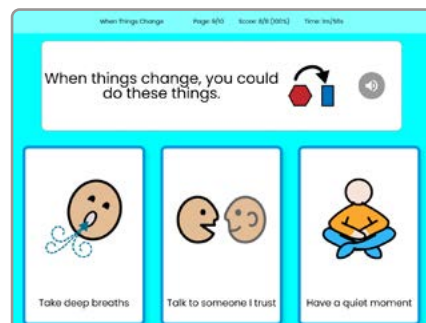
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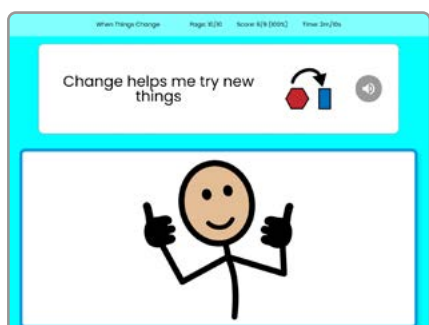
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Page 8

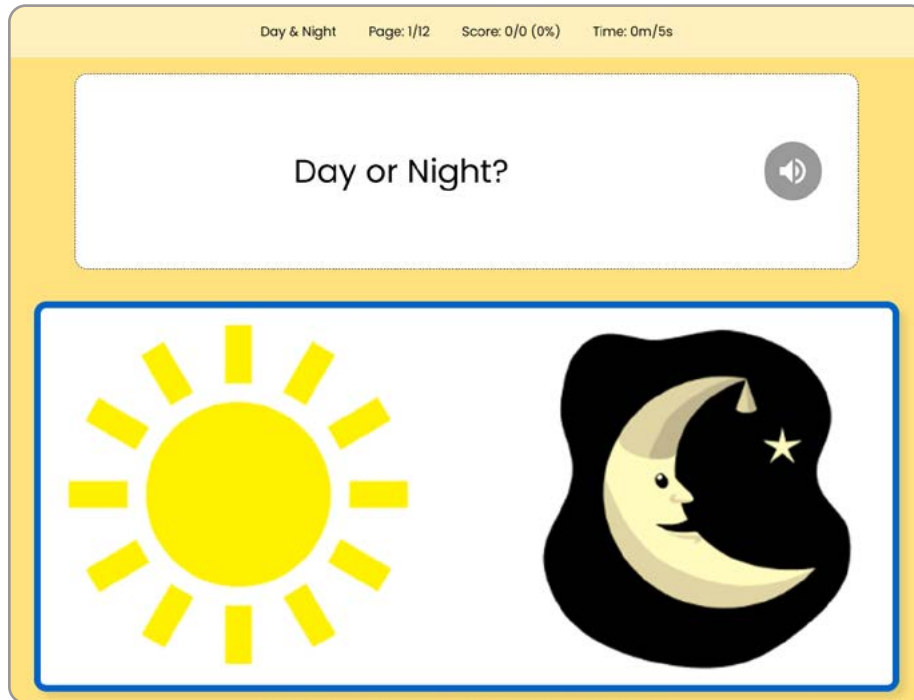


Page 9



Page 10

Day and Night.



Chooselt Maker Share Code: AKCUFN

Let's get started.

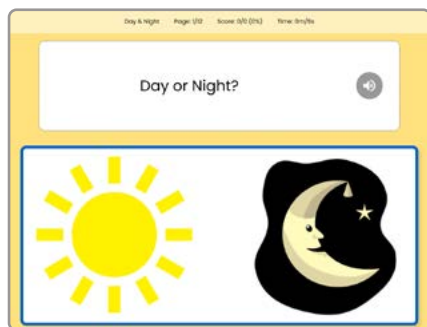
Open the **Day and Night** activity in Chooselt Maker. Work through the pages together, pointing out when things happen, including: waking up, going to school, eating meals, and bedtime. Encourage learners to make choices between day or night using their switch, touch, or eye gaze.

Extra fun ideas.

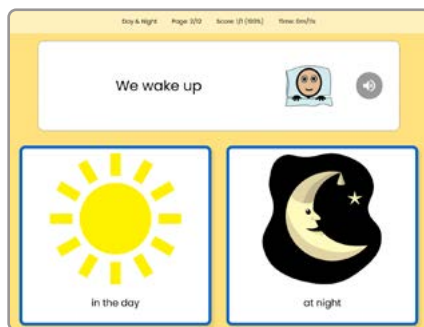
- **Sequencing cards:** Use the printable routine cards below to place daily events (like breakfast, school, bedtime) in the right order.
- **Role-play routines:** Act out parts of the day with props – a spoon for breakfast, a school bag, or a pillow for bedtime.
- **Sorting game:** Give learners objects or pictures (sun, stars, toothbrush, teddy, lunchbox, lamp) to sort into “day” or “night.”
- **Sensory cues:** Brighten the lights for day, dim them for night. Use a torch or glow stick to make night-time sparkle.

Wind down.

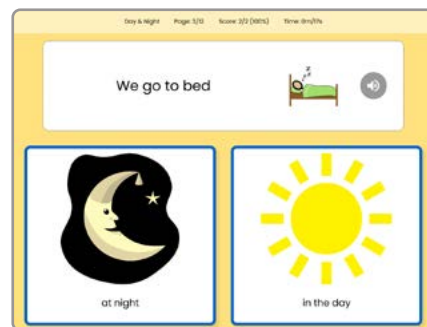
Replay the **Day and Night** activity, encouraging learners to join in with choosing “day” or “night” for each event. End with dimmed lights and soft glowing stars or fairy lights, creating a calm night-time scene.



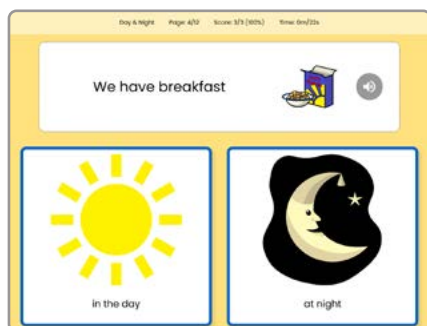
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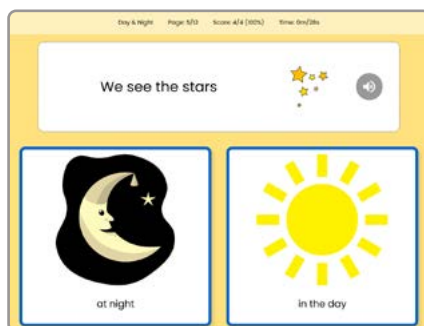
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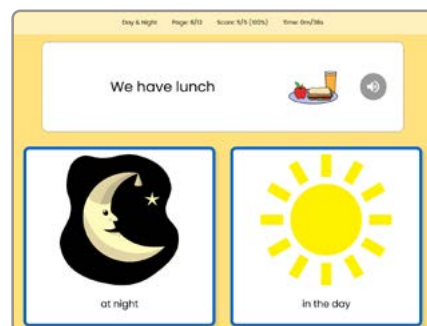
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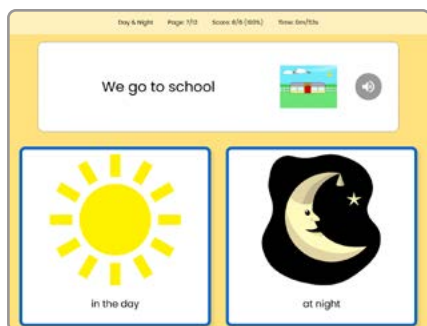
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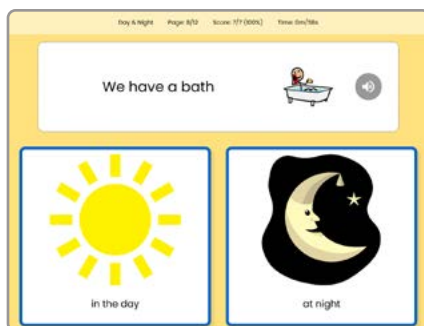
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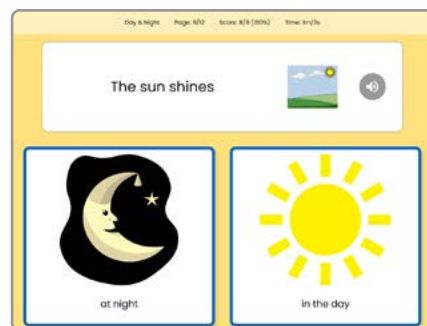
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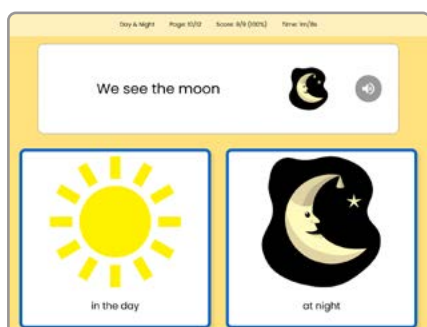
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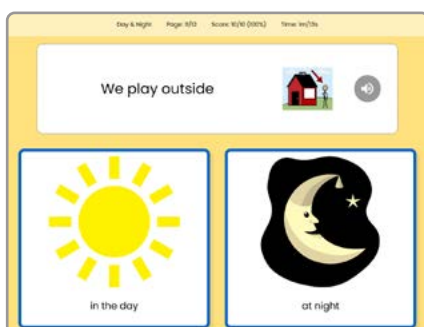
Page 8



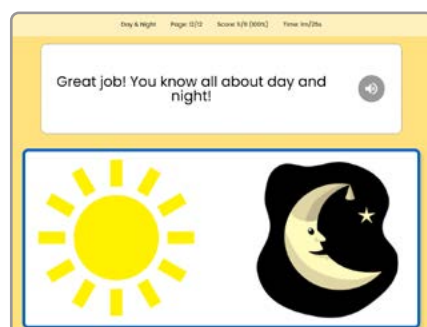
Page 9



Page 10



Page 11



Page 12

Day or Night printable activity.

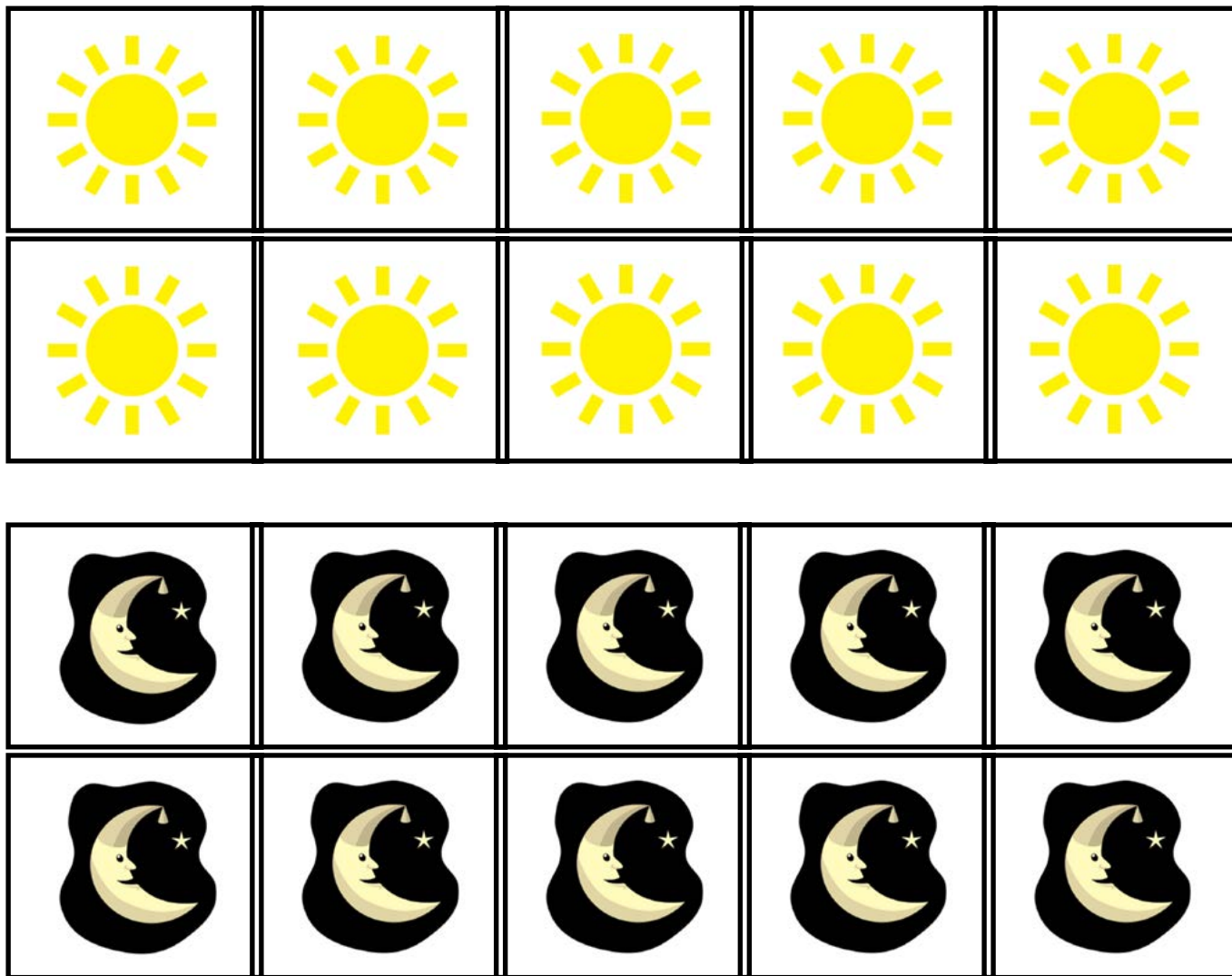
After exploring the **Day and Night** activity in Chooselt Maker, extend the fun with this hands-on printable. Learners can:

- Match the sun and moon to events that happen during the day or night.
- Sequence daily routines by placing symbols in the correct order.

These simple activities make exploring day and night playful, interactive, and easy to grasp.

Day or night?

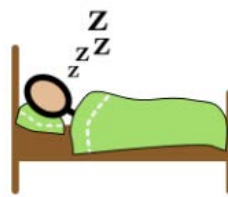
We've provided 10 day and night cut-outs that can be used to help learners choose which they think is day or night. You could laminate the activity and use Velcro strips to attach the cut-outs.



We wake up in the



We go to bed at



We have breakfast in the



We see stars at



We have lunch



We go to school



We have a bath at



The sun shines in the



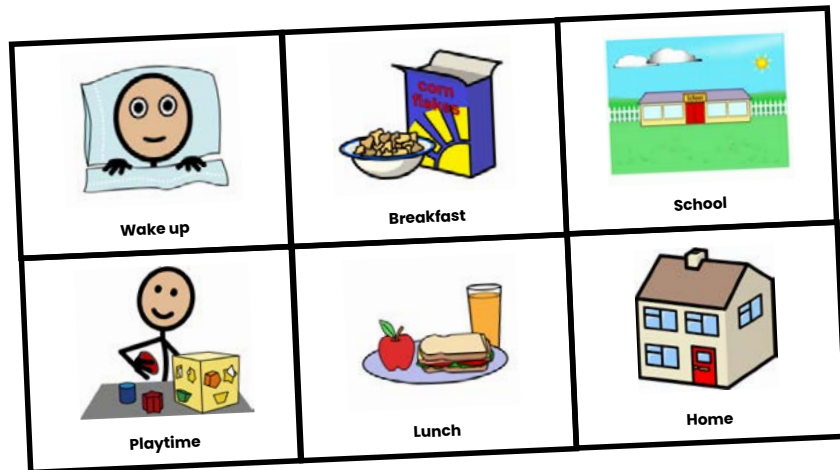
We see the moon



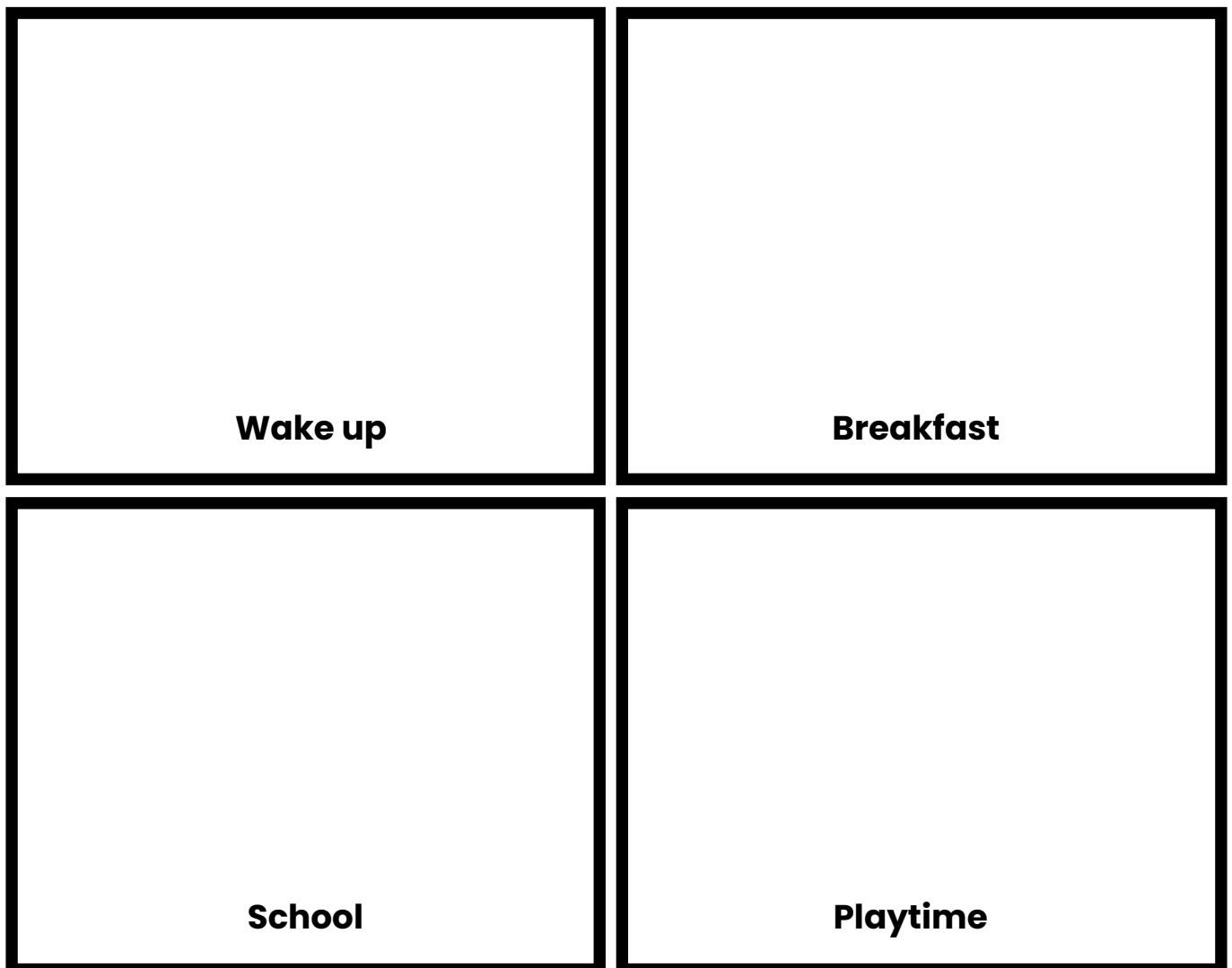
We play outside in the



Daytime Routine Sequencing Activity.

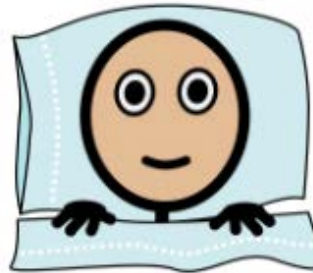


Use this printable to help learners explore the order of daily events. Cut out the routine cards and invite learners to place them in the right sequence - from waking up in the morning to heading home at the end of the day.

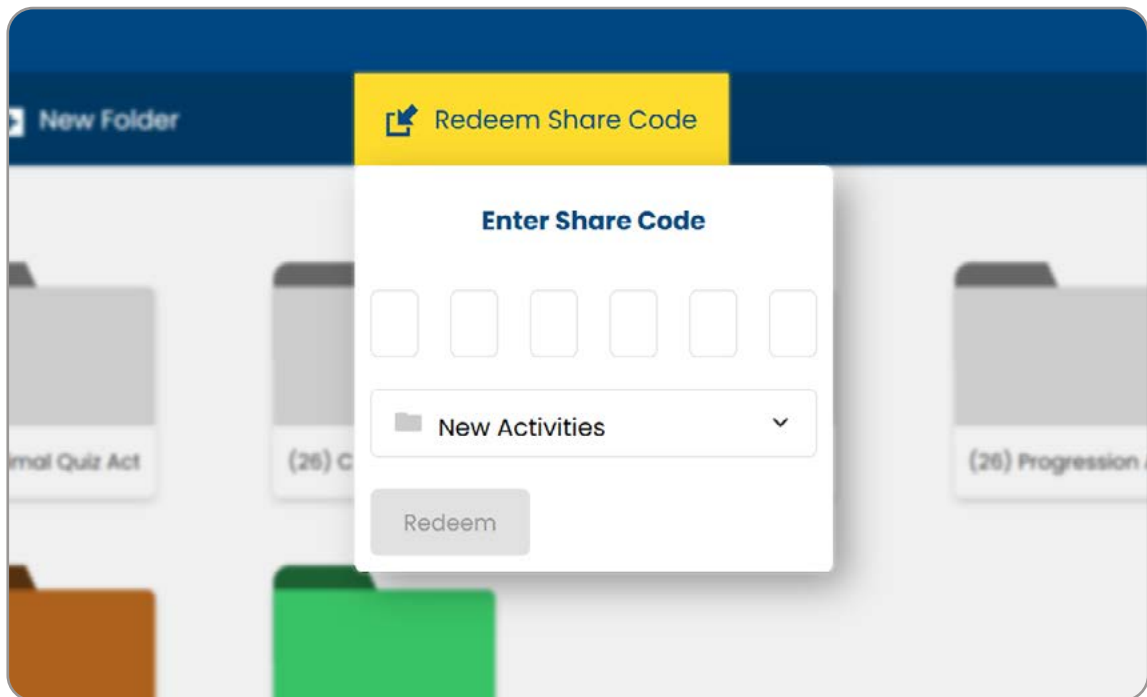


Lunch

Home



How to redeem activities.



Step 1: Login to your Chooselt Maker account.

Step 2: Once in Chooselt Maker, click the **Redeem Share Code** tab and enter the 6 letter code that's listed below each activity provided.

Step 3: Select a folder to save the activity to.

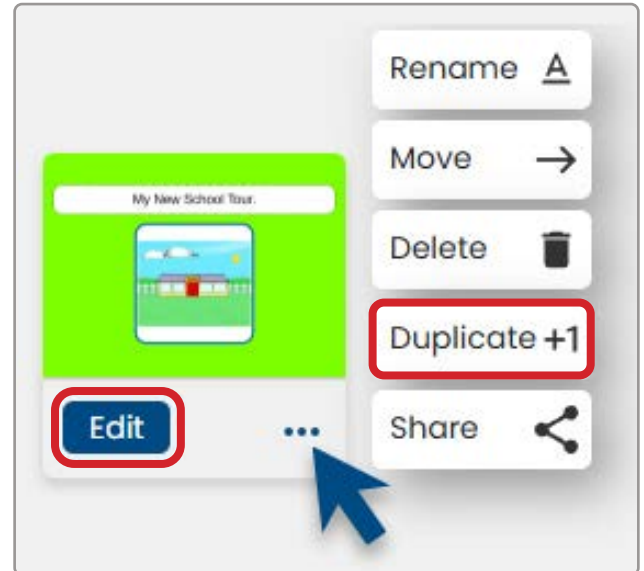
Step 4: Click the **Redeem button** and the activity will be downloaded and ready to play.

Step 5: Enjoy.

Personalise the experience.

To make some of these activities truly meaningful, add photos of your own staff, rooms and routines. Use student names and familiar visuals and adapt the layout, colours and language to meet individual needs.

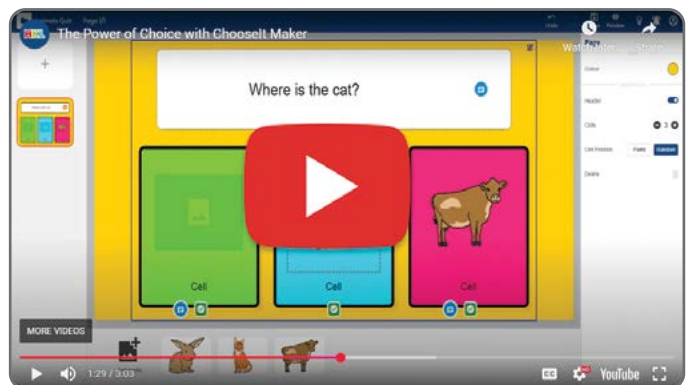
You can also easily duplicate and rename the activities to create them for each learner.



To do this, click the 3 dots on the activity and select **'Edit'** or **'Duplicate'**.

Need help?

You can watch a step-by-step tutorial on customising Chooselt Maker activities to guide you through the process. Watch our simple video tutorial on customising activities.

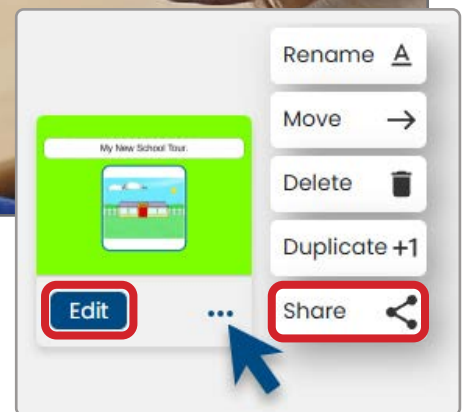


Watch the tutorial

Take them offline.



Once edited, you can use them offline on an iPad by using the '**Share**' option – just click the 3 dots and select **Share**. Great for using them around school or for learners to use at home.



How to Download the Chooselt Maker iPad App.



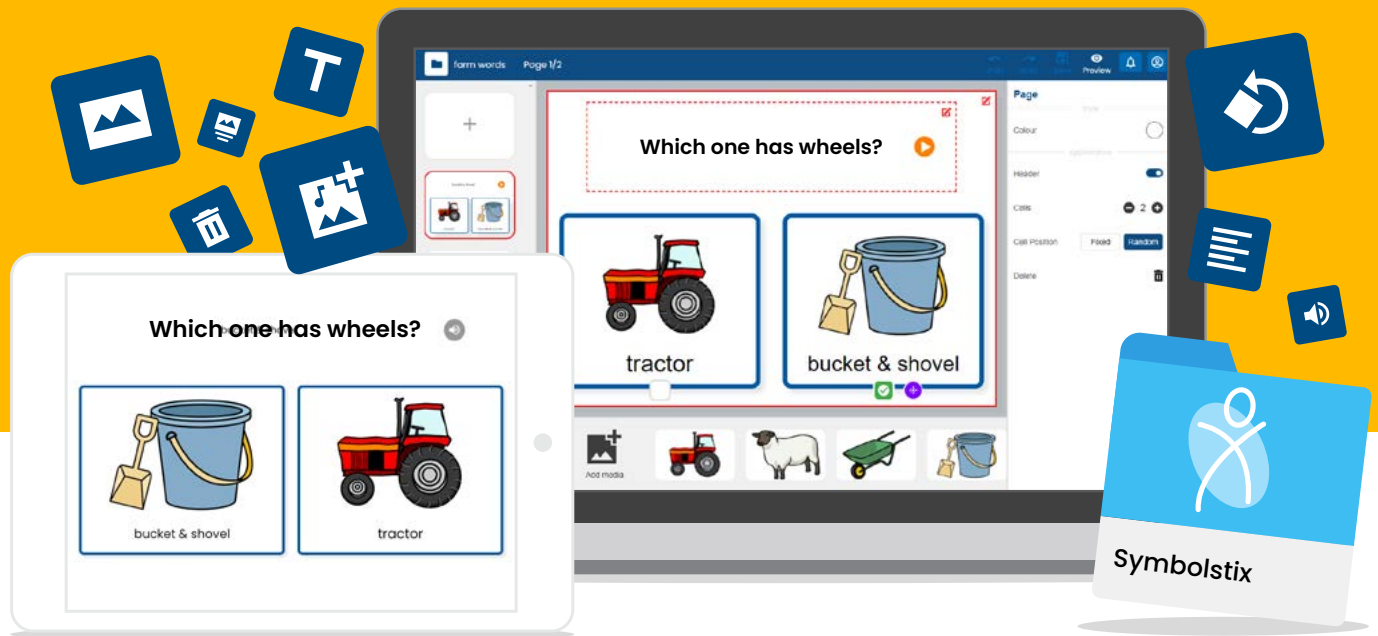
Getting started on iPad is easy – and completely free!

Simply click the link in this PDF, and it will take you straight to the App Store. From there, just tap **Download** to install the **Chooselt Maker App** on your device.

Once it's downloaded, you don't need any login details, simply enter the share codes (see '[How to redeem activities](#)').

Download the Chooselt Maker App

Not yet got Chooselt Maker?



Chooselt Maker

Create your own personalised choice-making activities

The possibilities are endless with Chooselt Maker. Turn photos, images, symbols, text and sounds into quizzes, communication aids, game-based learning and more.

Sign up for a **FREE 14 day trial**, or get our lowest priced 'Home' subscription.

Get FREE 14 day Trial

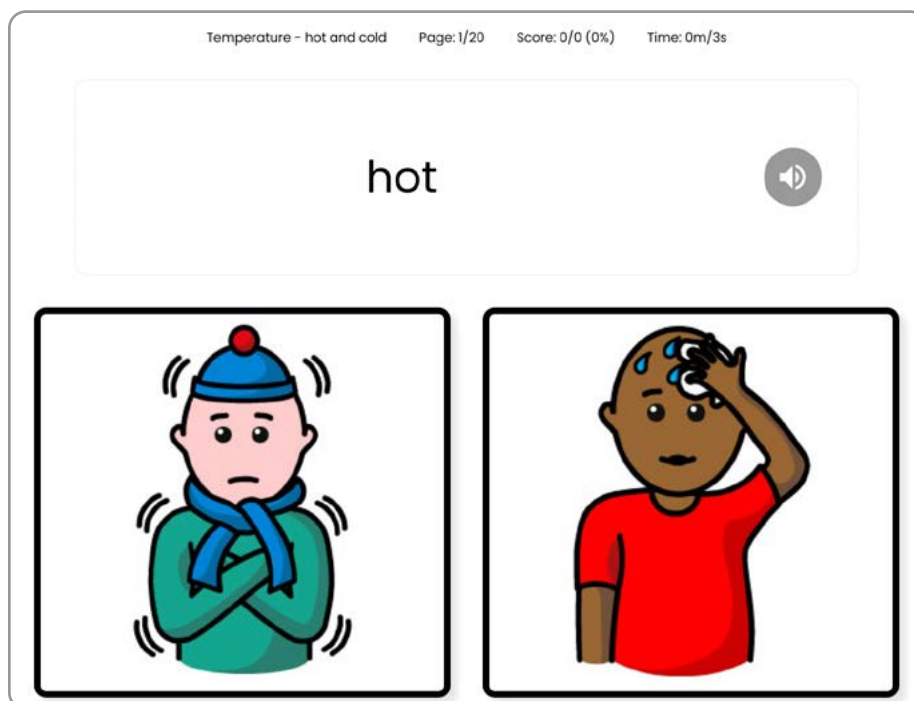


Themed Activities

Our Chooselt Readymades are quick, ready-to-go activities that help learners explore real-world concepts through simple choices and engaging visuals. Perfect for building early science, numeracy, and daily living skills, they combine learning with playful, hands-on extensions. We've gathered together some activities that would suit an Autumn theme.

www.helpkidzlearn.com/readymades

Temperature – Hot and Cold.



Let's get started.

Begin with a simple warm-up. Offer safe warm and cold items for learners to feel and compare – for example, a warm wheat bag (always tested for safety) and a chilled spoon or bowl of ice cubes. Talk together about which feels hot and which feels cold.

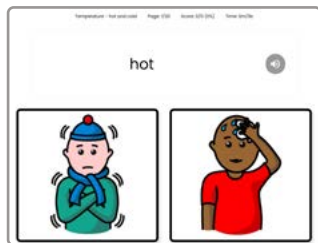
Then, open the **Hot and Cold** activity in Chooselt Readymades. Learners can identify whether different objects (like drinks, clothes, or foods) are hot or cold using their access method.

Extra fun ideas.

- **Sorting game:** Provide picture cards or real items (gloves, sunglasses, hot chocolate, ice cubes) for learners to sort into “hot” and “cold” baskets.
- **Sensory play:** Fill bowls with warm and cold water, adding toys for learners to explore by touch.
- **Role-play dressing:** Use scarves, coats, or sunhats to practise dressing for hot and cold weather.

Wind down.

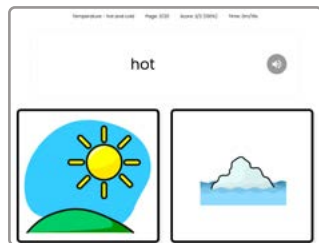
Return to the Hot and Cold activity to recap learning. End calmly with something soothing, perhaps wrapping up in a cosy blanket or holding a cool object while relaxing together.



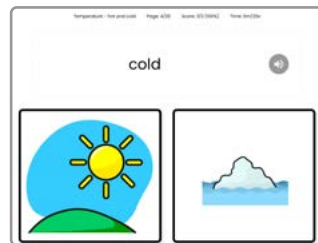
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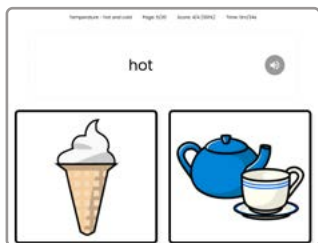
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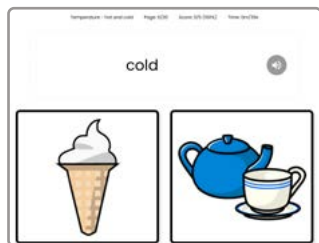
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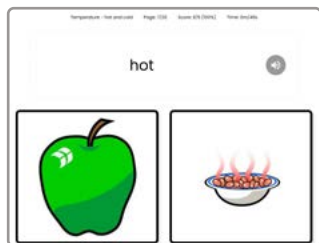
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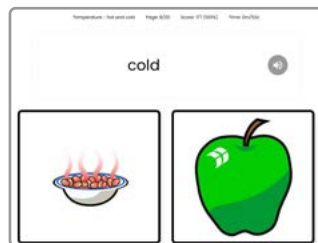
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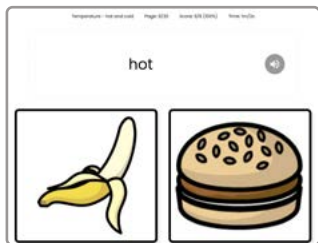
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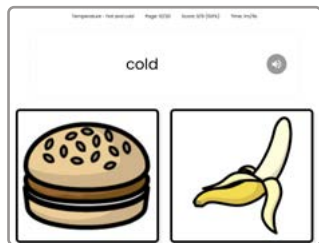
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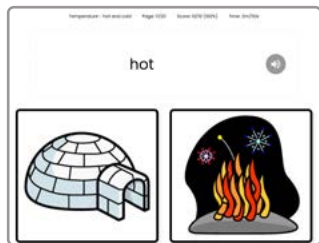
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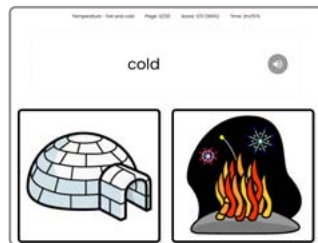
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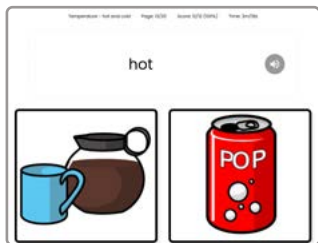
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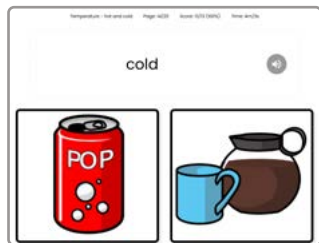
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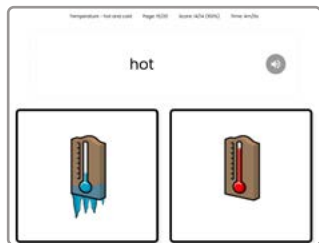
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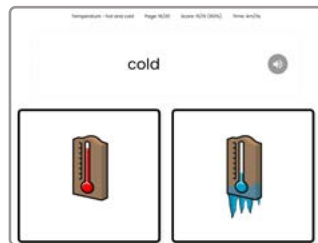
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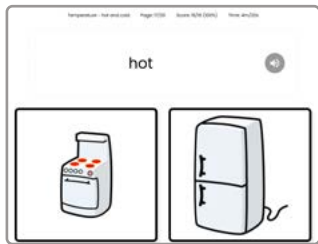
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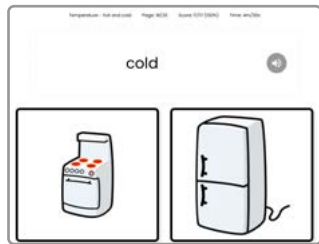
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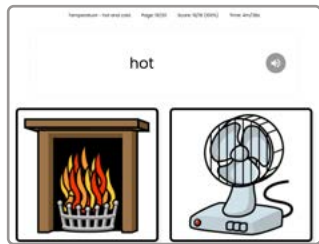
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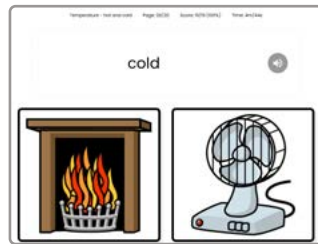
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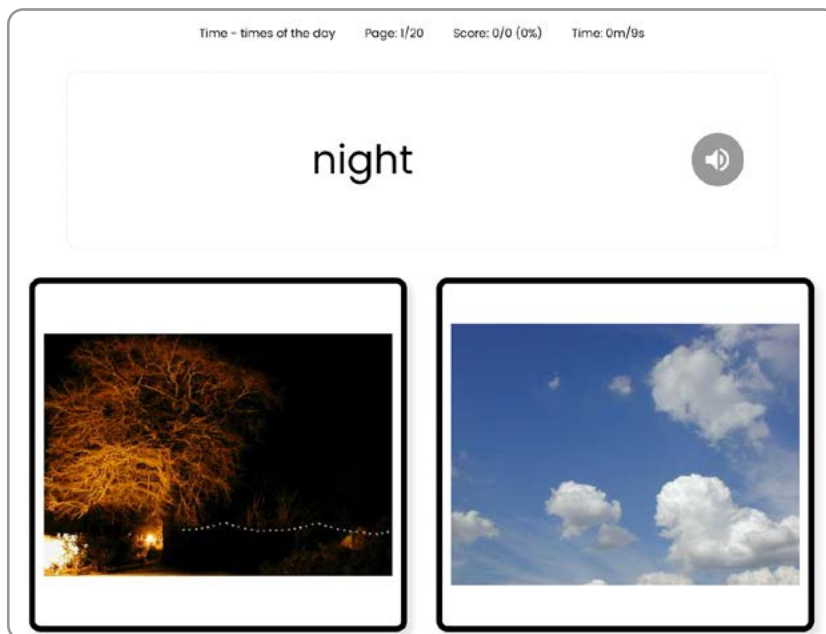


Page 19



Page 20

Time – Times of the Day.



Let's get started.

Begin with a daily routine basket filled with simple props for different times of day:

- **Morning:** toothbrush, cereal box, school bag.
- **Afternoon:** lunchbox, ball, or book.
- **Evening:** slippers, blanket, or storybook.
- **Night:** pyjamas, torch, or star picture.

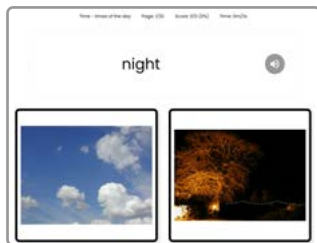
Let learners explore the objects while you talk about when they are used. Then, open the **Times of the Day** activity in Chooselt Readymades and encourage learners to choose which time matches each picture.

Extra fun ideas.

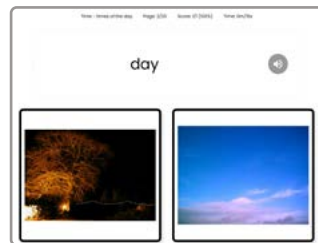
- **Sequencing game:** Use printable picture cards of daily routines (wake up, go to school, play outside, go to bed). You can also use the printable routine cards from the **Chooselt Maker section**. Learners can place them in order or match them to morning/afternoon/night symbols.
- **Sensory cues:** Try using bright lights for the morning, a bell sound for the afternoon, and twinkly lights or stars for night time.
- **Role-play routines:** Act out parts of the day using props – brushing teeth, packing a bag, or getting tucked in with a blanket.

Wind down.

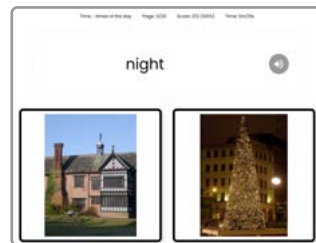
Replay the Times of the Day activity to recap key events. End with a calm “night-time” moment by dimming the lights, projecting stars, and playing gentle music to create a relaxing finish.



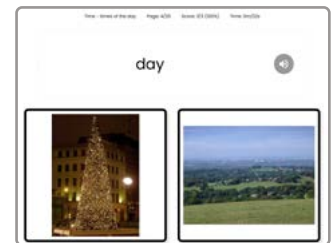
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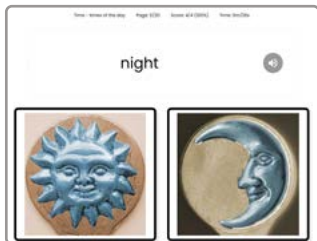
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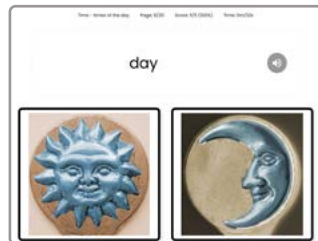
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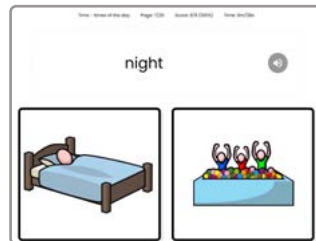
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Page 5



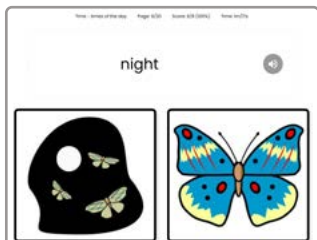
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Page 7



Page 8



Page 9



Page 10



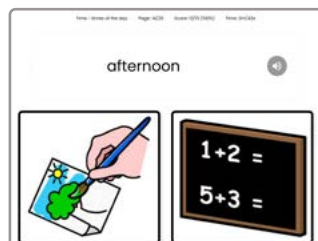
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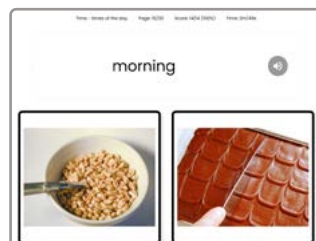
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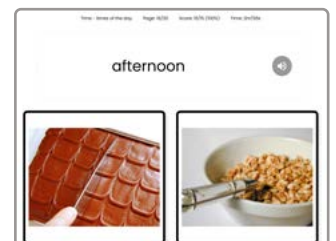
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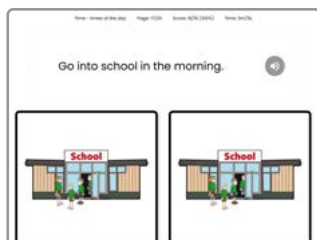
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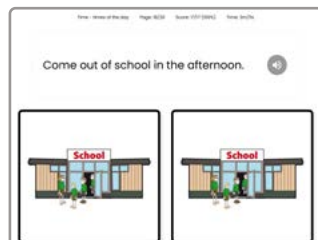
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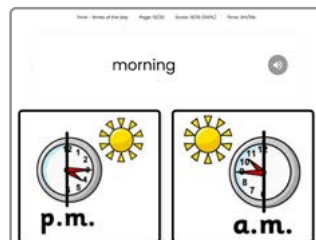
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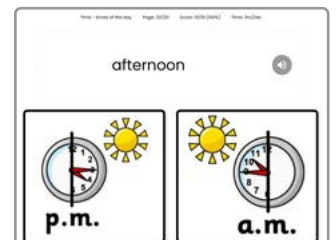
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Page 18

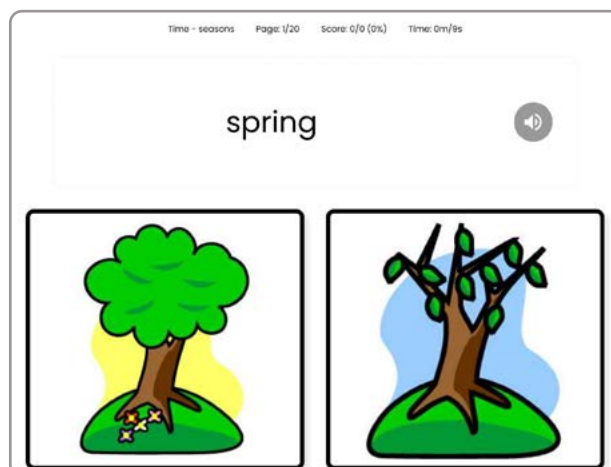


Page 19



Page 20

Time – Seasons.



Let's get started.

Go to: Numeracy Foundation Stage: Shape Space & Measure.

Create a **seasons discovery basket** with simple props for each time of year:

- **Spring:** flowers, toy lamb, pastel colours.
- **Summer:** sunglasses, sunhat, beach ball.
- **Autumn:** crunchy leaves, conker, small pumpkin.
- **Winter:** gloves, scarf, snowflake picture.

Let learners explore the items while you name or symbolise each season. Then, open the **Seasons** activity in Chooselt Readymades. Learners can match pictures of the seasons with the spoken word.

Extra fun ideas.

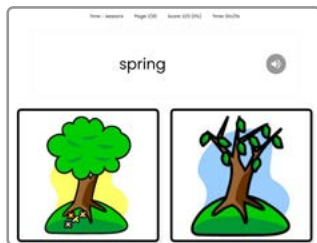
- **Sorting game:** Give learners picture or symbol cards (or real objects) to sort into baskets labelled spring, summer, autumn, and winter.

Sensory play:

- **Spring:** spray a floral scent or herbs.
- **Summer:** explore a sand tray with shells.
- **Autumn:** feel crunchy leaves and conkers.
- **Winter:** play with ice cubes or cool metal objects.
- **Craft:** Make a simple **seasons wheel** with photos or symbols so learners can see the cycle of the year.

Wind down.

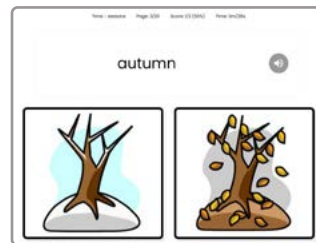
Replay a few prompts from Seasons to recap the names. Then invite each learner to choose their favourite season prop or picture and place it on a simple seasons mat/wheel. Finish with a calm breathing routine: "smell the flower" (inhale) / "blow the leaf" (exhale).



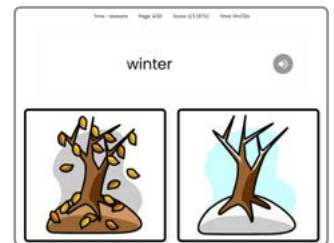
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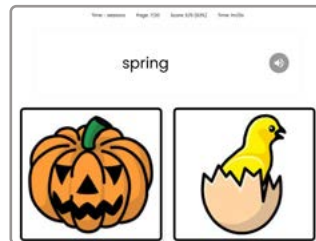
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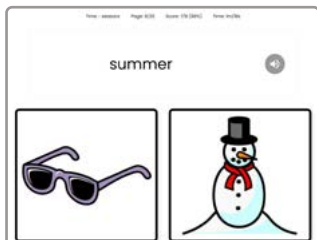
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Page 7



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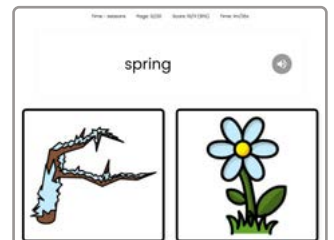
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Page 10



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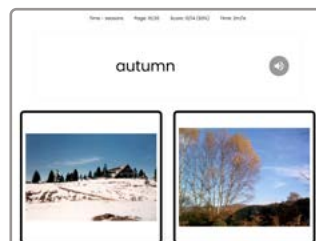
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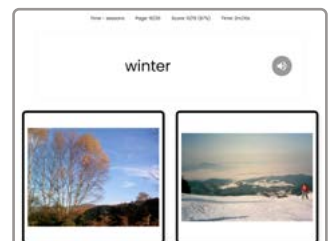
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Page 14



Page 15



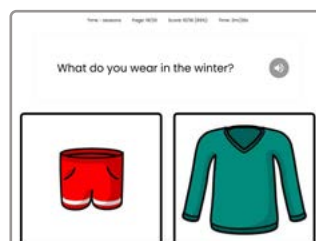
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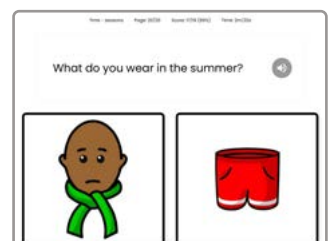
Page 17



Page 18



Page 19



Page 20

Want to try Chooselt Readymades?



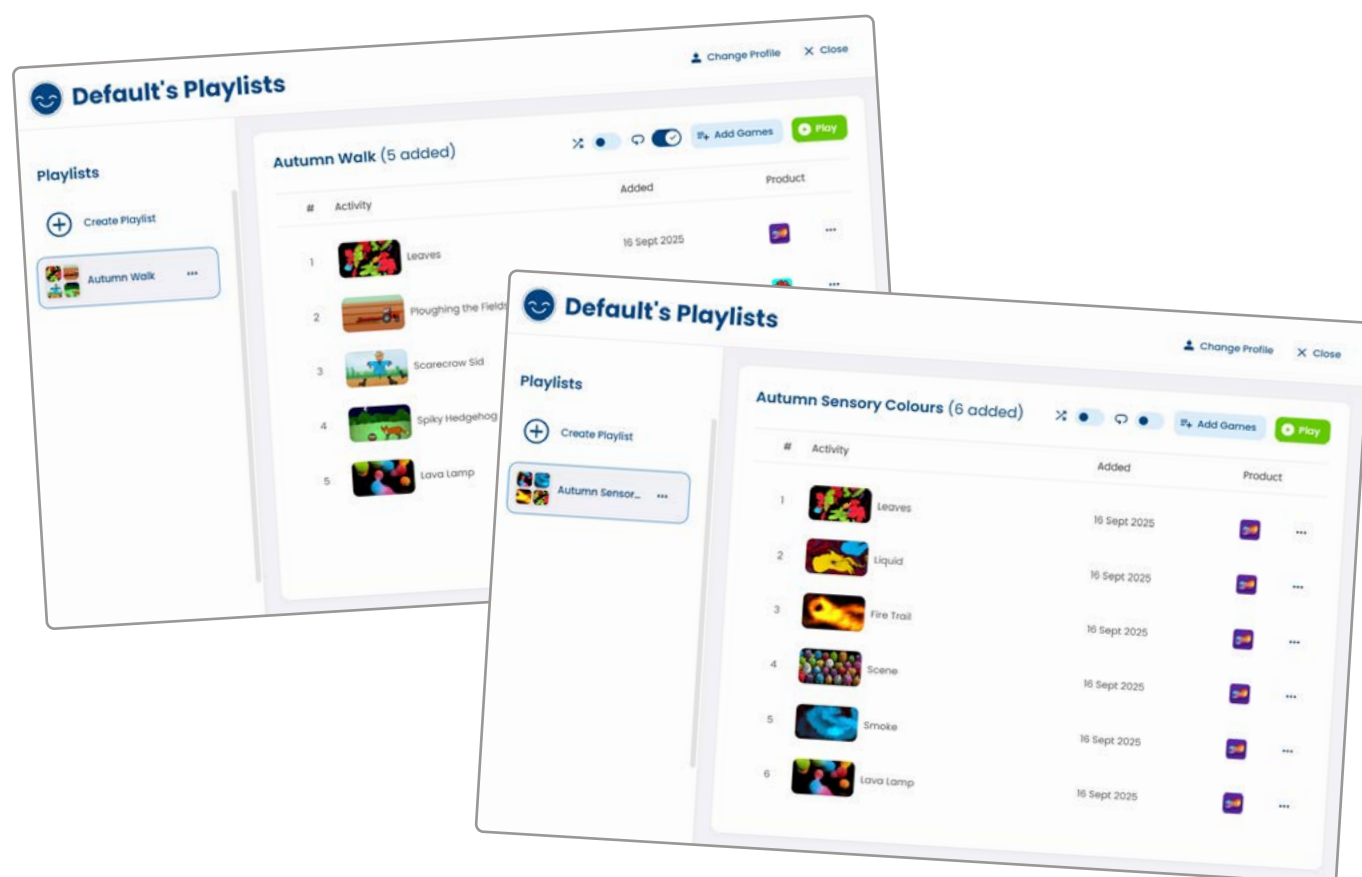
Readymades

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Autumn Playlists.



If you're short on time or want a ready-made session, these playlists pull activities together in a simple sequence. Just log into the Hub, add the activities to your playlist (remember, you can only add activities you subscribe to), and you're good to go!

Each playlist includes a mix of sensory exploration, seasonal stories, and calming endings – perfect for creating a complete autumn experience.

Autumn Walk – Playlist 1.

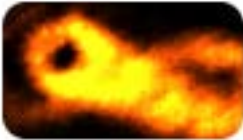
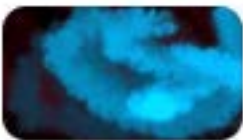
Take your learners on a gentle sensory stroll through autumn. Together, you'll swirl through falling leaves, meet some farmyard friends, and finish with a cosy sensory glow.

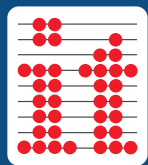
Order	Software Category	Activity	Curriculum Area	Guide
1.	Sensory Space Control	Leaves 	Science/PSHE	Start your walk with a gentle introduction: autumn leaves swirl around the screen to music when learners access their device.
2.	Games & Activities Make More Happen	Ploughing the Fields 	Science & Understanding the World	It's time to go outside and explore. See the farmer ploughing the fields ready for next year's crops.
3.	Games & Activities Make More Happen	Scarecrow Sid 	Science & Understanding the World/Literacy	Fun farmyard story: watch Scarecrow Sid scare off the crows with his rattling cans.
4.	Games & Activities Make More Happen	Spiky Hedgehog 	Science & Understanding the World	It started to go dark on the autumn walk adventure. See how the hedgehog protects itself from the fox.
5.	Sensory Space Switch	Lava Lamp 	PSHE/Calm Ending	Relaxing finish to the Autumn Walk. Customise the colour palette to match the autumn theme.

Sensory Colours of Autumn – Playlist 2.

Immerse learners in a fully sensory experience with interactive leaves, liquid, fire, smoke, and immersive scenes, ending with a relaxing Lava Lamp.

Each activity allows you to customise the colour palette and music to match the warm tones of the Autumn season, making it an adaptable and engaging experience. Perfect for use in a sensory room, dark tent, or dimmed classroom.

Order	Software Category	Activity	Curriculum Area	Guide
1.	Sensory Space Control	Leaves 	Science/PSHE	Gentle introduction: autumn leaves swirl around the screen to music when learners access their device.
2.	Sensory Space Control	Liquid 	Science/PSHE	Explore fluid motion, cause, and effect: Learners move or interact with liquid elements on screen.
3.	Sensory Space Explore	Fire Trail 	Science/PSHE	Learners can explore the patterns and movement with their access method.
4.	Sensory Space Explore	Scene 	Science/PSHE	Immersive environment: Learners explore different objects and effects on screen.
5.	Sensory Space Explore	Smoke 	Science/PSHE	Watch smoke like effects respond to interaction explore cause and effect visually.
6.	Sensory Space Switch	Lava Lamp 	Science/PSHE	Relaxing finish.



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Share your creations!

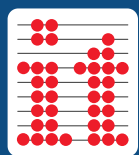


We hope you and your learners have lots of fun exploring the activities in this Autumn Pack. Whether you're playing, creating, or simply enjoying the season together, these moments can make a big difference in confidence, communication, and joy.

You can tag us on social media using [@helpkidzlearn](https://www.instagram.com/helpkidzlearn) or send them to hello@helpkidzlearn.com

Wishing you a happy and playful autumn from all of us at HelpKidzLearn.

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