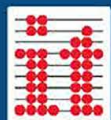


HelpKidzLearn™

CHRISTMAS

Activity Pack



HelpKidzLearn™

www.helpkidzlearn.com

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Welcome To Your Christmas Activity Pack!

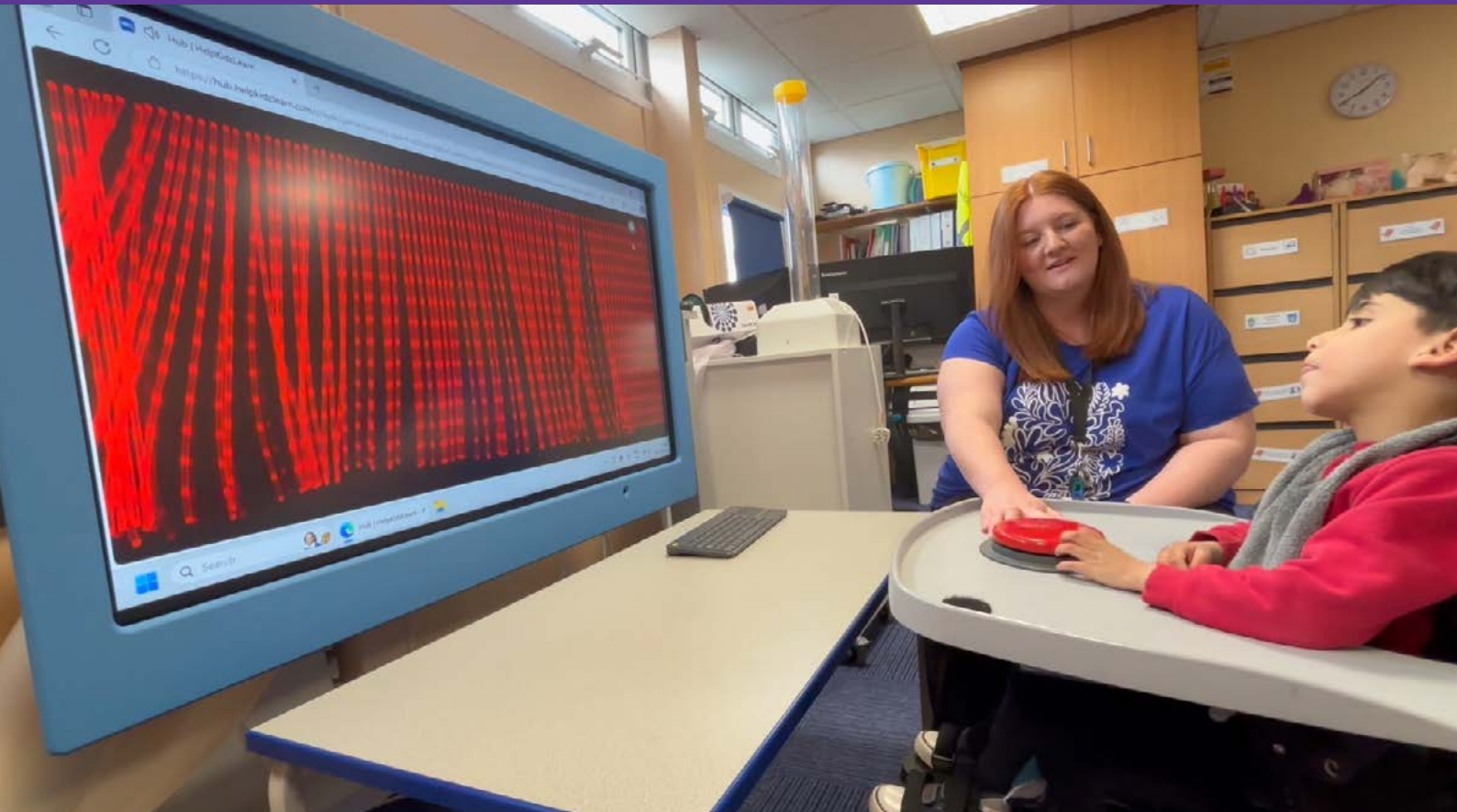


'Tis the season for sparkle, silliness and shared moments. This pack brings together festive activities from across HelpKidzLearn so you can explore, create and celebrate with every learner.

From twinkling Optical Lights to decorating trees, counting crackers and New Year sparkle, we hope this pack helps you make warm memories and joyful progress together. Have fun and happy holidays!

How to use the pack:

- Start with the quick **“Let’s get started”** notes at the top of each section.
- We’ve paired each on-screen activity with an off-screen extension idea to build a short session.
- If you’re short on time, try our **[Christmas Playlist](#)** with ideas for activities you can add to your session.



Christmas Themed Activities

Sensory Space offers fun, interactive sensory activities focused on developing sensory exploration, engagement and early cause and effect skills.

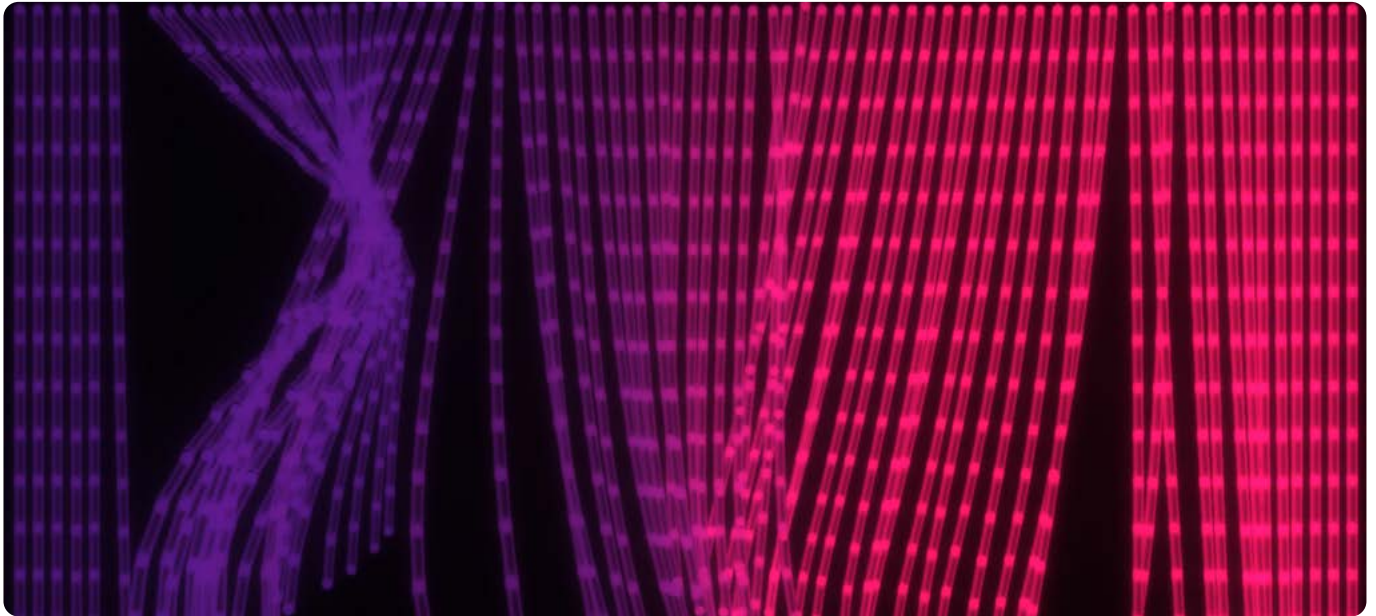
We've chosen two Sensory Space activities and given them a festive twist. You'll find twinkling Christmas lights with sensory trays and bouncing baubles.

www.helpkidzlearn.com/sensory-space

Christmas Lights.

Let's get started:

In Sensory Space, the **Optical Lights** are a perfect way to think about the twinkling lights on a Christmas tree, or decorations we see when outside. So many vibrant, glowing colours to see.



Learning Objective: Explore – Encourage learners to engage in “exploration” by activating and/or moving their access device. In these activities, animations respond as learners explore the screen. This approach supports curiosity and discovery, helping learners connect their actions with the responses they see, building an understanding of cause and effect.

What you'll need:

- Tray (optional).
- Cooked spaghetti.
- Red and Green food dye or paint.
- A strip of battery lights under a clear tray lid.

How to play:

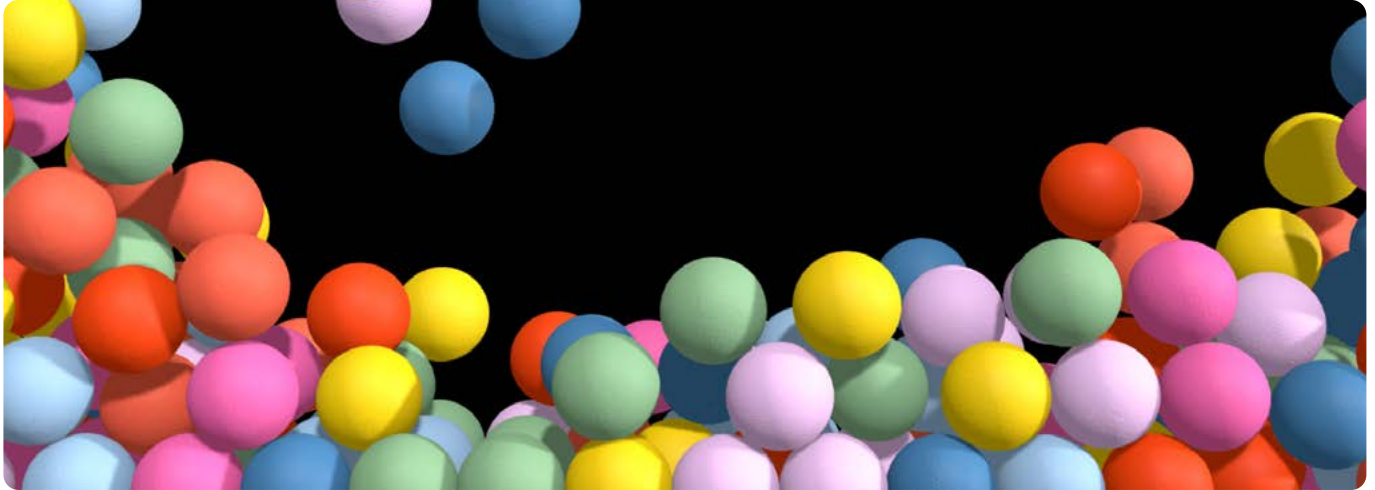
Set the Optical Lights music to Flow Motion and choose vibrant, bold colours. Play the activity.

Create a tray filled with cooked spaghetti dyed red and green. You can add a drop of pine scent for the smell of a real Christmas tree and mix in glitter for sparkle. Use some battery lights to reflect the activity. You could even add in some small Christmas coloured pompoms or baubles. Each learner pulls or pushes noodles to “move,” then closes the lid and just looks as the lights gently tint the noodles beneath.

Bouncing Baubles.

Let's get started:

In Sensory Space, the **Cannon** activity is a great way of thinking about the colourful baubles that sit on our Christmas trees. Start the Cannon activity. Select Evening Reverie music for a calmer effect. AAC core words could be: go, more, stop, red, green, off, my turn.



Learning Objective: Interact – Encourage learners to explore cause and effect through repeated and flexible interactions, known as “press it again.” Each activation of the access device triggers an animation, and learners can engage as often as they like. Multiple animations can happen simultaneously, with objects returning to their original state when complete. This process supports active exploration, curiosity, and purposeful engagement.

What you'll need:

- Two bowls.
- Coloured baubles or pompoms in similar colours to your Cannon activity.

How to play:

- Show the two bowls (e.g., red vs green). Say: “Pick a bauble colour.”
- Learner selects using AAC/eye gaze/reach. Place a matching real bauble or pompom in the chosen bowl.
- Prompt one activation in Cannon and chant: “Red bauble... pop!”
- Repeat with new pairs to get several colours chosen.
- Progression: Offer three or four colours once they're ready.

An alternative idea could be to:

- Agree a number (1–3). Do that many activations, counting aloud.
- Pause to “watch them settle,” add a deep breath, and a gentle light squeeze of a pom-pom if regulating.



Sensory Space

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



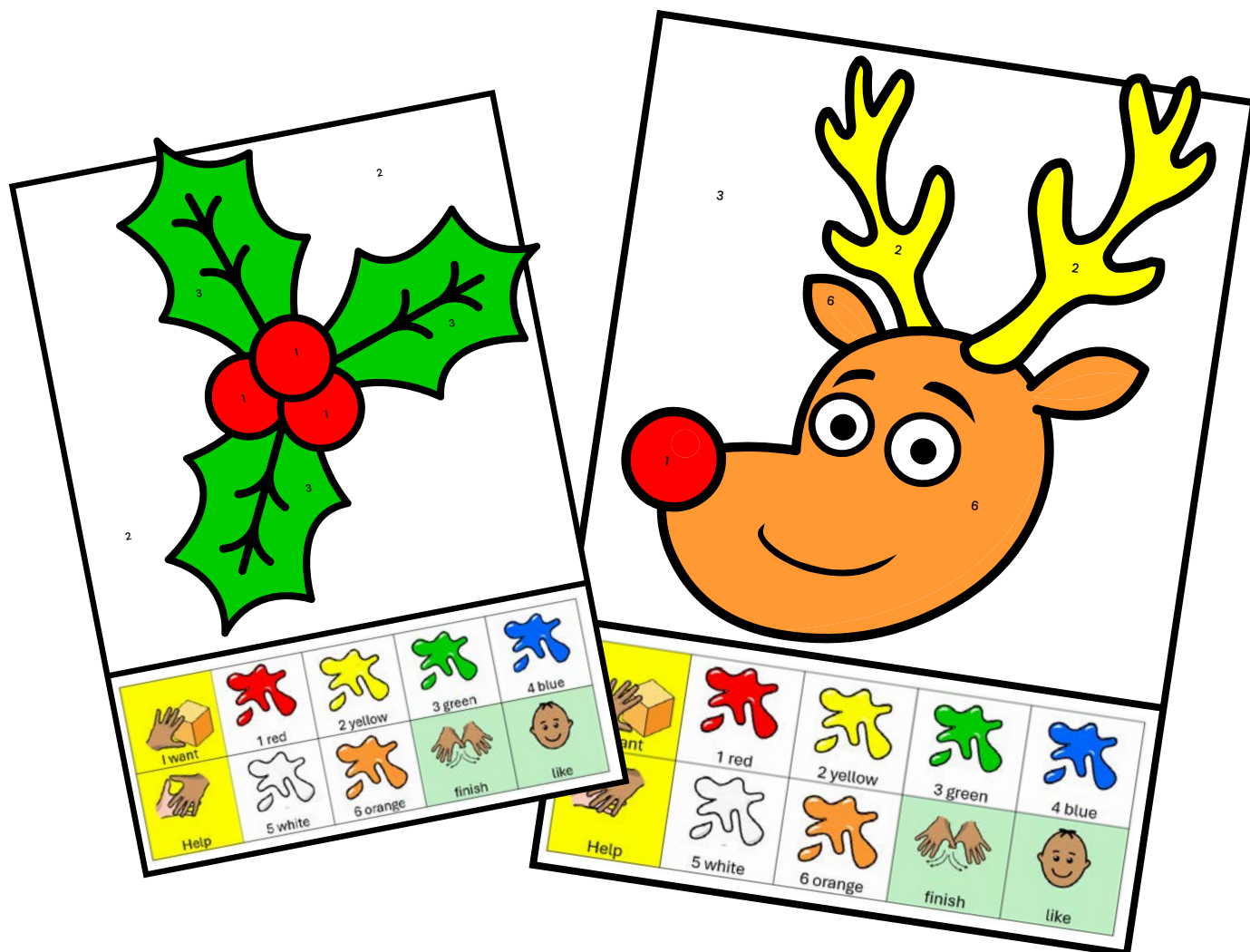
Christmas Themed Activities

We've handpicked a selection of Christmas themed Games & Activities that are perfect for bringing festive fun into your sessions. Each activity supports skills such as cause and effect, choice-making, and sequencing, while keeping learners engaged with colourful, interactive experiences.

To extend the fun we have paired each activity with supporting printables or sensory extensions, giving learners the chance to explore textures, smells, and creativity alongside their on-screen learning.

www.helpkidzlearn.com/games

Colour by numbers.



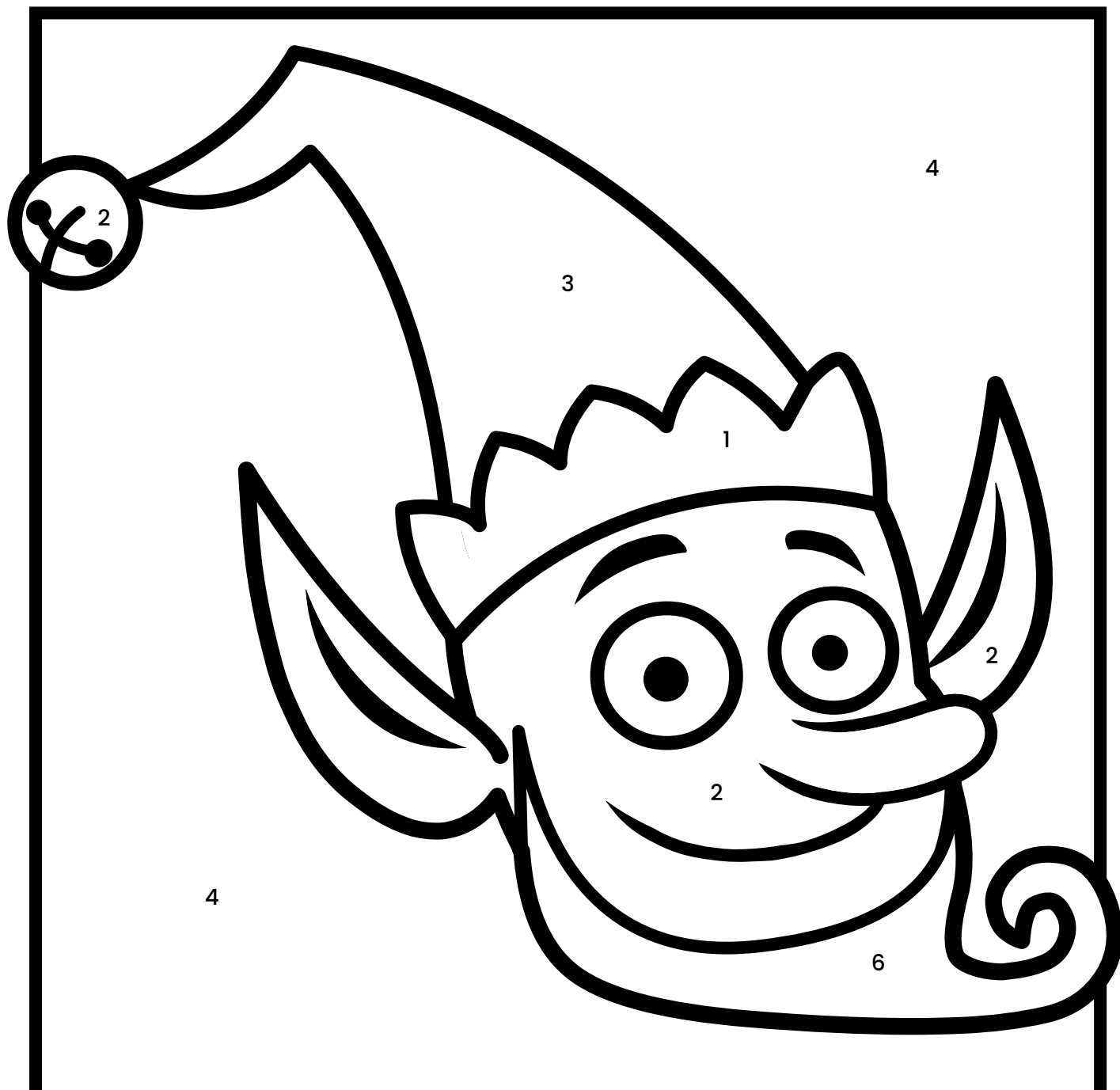
Activity: General.











Encourage learners to get creative while exploring colours and communication with our festive Colour by Numbers activities. Each page features familiar Christmas characters and objects taken from Games & Activities.

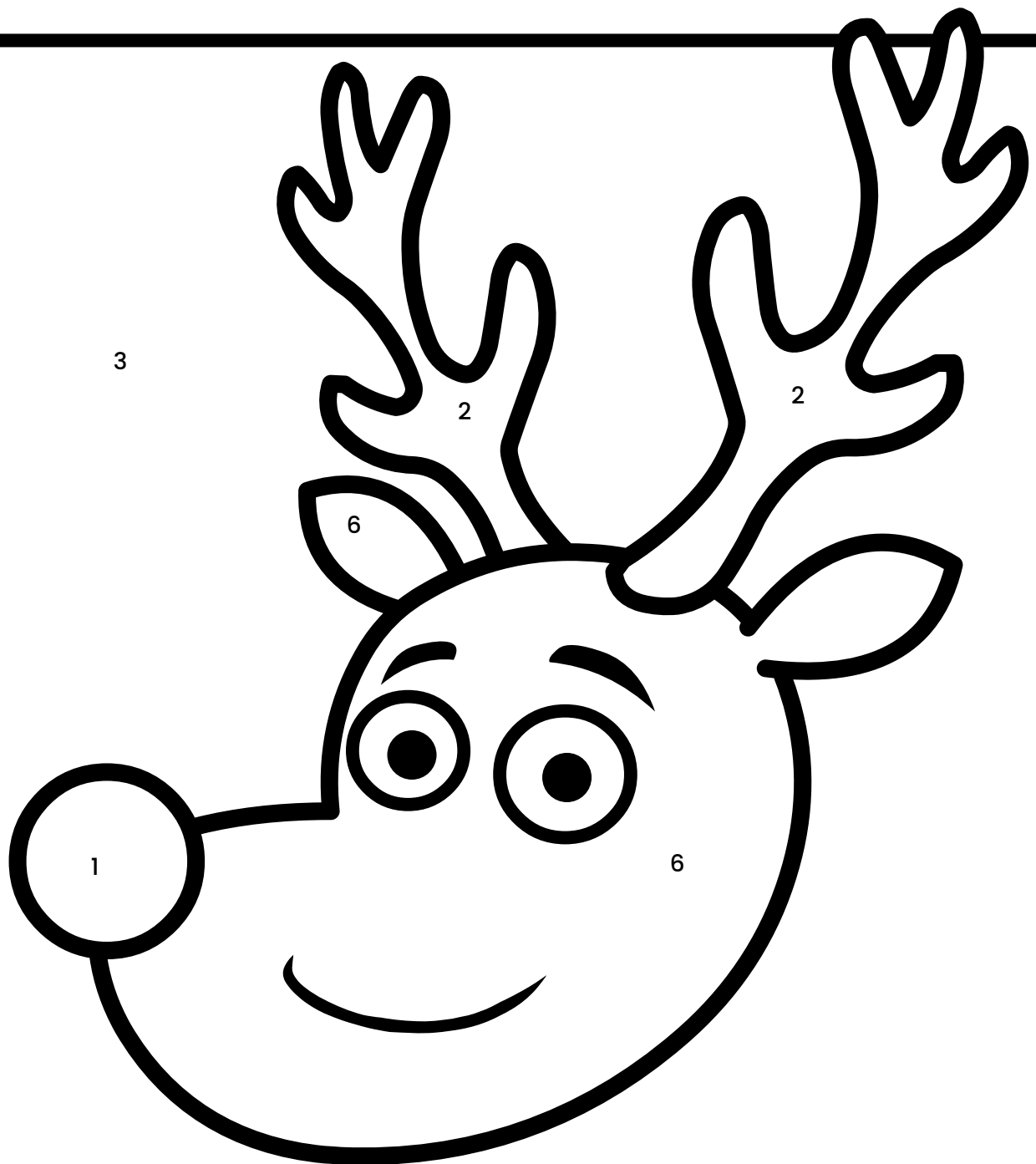
With each colouring sheet, use the mini communication board to support expressive language. As learners colour in, you can model words such as











- I want red.
- Like blue
- Help.
- Finish.

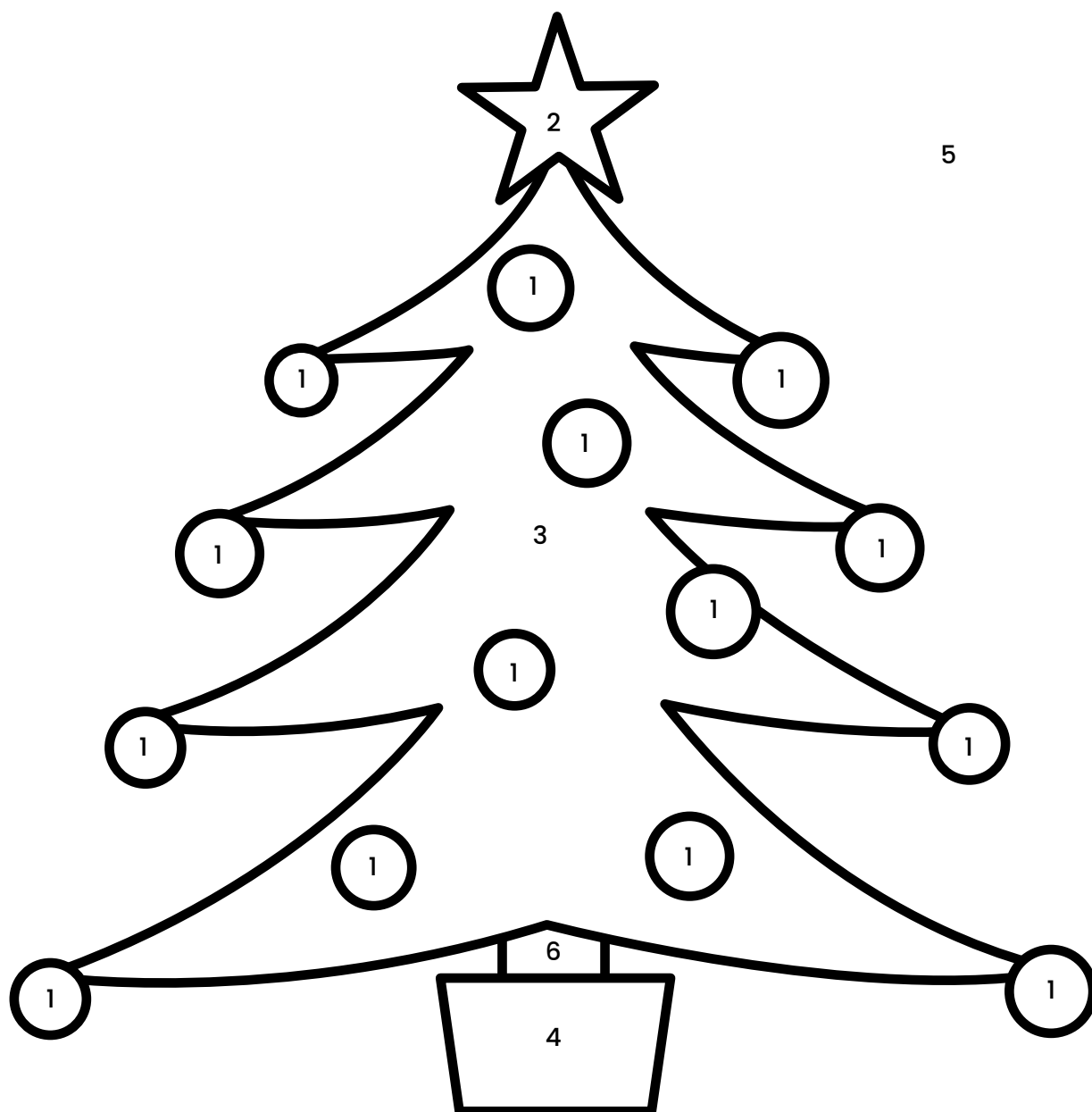
This activity encourages choice-making, communication, and fine motor skills celebrating the joy of Christmas creativity.













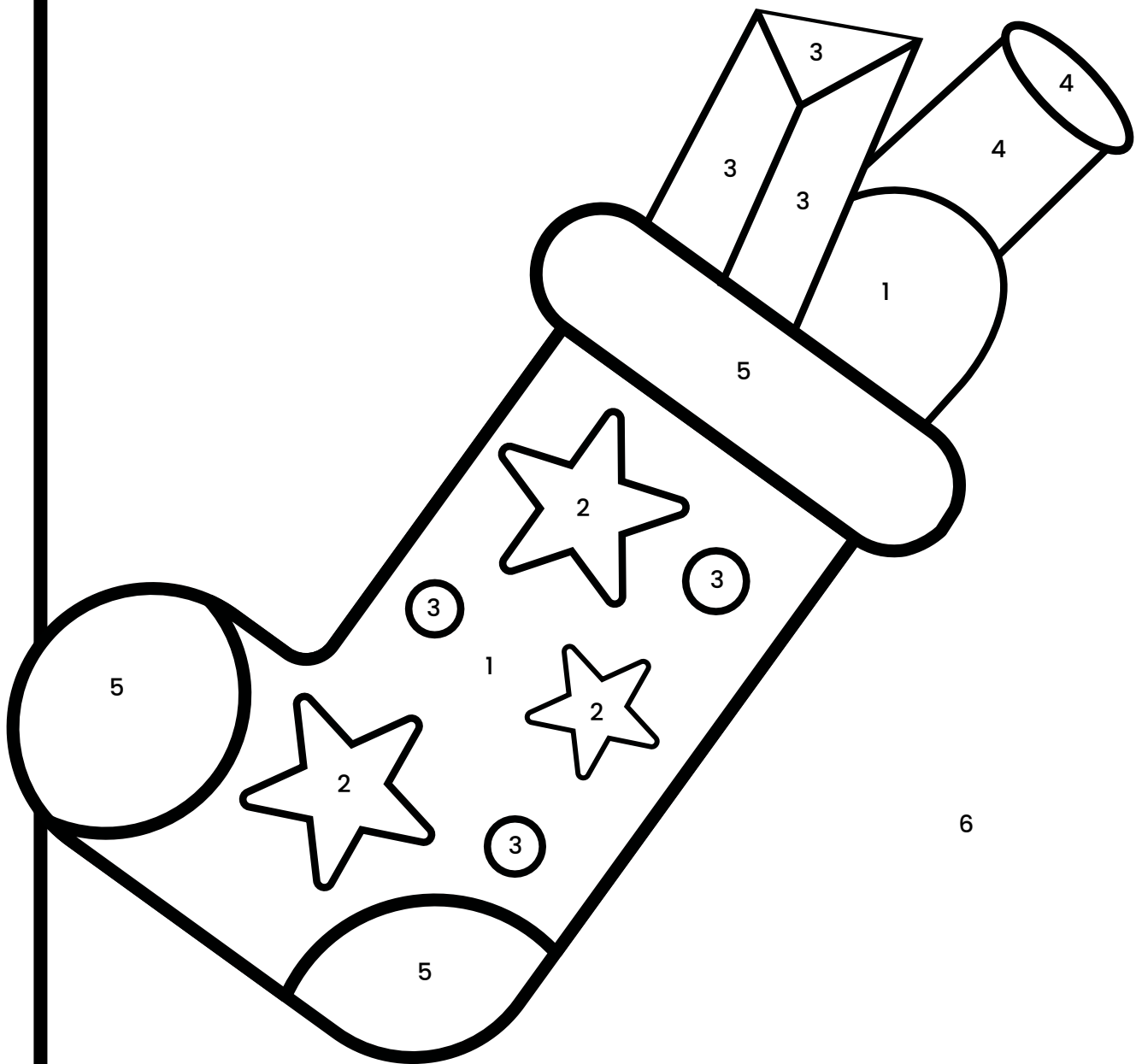
 <p>I want</p>	 <p>1 red</p>	 <p>2 yellow</p>	 <p>3 green</p>	 <p>4 blue</p>
 <p>Help</p>	 <p>5 white</p>	 <p>6 orange</p>	 <p>finish</p>	 <p>like</p>













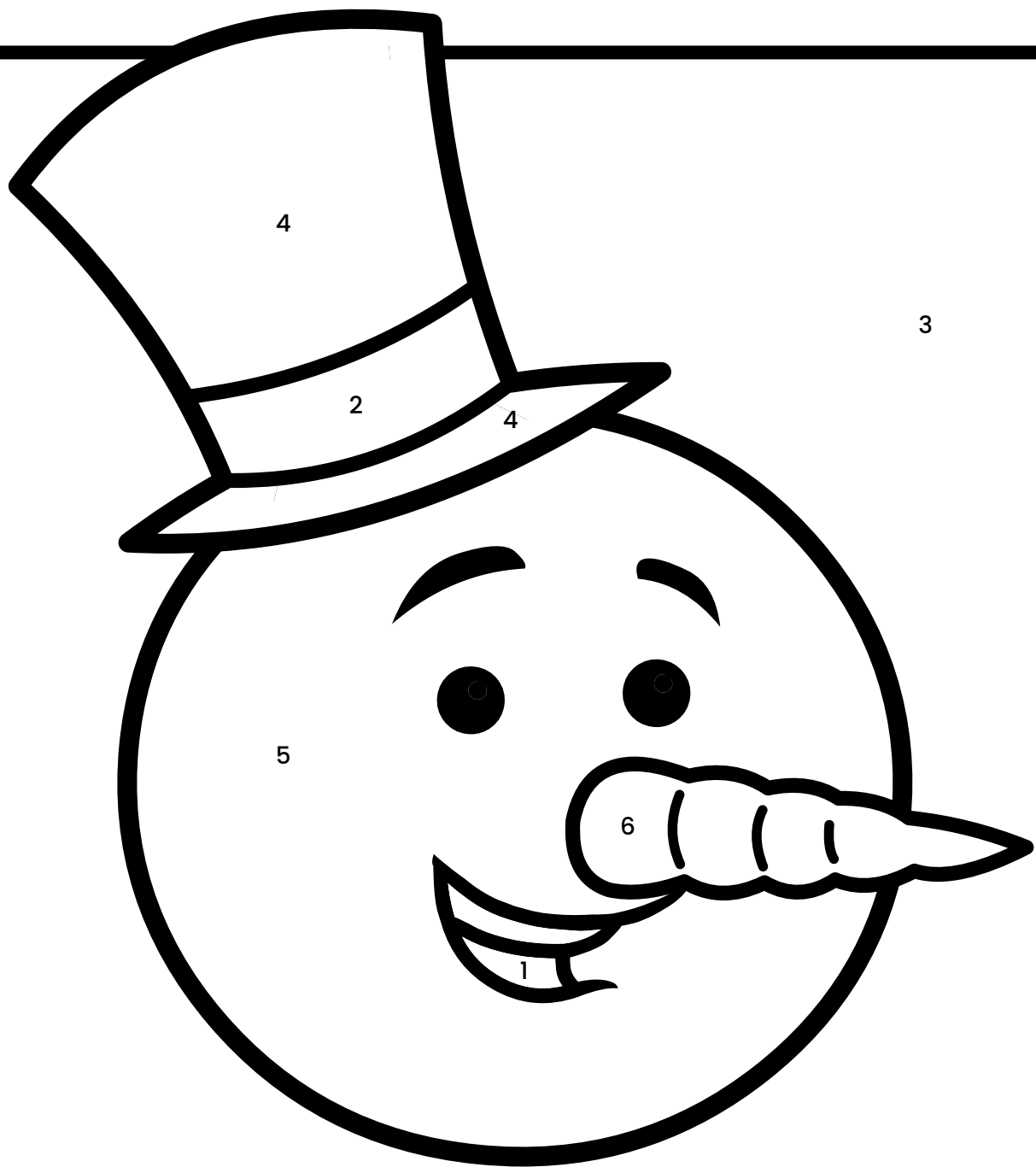
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 <p>Help</p>	 <p>5 white</p>	 <p>6 orange</p>	 <p>finish</p>	 <p>like</p>













 <p>I want</p>	 <p>1 red</p>	 <p>2 yellow</p>	 <p>3 green</p>	 <p>4 blue</p>
 <p>Help</p>	 <p>5 white</p>	 <p>6 orange</p>	 <p>finish</p>	 <p>like</p>

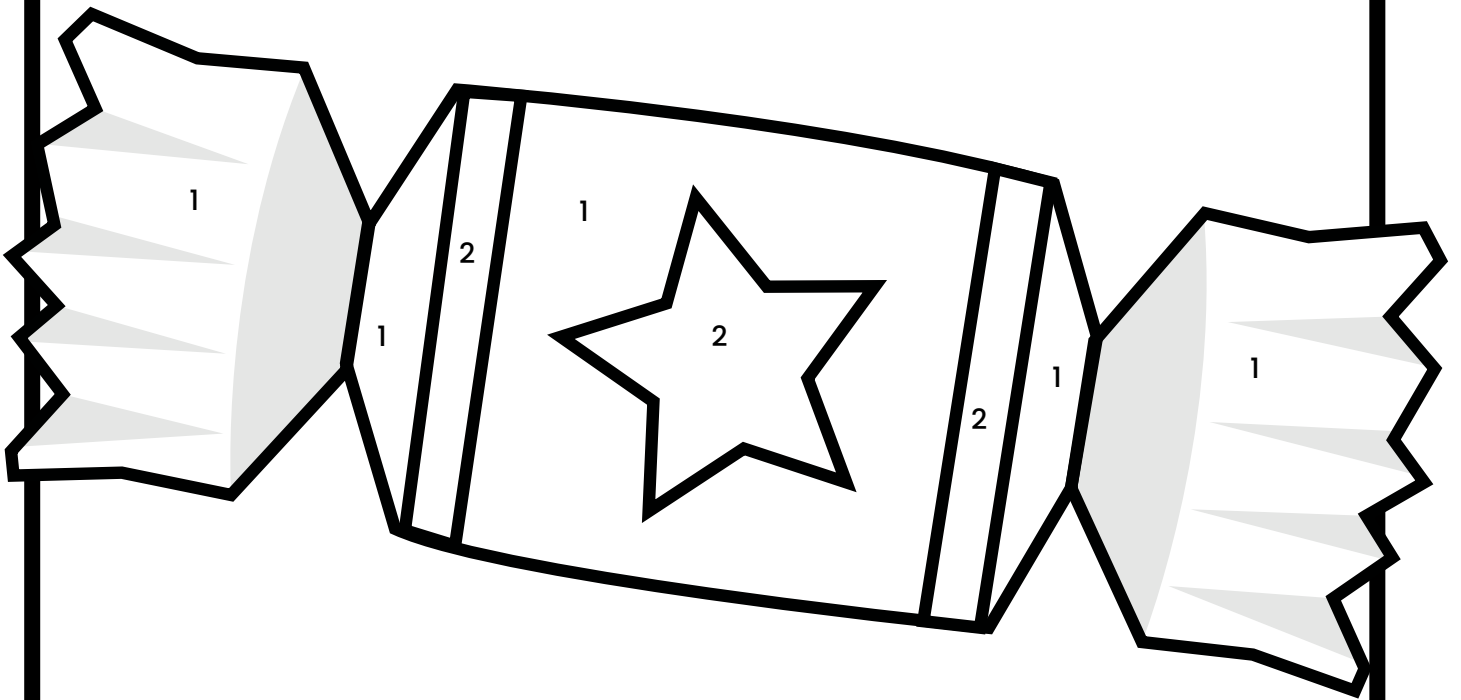


 <p>I want</p>	 <p>1 red</p>	 <p>2 yellow</p>	 <p>3 green</p>	 <p>4 blue</p>
 <p>Help</p>	 <p>5 white</p>	 <p>6 orange</p>	 <p>finish</p>	 <p>like</p>













 <p>I want</p>	 <p>1 red</p>	 <p>2 yellow</p>	 <p>3 green</p>	 <p>4 blue</p>
 <p>Help</p>	 <p>5 white</p>	 <p>6 orange</p>	 <p>finish</p>	 <p>like</p>

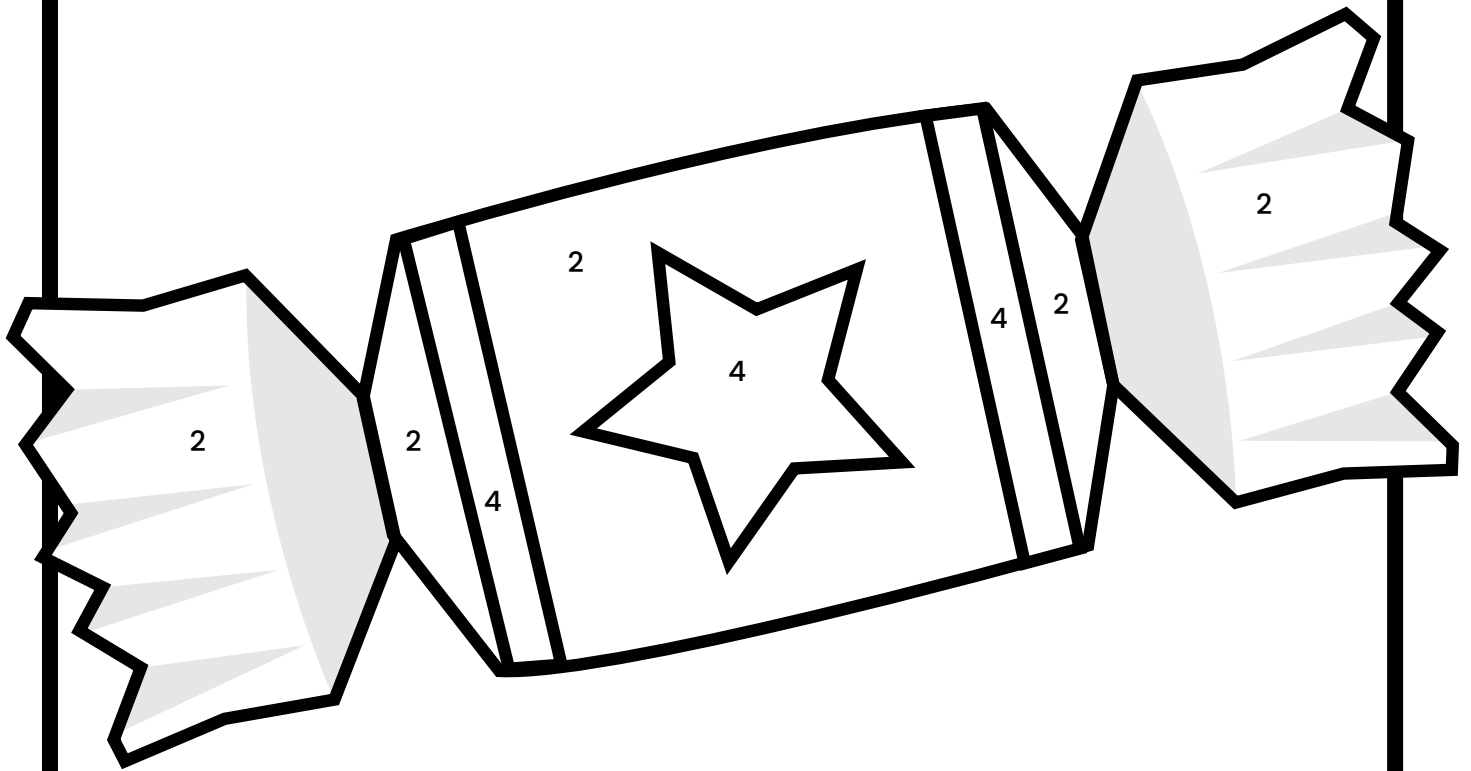
6













6

 <p>I want</p>	 <p>1 red</p>	 <p>2 yellow</p>	 <p>3 green</p>	 <p>4 blue</p>
 <p>Help</p>	 <p>5 white</p>	 <p>6 orange</p>	 <p>finish</p>	 <p>like</p>

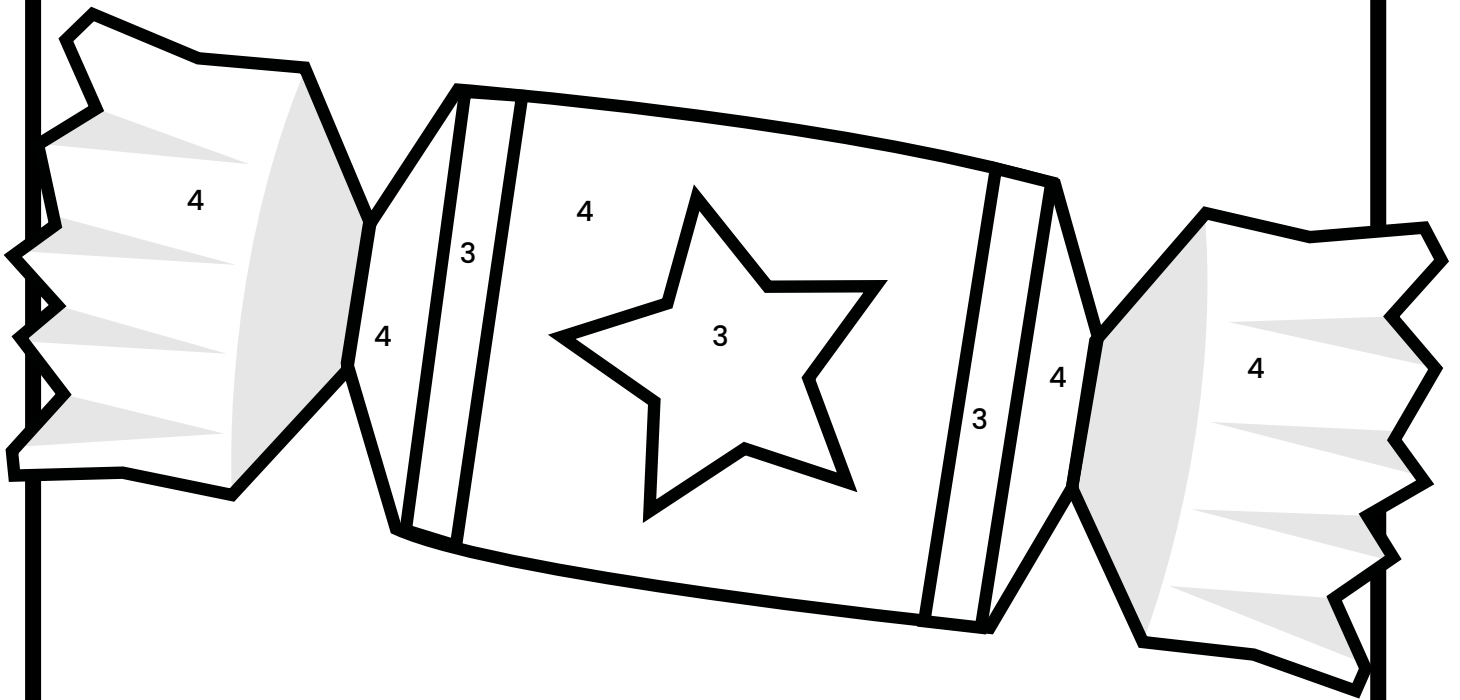
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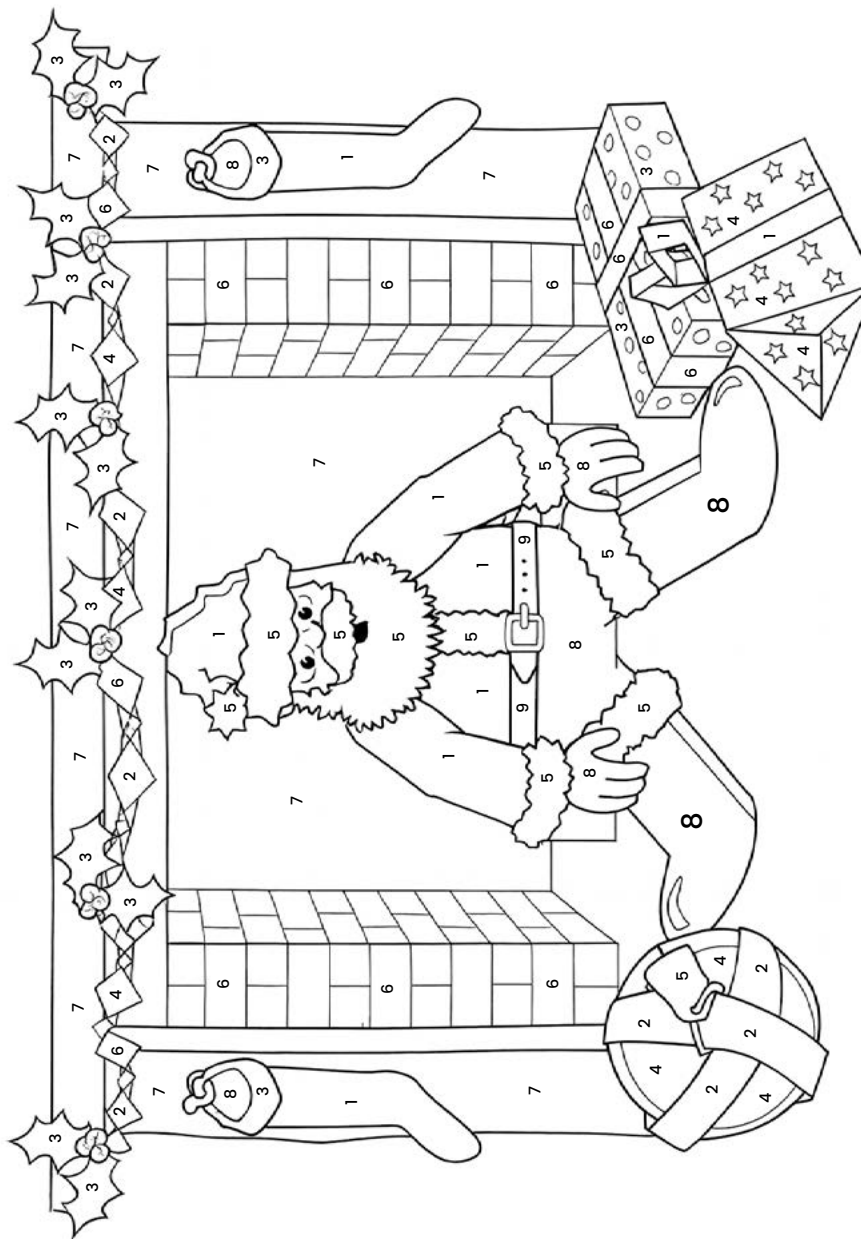
 <p>I want</p>	 <p>1 red</p>	 <p>2 yellow</p>	 <p>3 green</p>	 <p>4 blue</p>
 <p>Help</p>	 <p>5 white</p>	 <p>6 orange</p>	 <p>finish</p>	 <p>like</p>

2

















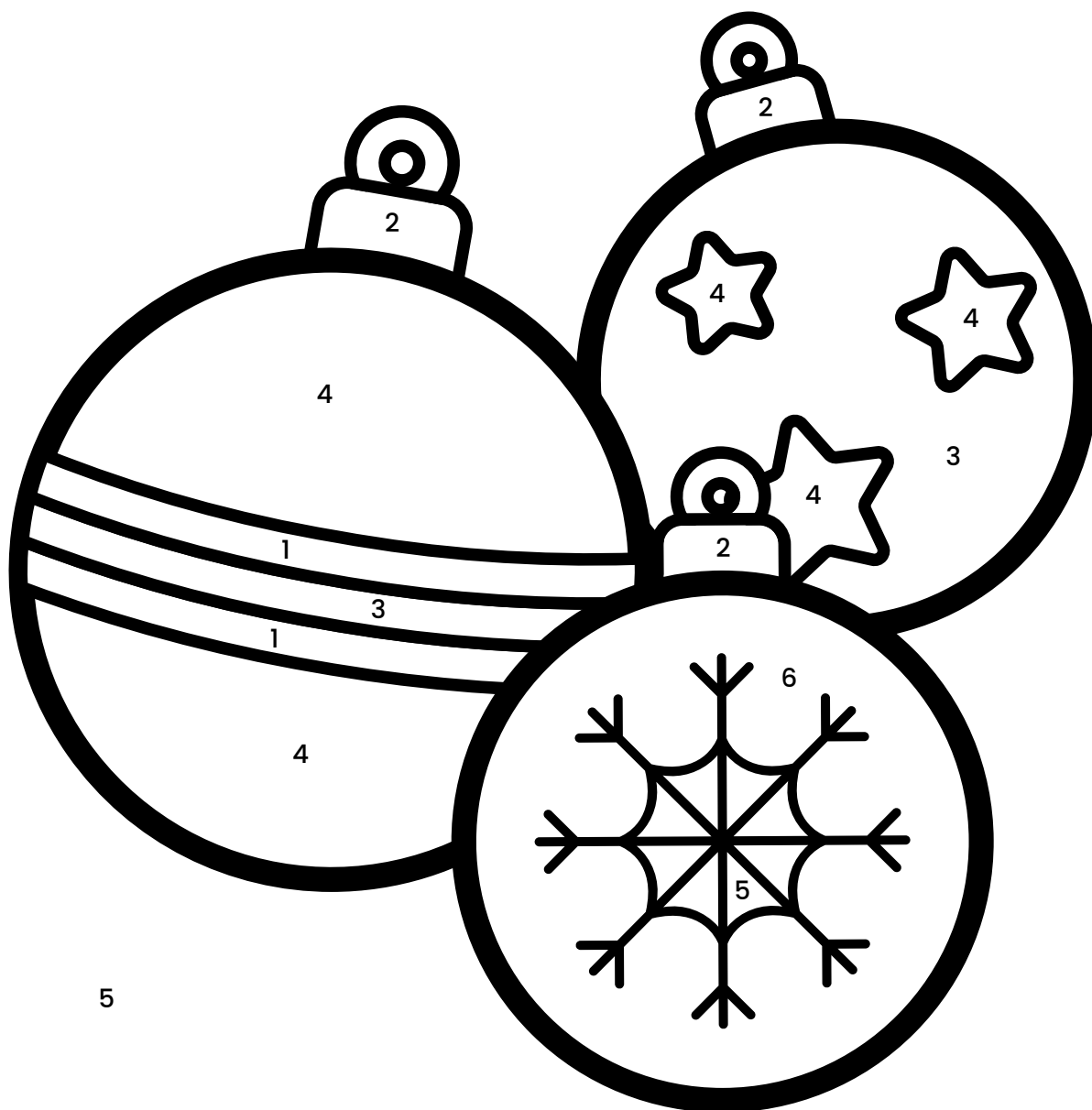
2

 I want	 1 red	 2 yellow	 3 green	 4 blue
 Help	 5 white	 6 orange	 finish	 like













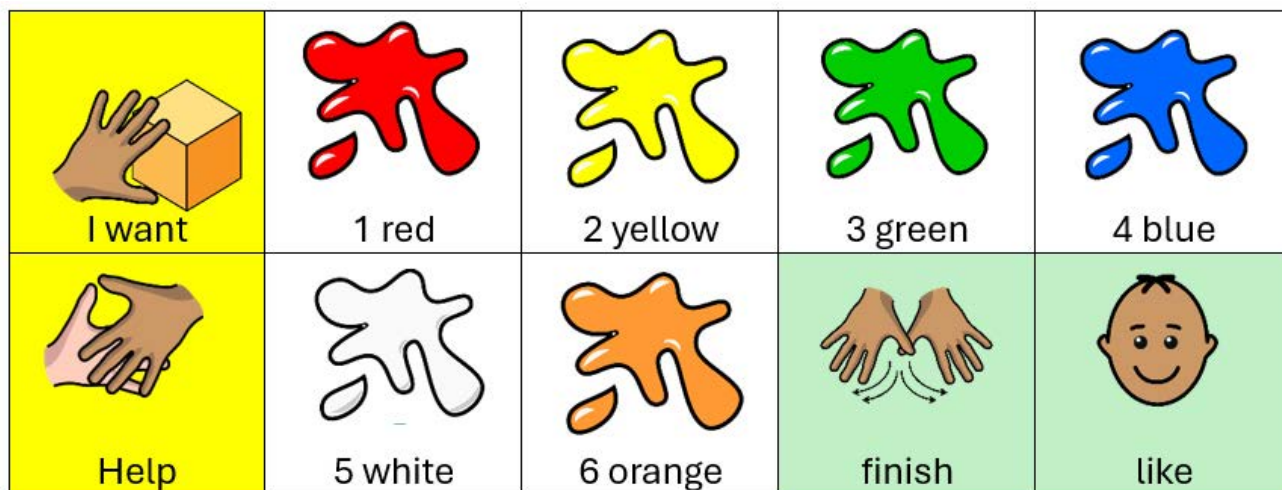
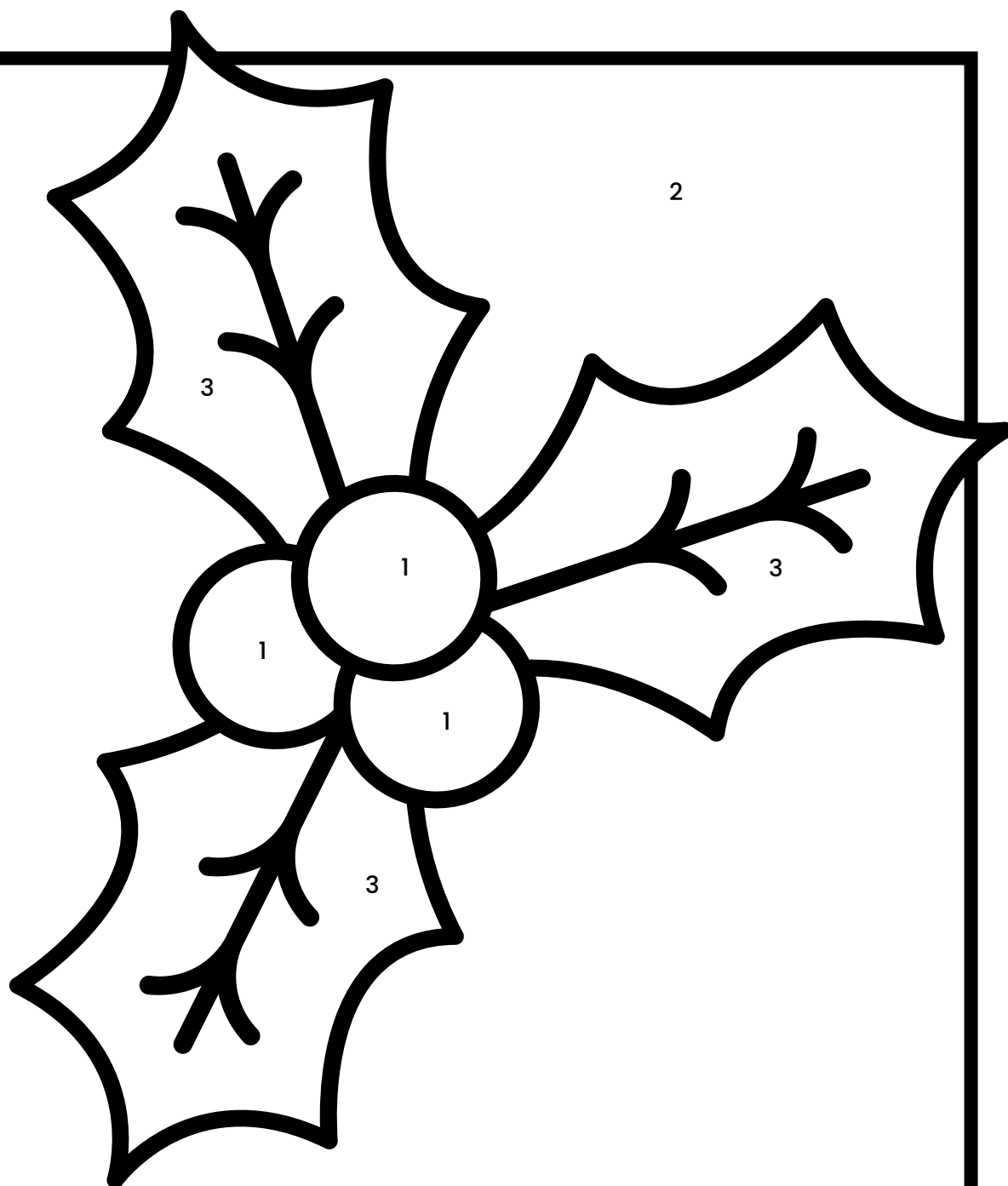
10

 I want	 Help
 like	 finish
 1 red	 6 orange
 2 yellow	 7 brown
 3 green	 8 black
 4 blue	 9 light brown
 5 white	 10 grey



5

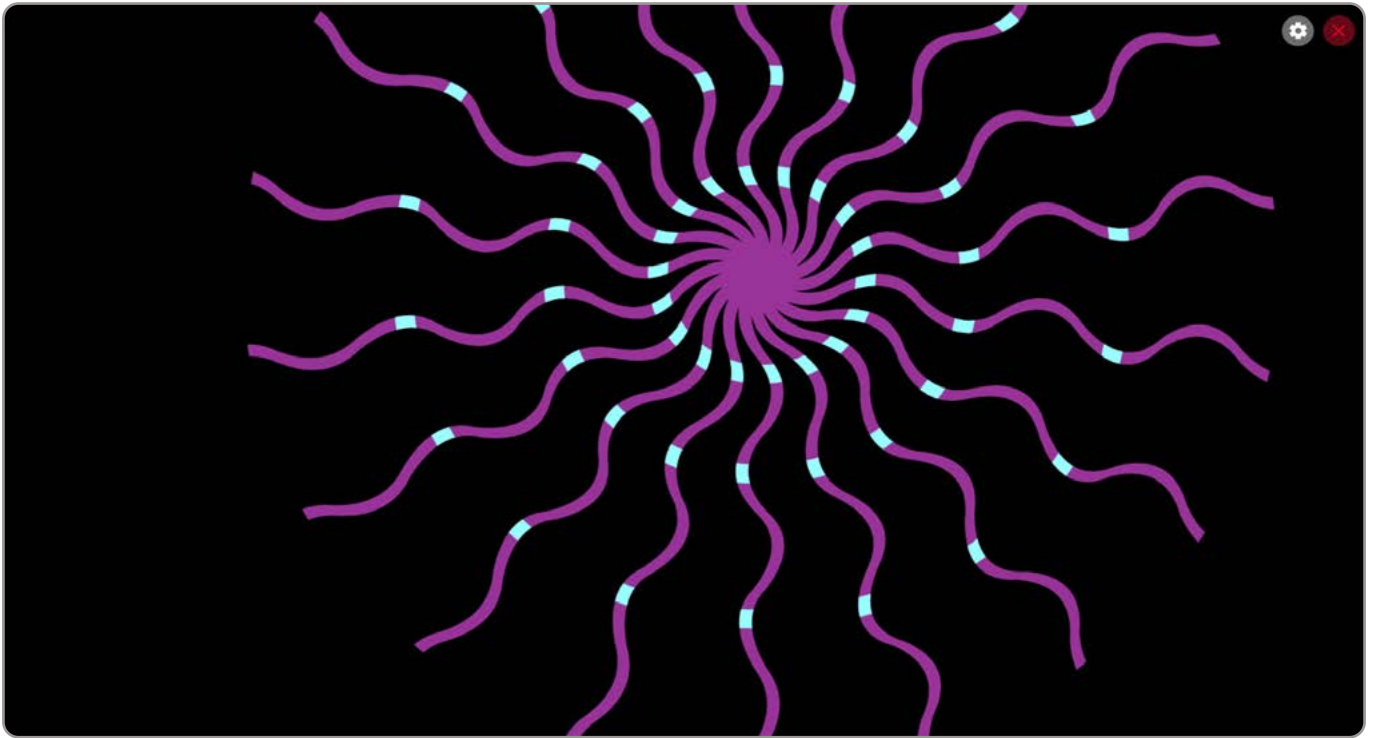
 <p>I want</p>	 <p>1 red</p>	 <p>2 yellow</p>	 <p>3 green</p>	 <p>4 blue</p>
 <p>Help</p>	 <p>5 white</p>	 <p>6 orange</p>	 <p>finish</p>	 <p>like</p>



Growing Spokes Christmas Dough Decorations.

Let's get started:

Use our [Growing Spokes](#) activity to create fun shapes on the screen. Each time your learner interacts with the screen, bright spokes appear that grow with colourful bursts and music. This activity helps develop cause and effect and introduces the idea that interacting in a specific place on the screen creates a visual and auditory response.



Learning Objective: Cause & Effect.

Milestone: Press and Hold – Events only take place while a learner is activating their access device, then stop when their activation is released.

How to play:

Why not create your own shapes with a festive twist? Use our dough recipe to create sparkly, scented dough decorations. You can create any shape you like, or use our provided templates.

Before the session, prepare the dough so it's ready for learners to explore. This dough is smooth, easy to mould, and air-dries naturally, making it ideal for sensory learners. It encourages fine motor skills, and creative exploration while reinforcing the Press and Hold concept from the online activity. Learners can see how their actions create an effect both on screen and in real life.

Baking Soda & Cornflour Dough Recipe.



Ingredients:

- 1 cup (120g) baking soda (bicarbonate of soda).
- ½ cup (60g) cornflour (cornstarch).
- ¾ cup (180ml) water.
- **Optional:** a few drops of cinnamon, orange, peppermint, or pine scent.
- **Optional:** glitter or food colouring for sparkle.

Method (for adults to prepare beforehand):

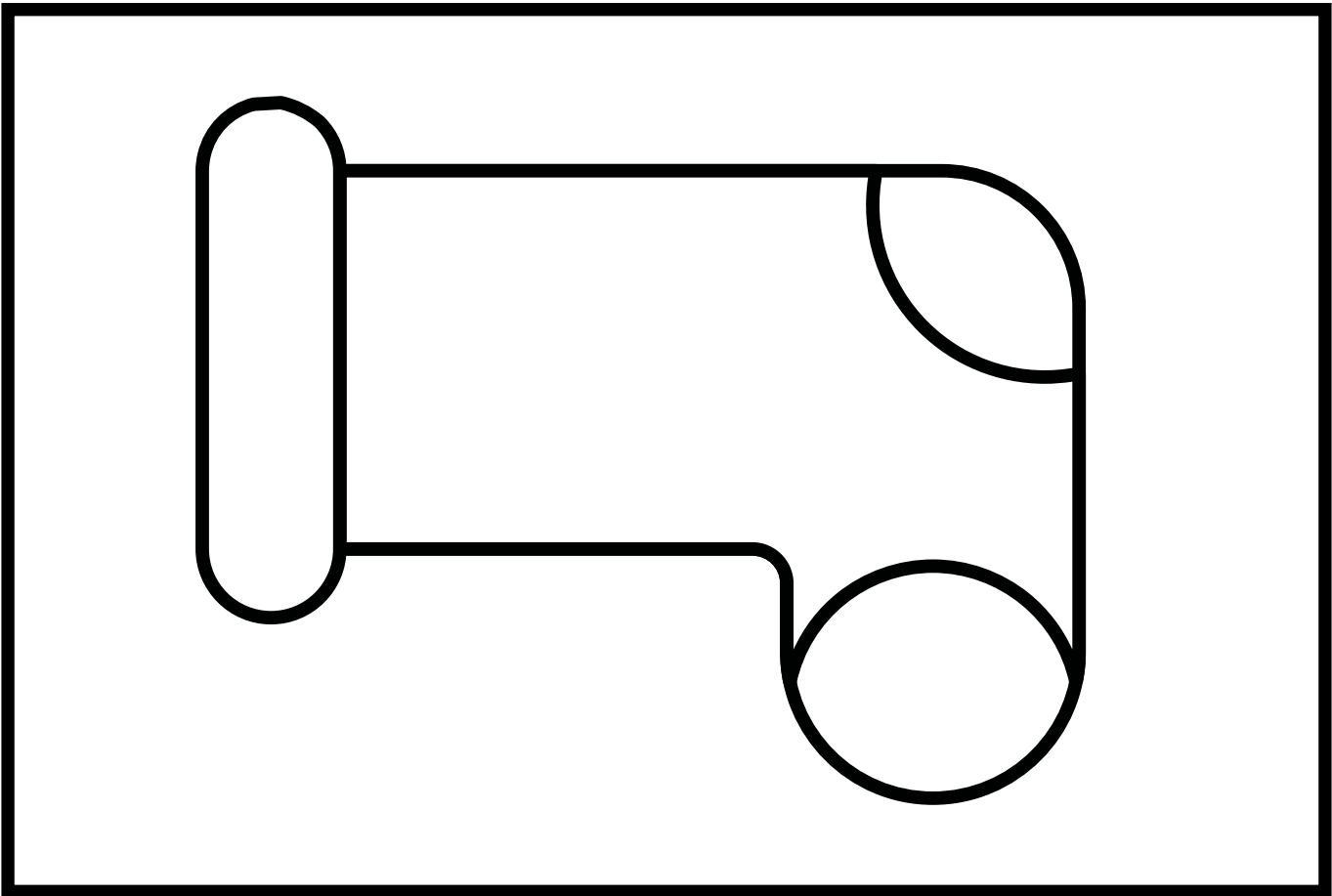
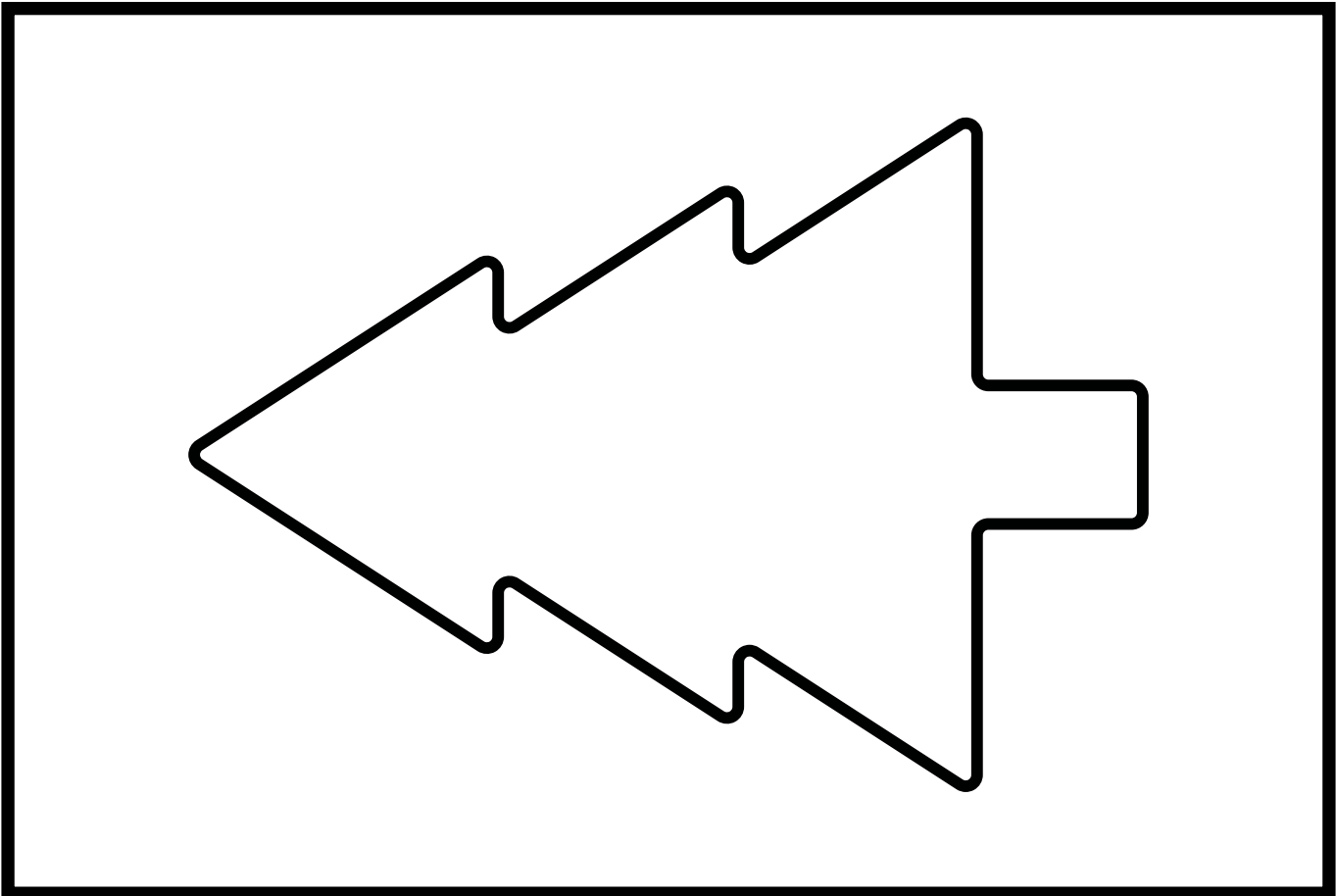
1. Combine the baking soda, cornflour, and water in a saucepan.
2. Continuously stir over medium heat until the mixture thickens and starts to come together like mashed potato.
3. Remove from the heat and allow to cool slightly.
4. Once cool enough to handle, knead until smooth.

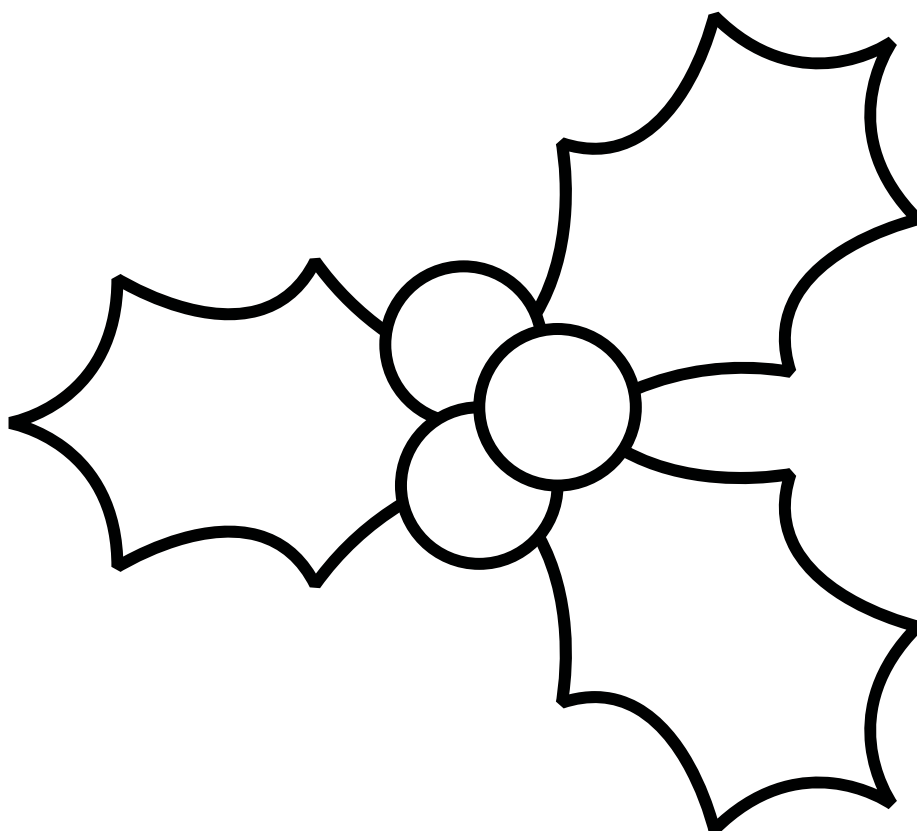
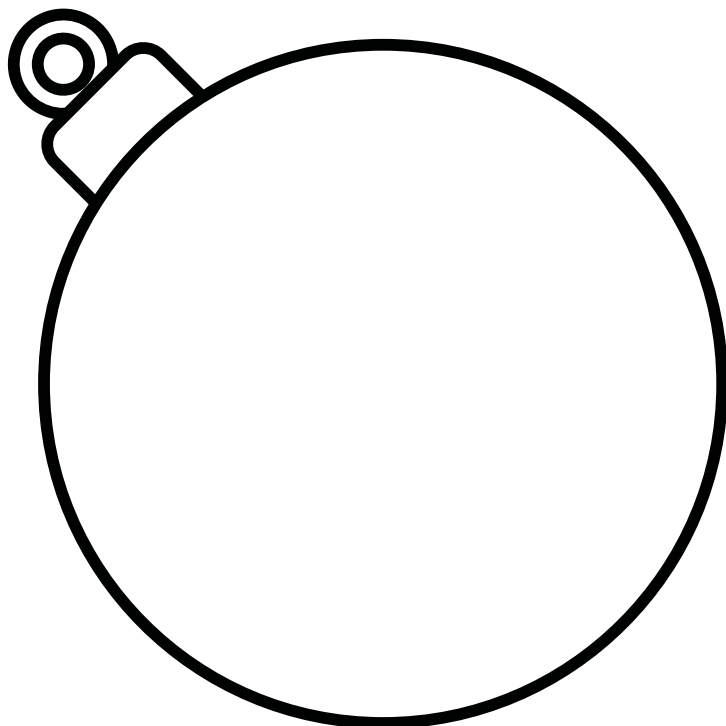
Adding Colours, Scent and Glitter:

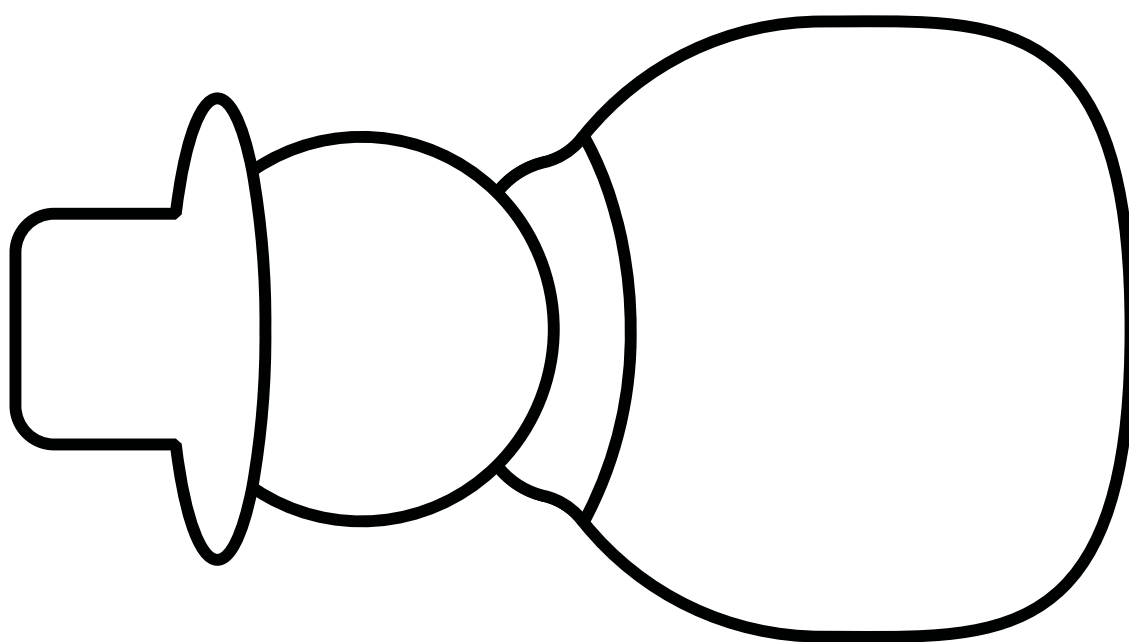
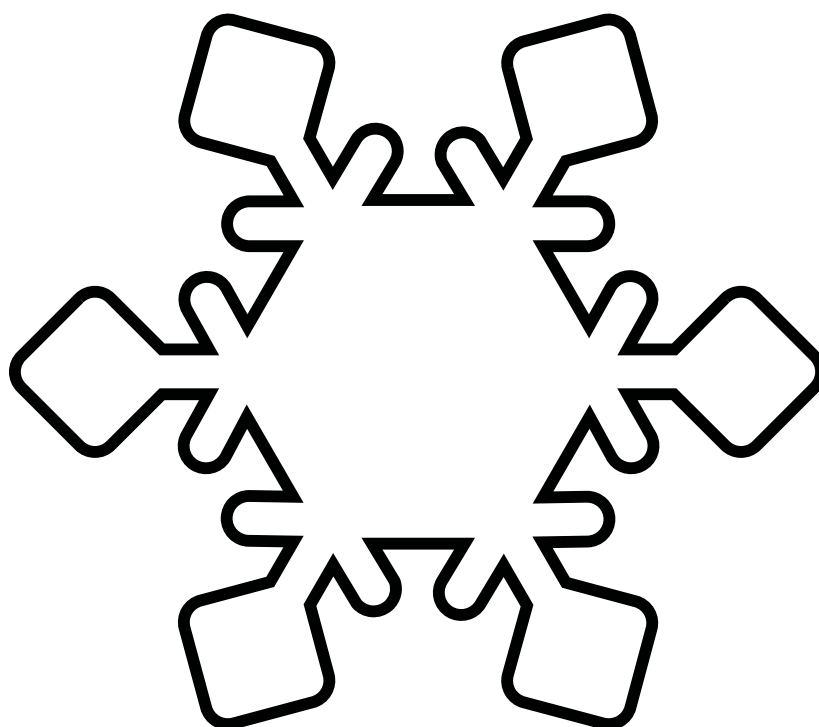
- For an even colour, add food colouring, scent, or glitter while the dough is warming up before it thickens. This helps everything mix in evenly.
- For different colours or marbled effects, leave the dough plain during cooking, then divide and knead in colours once cooled.
- Scents added during cooking will stay gently and become more noticeable when learners are moulding their shapes.

Christmas Dough Creations:

- Once the dough is ready, print out our ready-made templates and laminate them to use again and again. Or use your own Christmas cutters to make shapes like trees, stars, stockings, and snowmen.
- Make a small hole if you want to hang them later.
- Leave to air dry for 24–48 hours or bake gently at 80–90°C (180°F) for about an hour, turning halfway through.



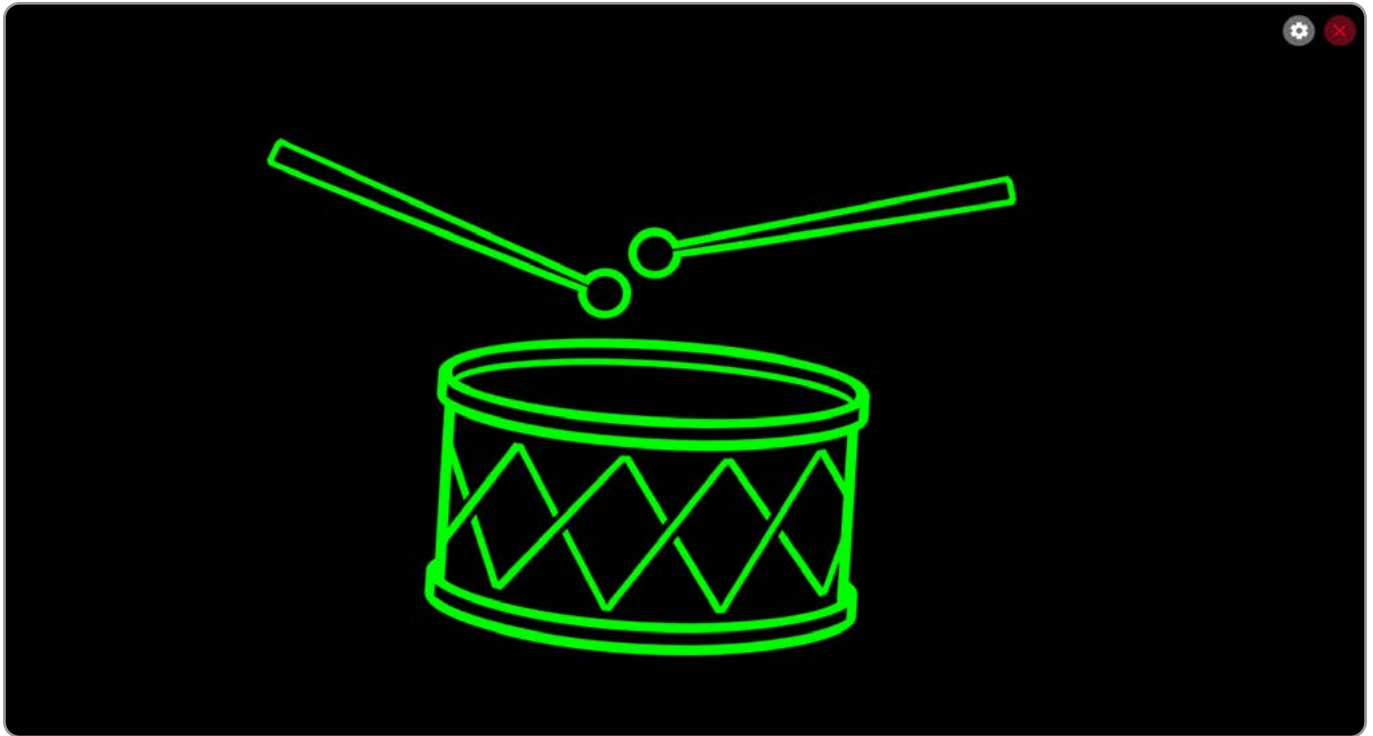




Gadgets & Toys.

Let's get started:

Join Santa in this fun guessing game that links with the **Gadgets & Toys** activity. Each time learners activate the screen, a surprise toy or gadget will appear. Use our printable Santa Guessing Board to make it even more fun and interactive to develop attention, anticipation, and communication skills.



Learning Objective: Cause & Effect.

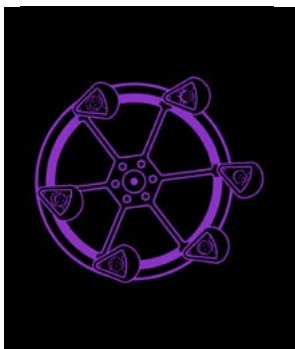
Milestone: Press and Let Go – An event takes place for a set period following a learner's single activation of their access device.

How to play:

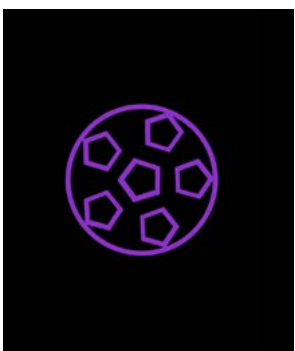
1. **Prepare your boards.**
Print and laminate the Santa Guessing Board. Add a dot of Velcro to each picture on the boards and one on the back of the Santa.
2. **Start with the online activity.**
Play Gadgets & Toys through once with your learners, so they can see and hear all the objects that appear.
3. **Guess with Santa.**
Replay Gadgets & Toys activity. Before an object appears ask learners to place their Santa marker on the toy or gadget they think will appear next.
4. **Activate and reveal.**
Learners take turns activating the activity to see what appears on the screen. Was their Santa guess correct? Celebrate each turn together.

Repeat and enjoy.

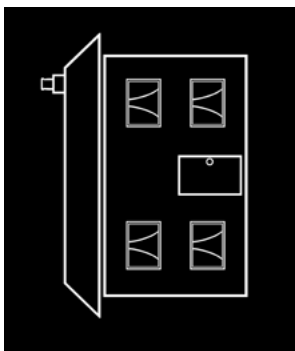
Santa Guessing Board.



spinning wheel



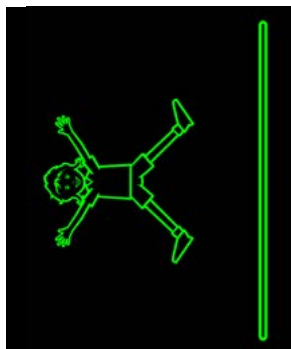
ball



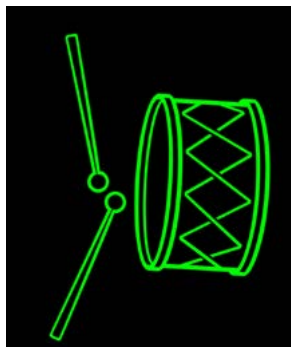
dolls house



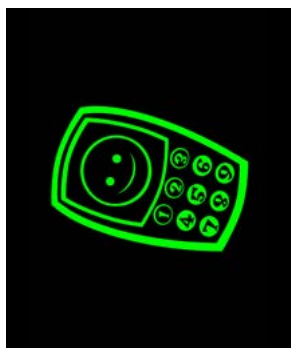
guitar



trampoline



drum



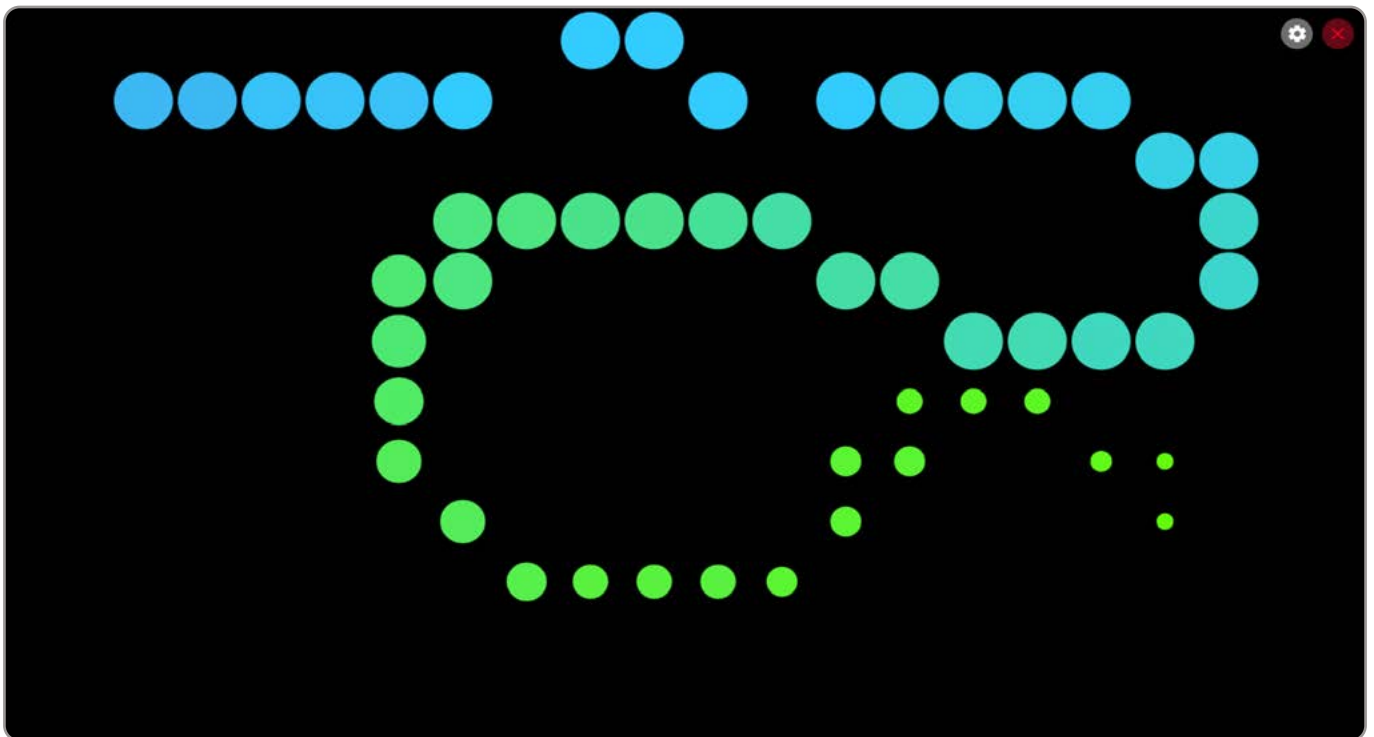
phone

Santa's Lost Reindeer.

Let's get started:

Use the **Hidden Circles** activity to form a glowing trail just like Santa leaving a path of magical lights as he searches for his reindeer. Encourage your learners to move their access device to see colourful circles appearing on the screen. They can explore different parts of the screen to see where Santa's path appears next. This supports early cause and effect understanding, curiosity, and visual engagement.

Santa needs your help! His reindeer have wandered off, and left a glowing trail (just like in Hidden Circles Exploration) to help find them again. This hands-on sensory activity builds on the same skills through tracking, attention, and early communication.



Learning Objective: Cause & Effect.

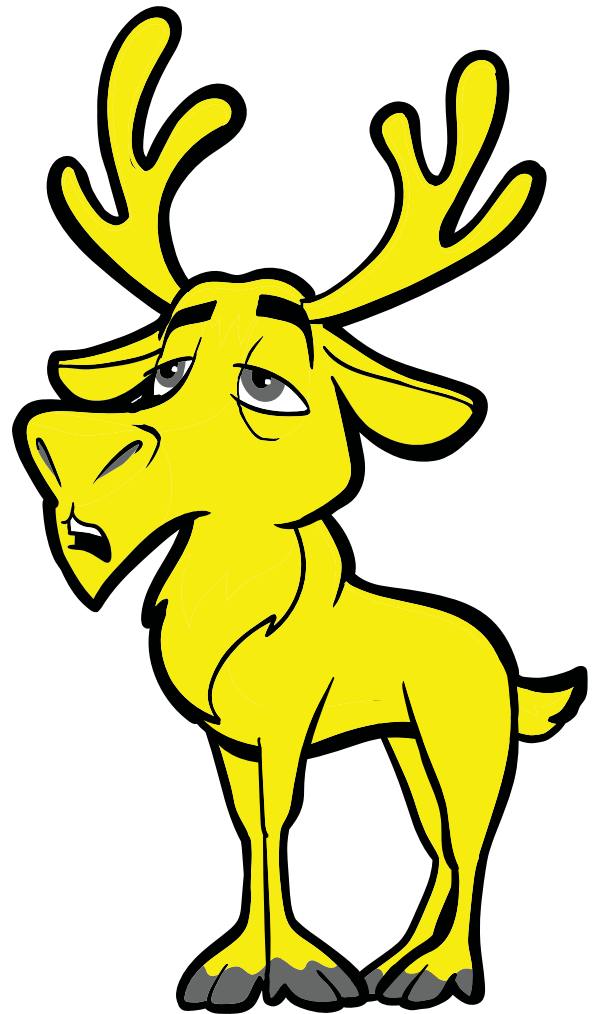
Milestone: Exploration – Events take place each time a learner activates and moves their access device.

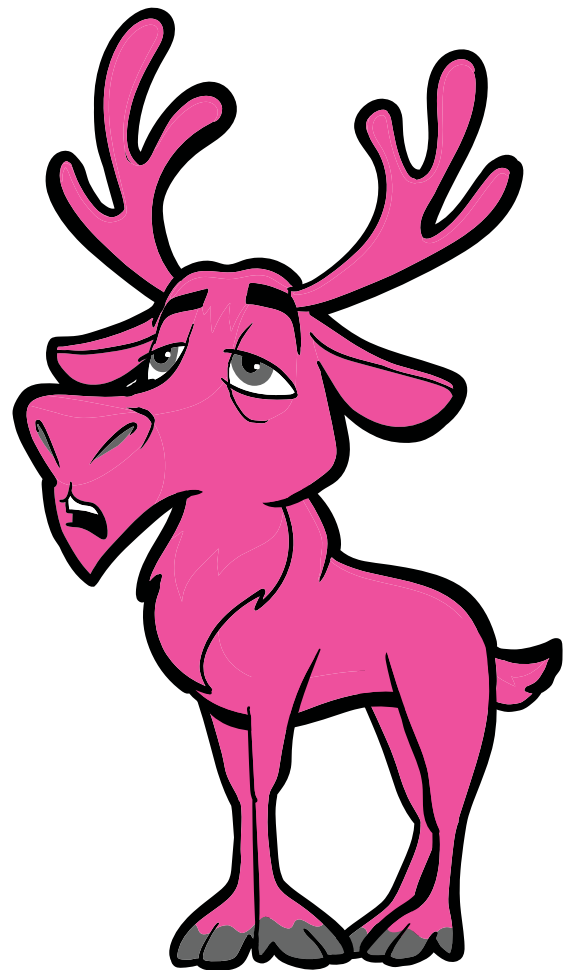
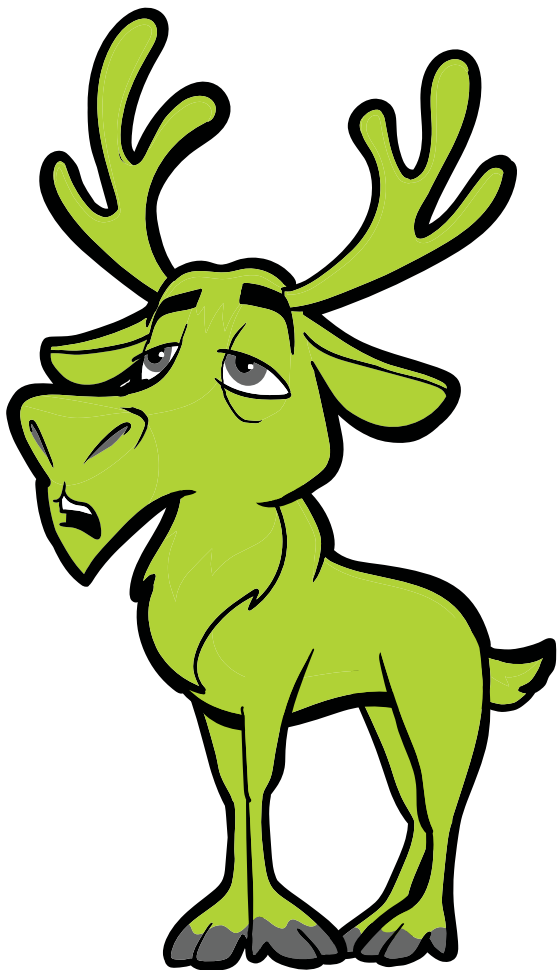
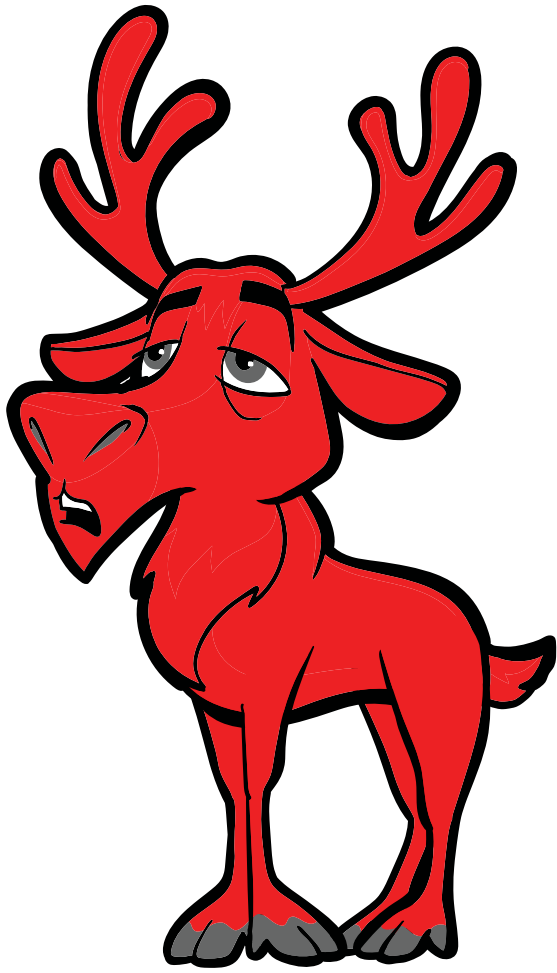
For this activity we have included:

- Santa's lost reindeer tracking sheets (print and laminate).
- Santa cut-out and tracking sheets with fixed reindeer in place at the end of the path.
- High-contrast reindeer. (We have included a reindeer in a range of bright, high-contrast colours, so you can choose the best option for each learner.)

How to play:

1. **Follow Santa's path:** Trace along the printed trails to help Santa reach his reindeer.
2. **Move Santa along:** using the laminated Santa cut-out, move Santa along the trail to help Santa find his lost reindeer.
3. **Find the lost reindeer with a torch:** Place the high-contrast reindeer cut-out on a black background and dim the lights. Staff slowly move a torch around the page; this is Santa's torch shining through the dark. Encourage learners to focus on the moving light and respond through vocalisation, gestures, or facial expressions when a reindeer appears in the beam. Move the reindeer to different locations to carry on with the activity.
4. **Return to Hidden Circles:** When all the reindeer are found, return to Hidden Circles Exploration to watch Santa's glowing trail light up the night sky once more.





Start

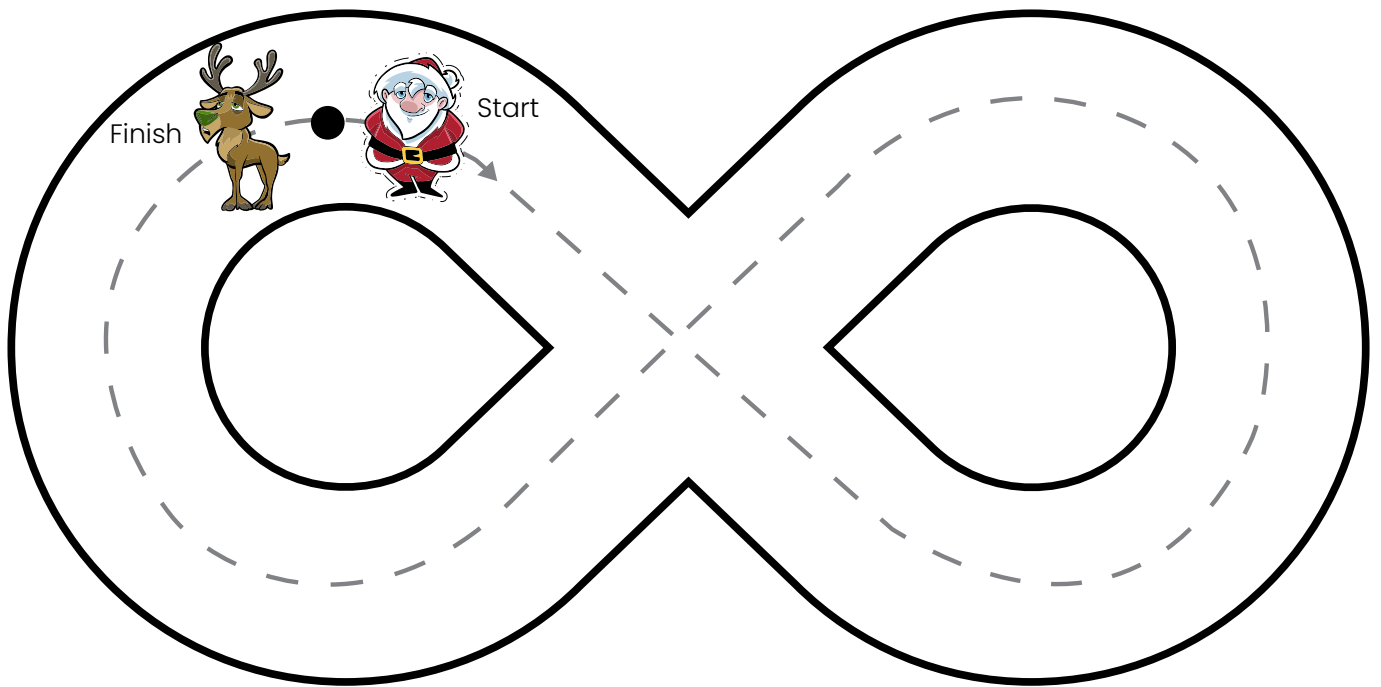
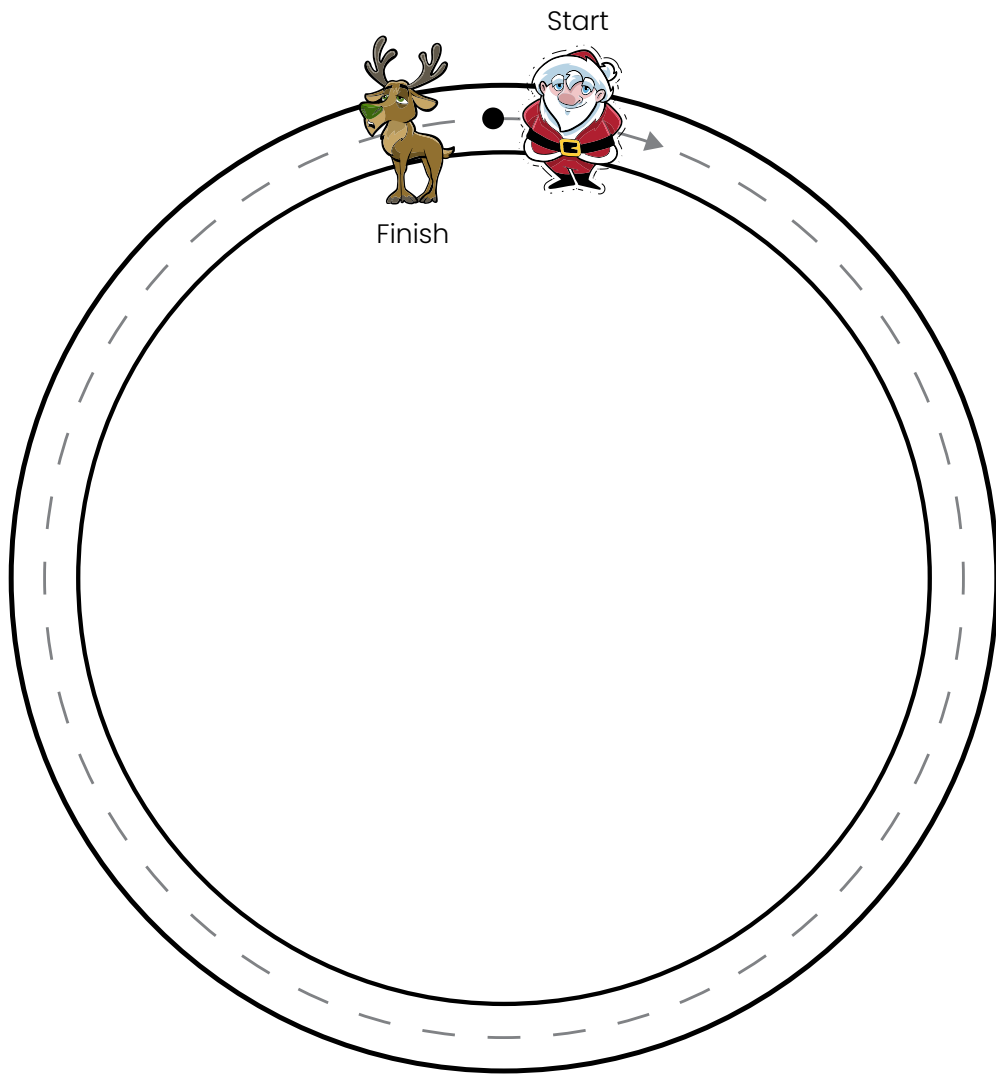


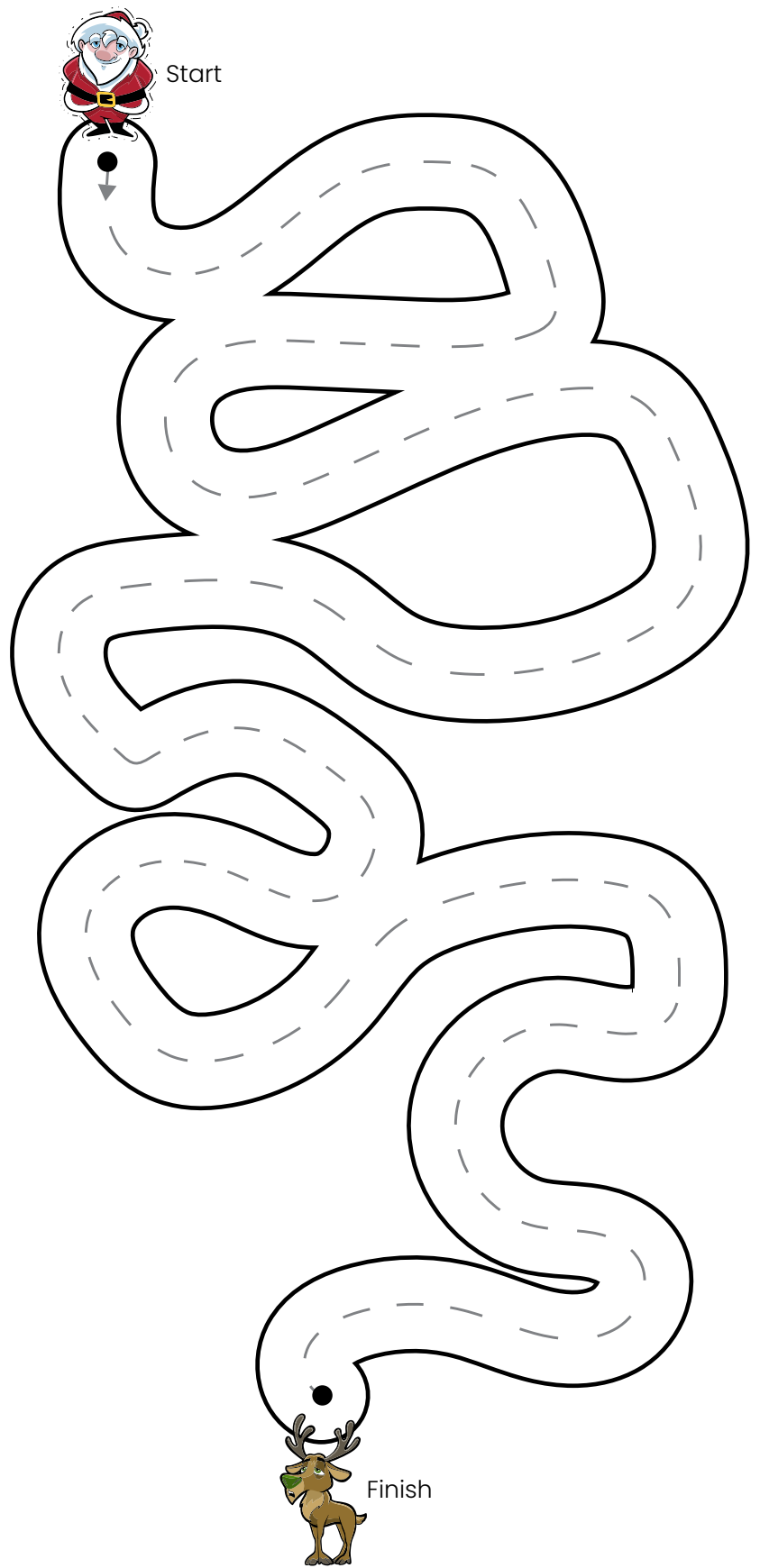
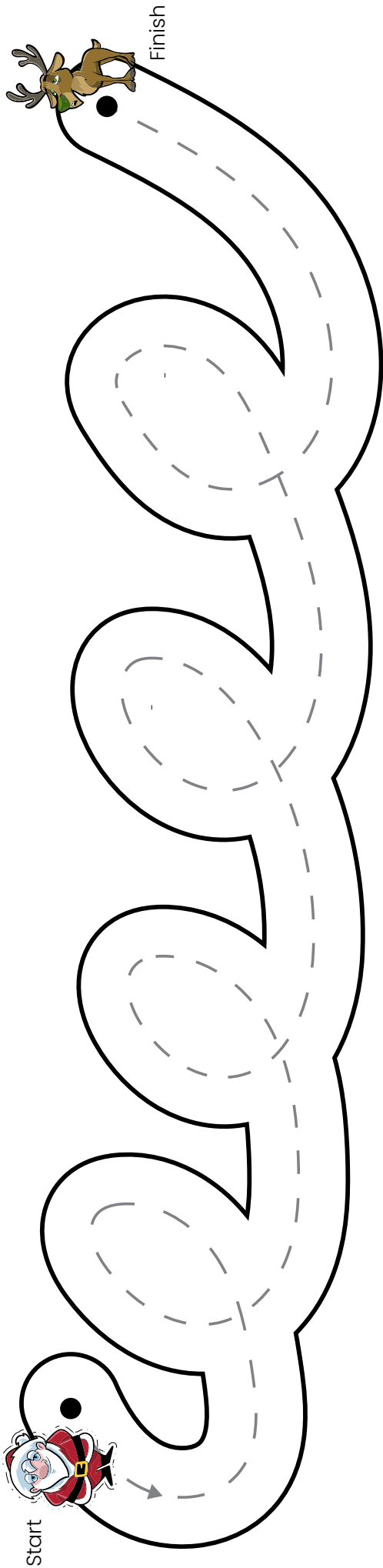
Finish

Start



Finish





Creating a Xmas Advent Calendar.

Let's get started:

Perfect for Christmas, our **Xmas Advent Calendar** shows the excitement of opening the final door of an advent calendar. Use this activity alongside creating your own sensory advent calendar.



Learning Objective: Sequential.

Milestone: Make More Happen – An event takes place for a set period following a learner's single activation of their access device. A further activation is required to continue the event. This process must be repeated to complete the sequence.

For this activity you will need:

- A box (cardboard, plastic, or a tin).
- Numbered cards.

How to play:

Print out our colourful numbers and laminate them, you could even make them tactile using foam, felt or glitter. You only need one box, as each day you can change the number on top and swap in a new sensory item for learners to explore. This helps keep learners focused on the Advent box and builds anticipation for the daily surprise.

Make opening the box exciting and full of anticipation. Learners can explore the item using all their senses:

- **Touch:** feel textures like tinsel, soft baubles, or playdough.
- **Sight:** notice colours, shapes, and sparkles.
- **Smell:** cinnamon, peppermint, pinecones.
- **Sound:** jingle bells, crinkle paper, bubble popping.

Swap the item daily to keep the activity engaging and help learners anticipate what might be inside the box.

Suggested sensory items for each day:

1. Mini wind-up car or moving vehicle.
2. Bauble.
3. Jingle bell.
4. Candy cane dough (scented).
5. Christmas tree (felt, part of real or pretend).
6. Santa figure.
7. Squishy sensory ball.
8. Crinkle toy.
9. Small reindeer toy.
10. Long piece of tinsel or ribbon to move around in the air. Slowly taking it out of the box revealing its length.
11. Musical instrument.
12. Pop-up toy.
13. Glittery dough.
14. Spinning toy.
15. Pinecones.
16. Gingerbread man or biscuits.
17. Light up star.
18. Squishy fidget toys.
19. Battery Christmas lights.
20. Sensory smells added to dough or cotton wool (chocolate, peppermint, cinnamon).
21. Christmas song recorded onto a communication device.
22. Crinkle paper/or bubble wrap.
23. Cold gel pack.
24. Snow or ice.
25. Bubbles.

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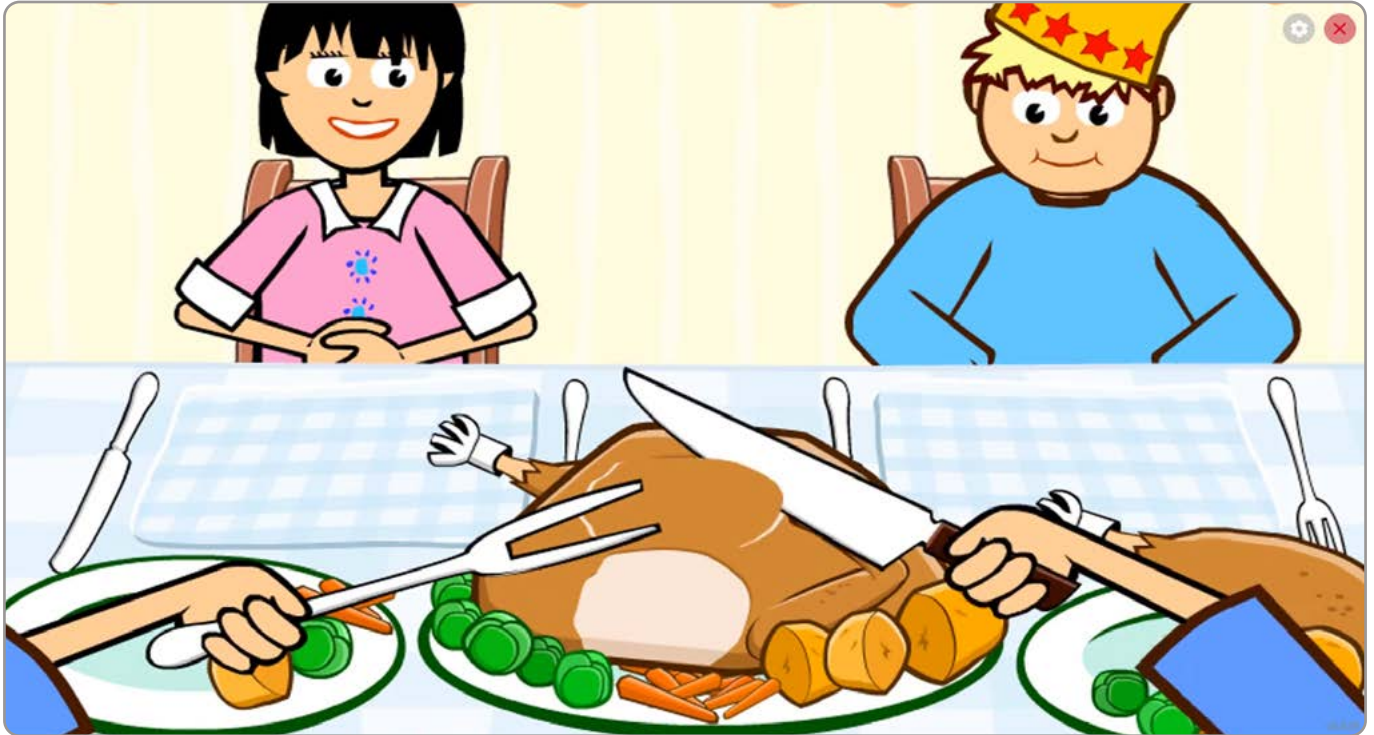
25

Christmas Dinner Game.

Let's get started:

This hands-on activity links perfectly with our [Christmas Dinner](#) Sequencing Story and gives learners the chance to practise turn-taking, matching, and using communication boards or devices.

Encourage learners to take turns to pick food pictures from the bag, will they find a tasty turkey leg or a silly surprise like worms or frogs? It's a fun way to build anticipation, make choices, and celebrate success together.



Learning Objective: Sequential.

Milestone: Make More Happen – An event takes place for a set period following a learner's single activation of their access device. A further activation is required to continue the event. This process must be repeated to complete the sequence.

You will need:

- Printed plate templates (one per learner) showing the food items needed.
- Laminated food cards in a bag (some match the plate, some are extras).
- Communication board or device such as a BIGmack, with messages such as:
 - It matches.
 - Oh no!
 - Finished.

How to play.

1. Set-up.

- Each learner gets a plate template. All food pictures go into a bag or box.

2. Turn taking.

- Children take turns drawing one card at a time from the bag.

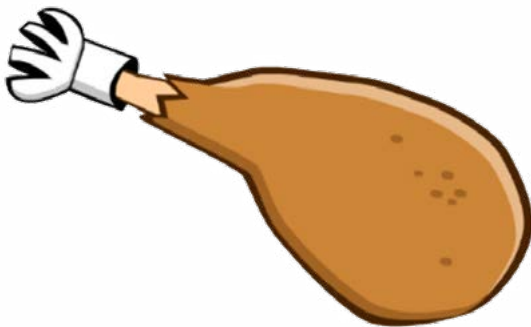
3. Matching.

- If the picture matches one of the items on their plate, they place it on the corresponding item.
- If the card doesn't match, they return it to the bag, and the next learner takes a turn.
- Encourage learners to use the communication board or devices each turn.

4. Winning the game.

- The first learner to fill all the items on their plate template wins.

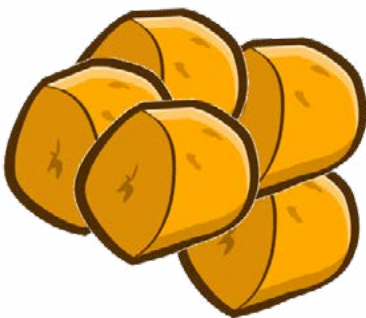
You can add a communication button with a Christmas song that the winner can press to celebrate, a fun way to end the game and spread a little festive cheer.



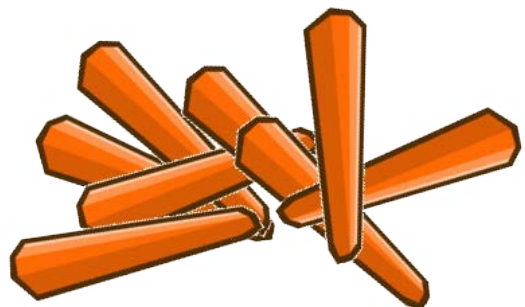
Turkey



Sprouts



Roast Potato



Carrots



Chicken Nuggets



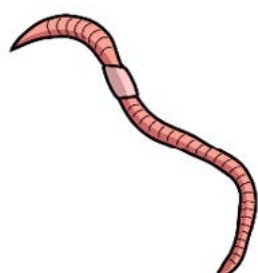
Sweetcorn



Mash Potato



Apple



Worm



Frog



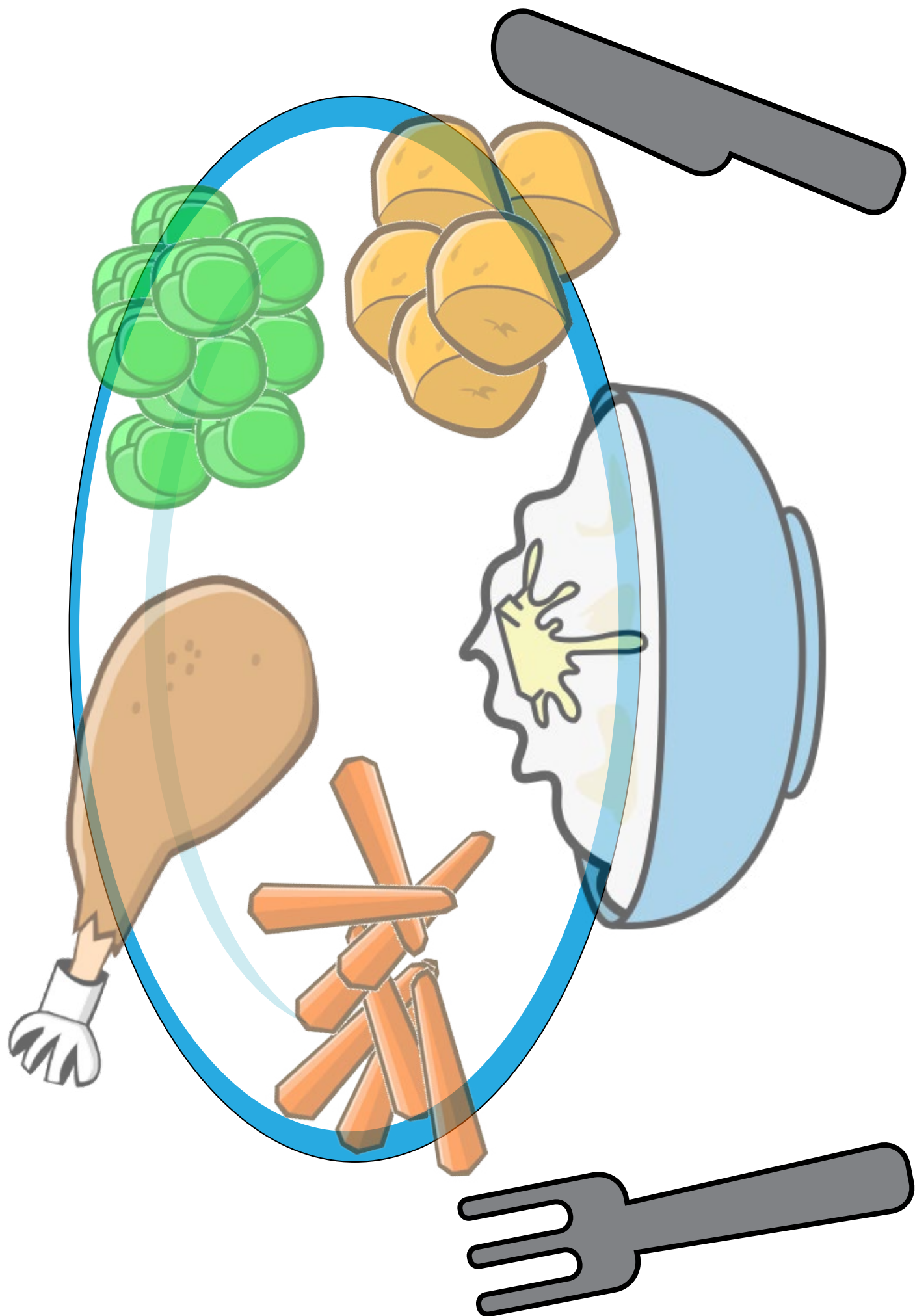
Boot



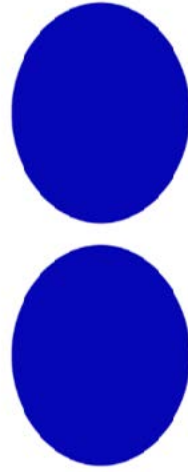
Tree



Hat



Communication Board



Match



Finish



oh no!

Celebrate the New Year.

Let's get started:

Use this activity alongside the [Happy New Year](#) game and create your own sparkling celebration. Use our ready to print words, fireworks template, and characters from the story to bring the scene to life.



Learning Objective: Sequential.

Milestone: Make More Happen – An event takes place for a set period following a learner's single activation of their access device. A further activation is required to continue the event. This process must be repeated to complete the sequence.

You will need:

- Printed "Happy New Year!" "Wow," "More Sparkle!"
- Print the Characters.
- Glue sticks or runny glue.
- Glitter or coloured sand.
- Fan or switch-adapted fan.
- Tray or shallow box (to help contain the glitter).
- Black paper.

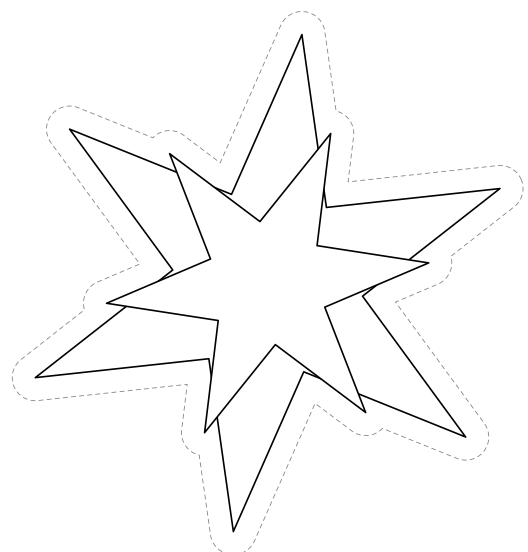
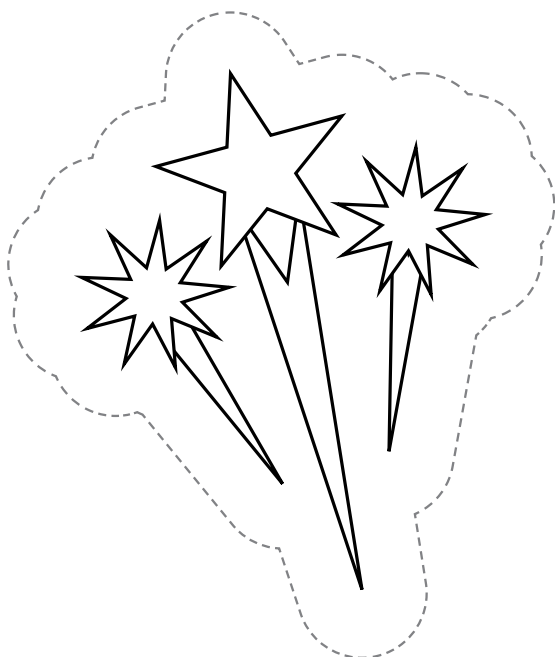
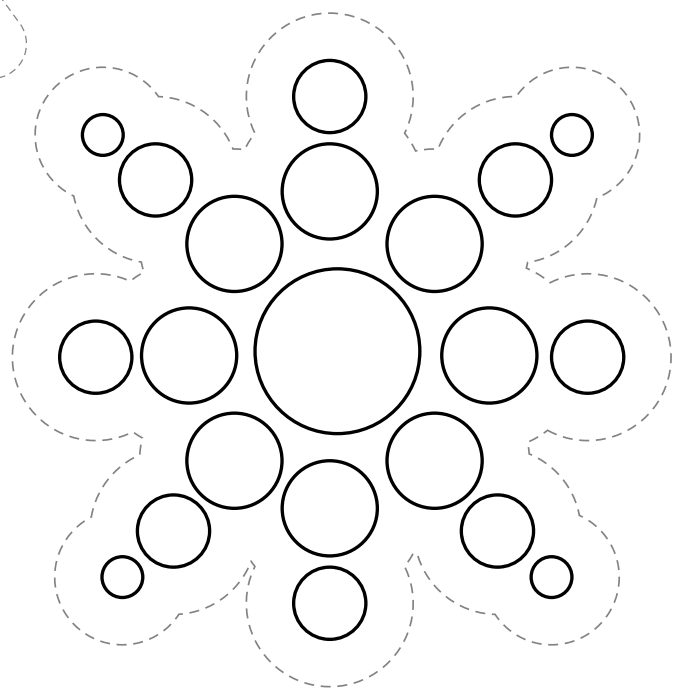
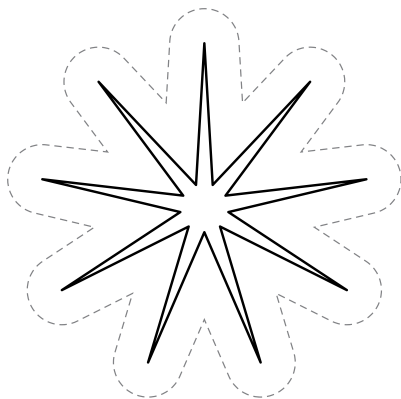
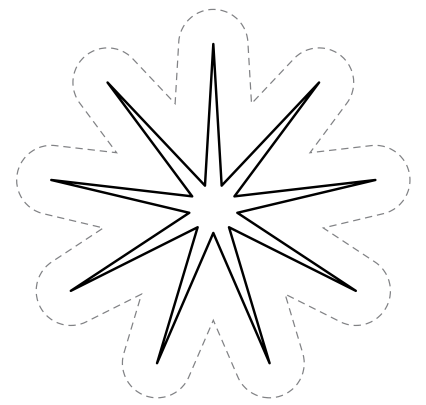
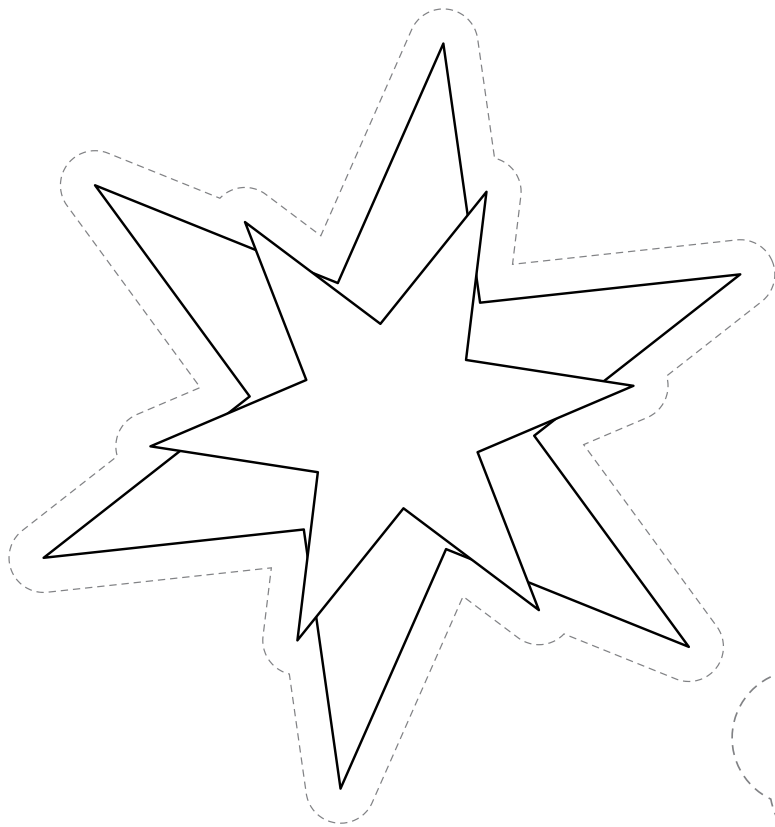
How to play:

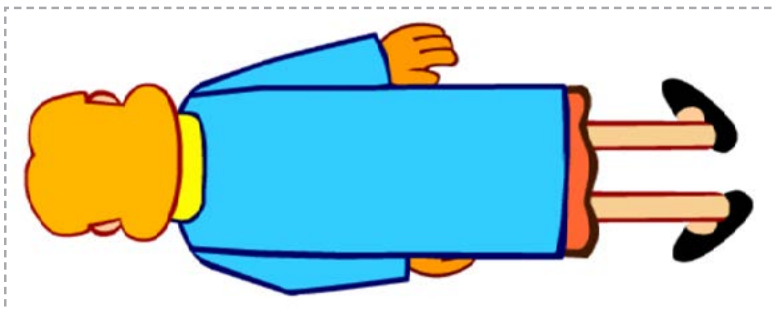
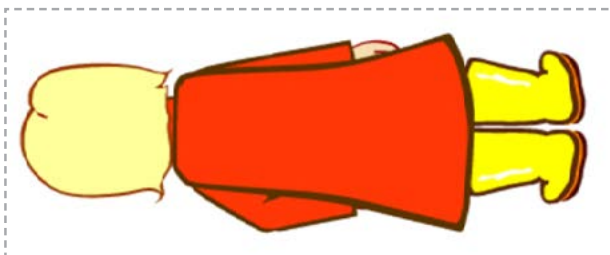
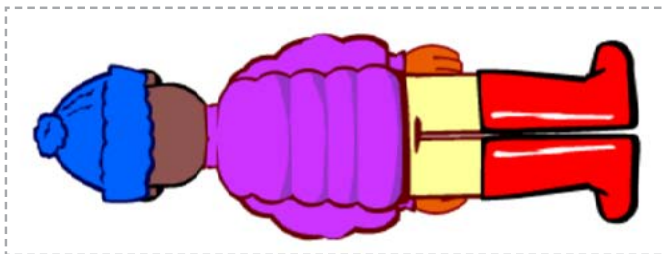
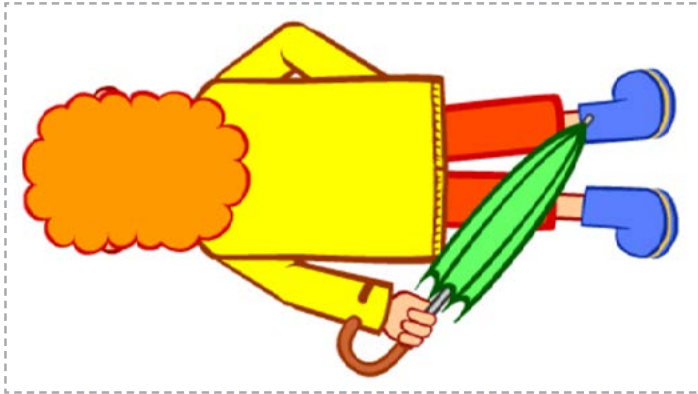
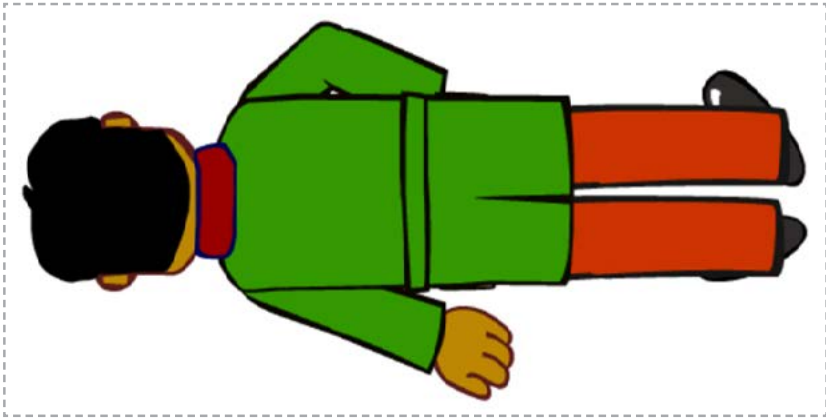
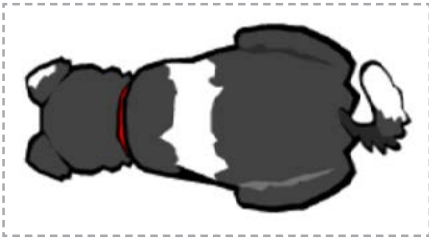
1. Place the black paper in the tray.
2. Add characters to the black paper.
3. Stick the fireworks and words onto the black paper to make them stand out. Encourage learners to choose where to place them before spreading glue over the words and fireworks.
4. Add a small amount of glitter or coloured sand near the words and fireworks.
5. Use a fan or switch-adapted fan to blow the glitter over the glue, or you can shake the paper into the glitter. Watch your Happy New Year picture sparkle.

HAPPY
NEW YEAR!

WOW!

MORE
SPARKLE!





Decorate the Christmas Tree.

Let's get started:

Our popular [Christmas Tree](#) sequential game shows how exciting it can be to decorate the Christmas tree with different decorations. After playing the Christmas Tree game, help your learners decorate their own tree with our printable decorations. We've also created a matching [Decorate the Christmas Tree](#) activity in our Chooselt Maker section of this pack.



Learning Objective: Sequential.

Milestone: Make More Happen – An event takes place for a set period following a learner's single activation of their access device. A further activation is required to continue the event. This process must be repeated to complete the sequence.

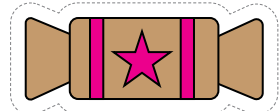
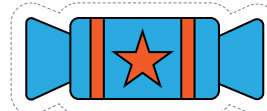
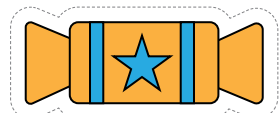
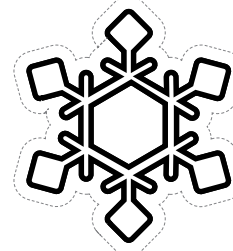
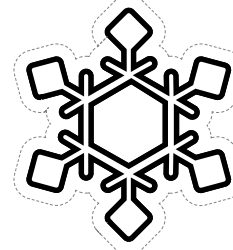
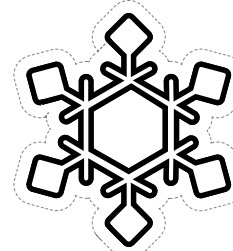
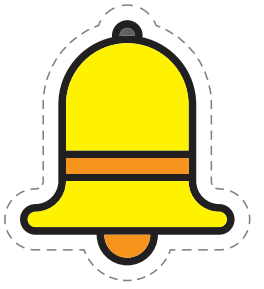
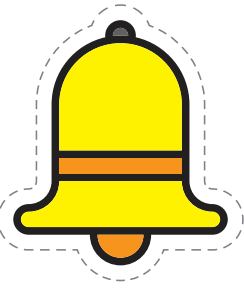
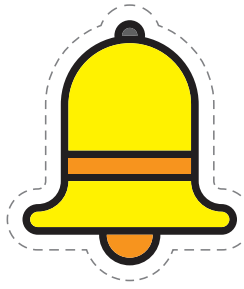
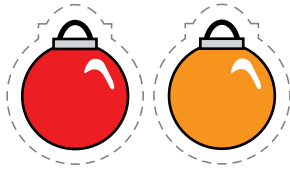
How to play:

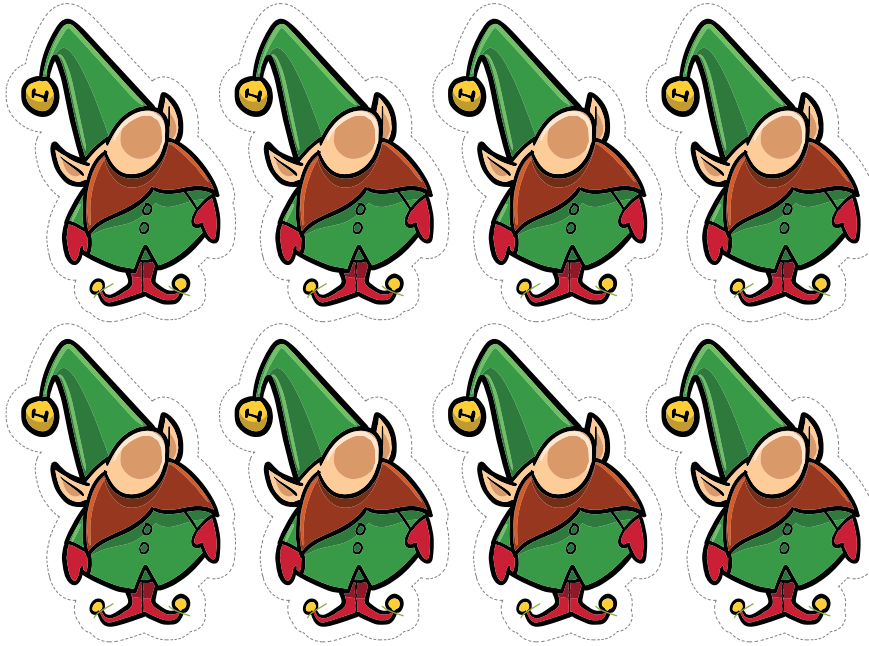
- Print and laminate the decorations for repeated use.
- Encourage learners to take turns decorating the tree.

Alternatively, use a real Christmas tree and our printed decorations to create a life-sized version! Learners can hang the decoration after playing the Christmas Tree game.

You can also use this alongside our Chooselt Maker activity by playing the rhyming songs at the same time.







Don't have Games & Activities yet?



Games & Activities

Get a FREE 14-day trial to unlock engaging, accessible games that target your learner'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 learner's learning journey – **sign up for your free trial today!**

Get FREE 14 day Trial



Christmas Themed Activities

Our award-winning interactive multi-sensory stories are designed to focus on a range of learning intentions. Every HelpKidzLearn Inclusive Story comes packed with bonus resources to make learning extra fun.

These include delivery tips, printables, lesson ideas, Chooselt Maker codes and much more. We've included a small sample of the kinds of resources you'll find with each story.

www.helpkidzlearn.com/inclusive-stories

Norbert the Green-Nosed Reindeer.

Let's get started:

Meet Rudolf's bunged up brother **Norbert the Green-Nosed Reindeer**, the most unpopular reindeer in the whole of Lapland! When he is chosen to lead Santa's sleigh, things get messy! This fun, musical Christmas story is guaranteed to get your story explorers in the festive spirit!

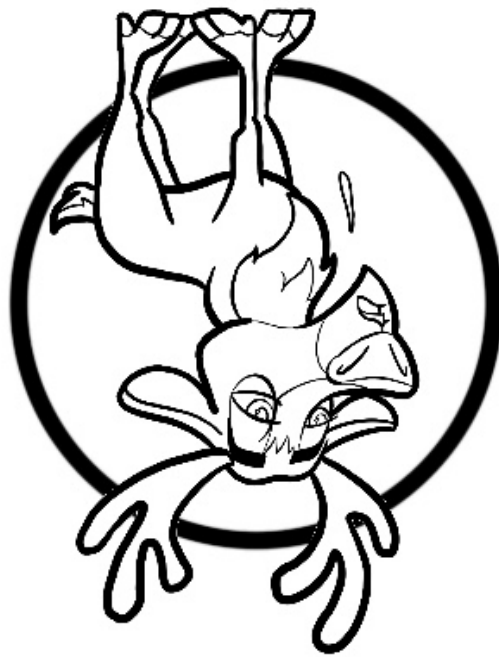


Category: Torrid Tales for Terrible Teens – Age appropriate, terrible tales for teenagers and adults. A host of humorous one offs as well as stories linked to RSE, puberty, PSHE etc. A collection of funny, grotty, sensory stories to be told by only the very bravest of teachers!

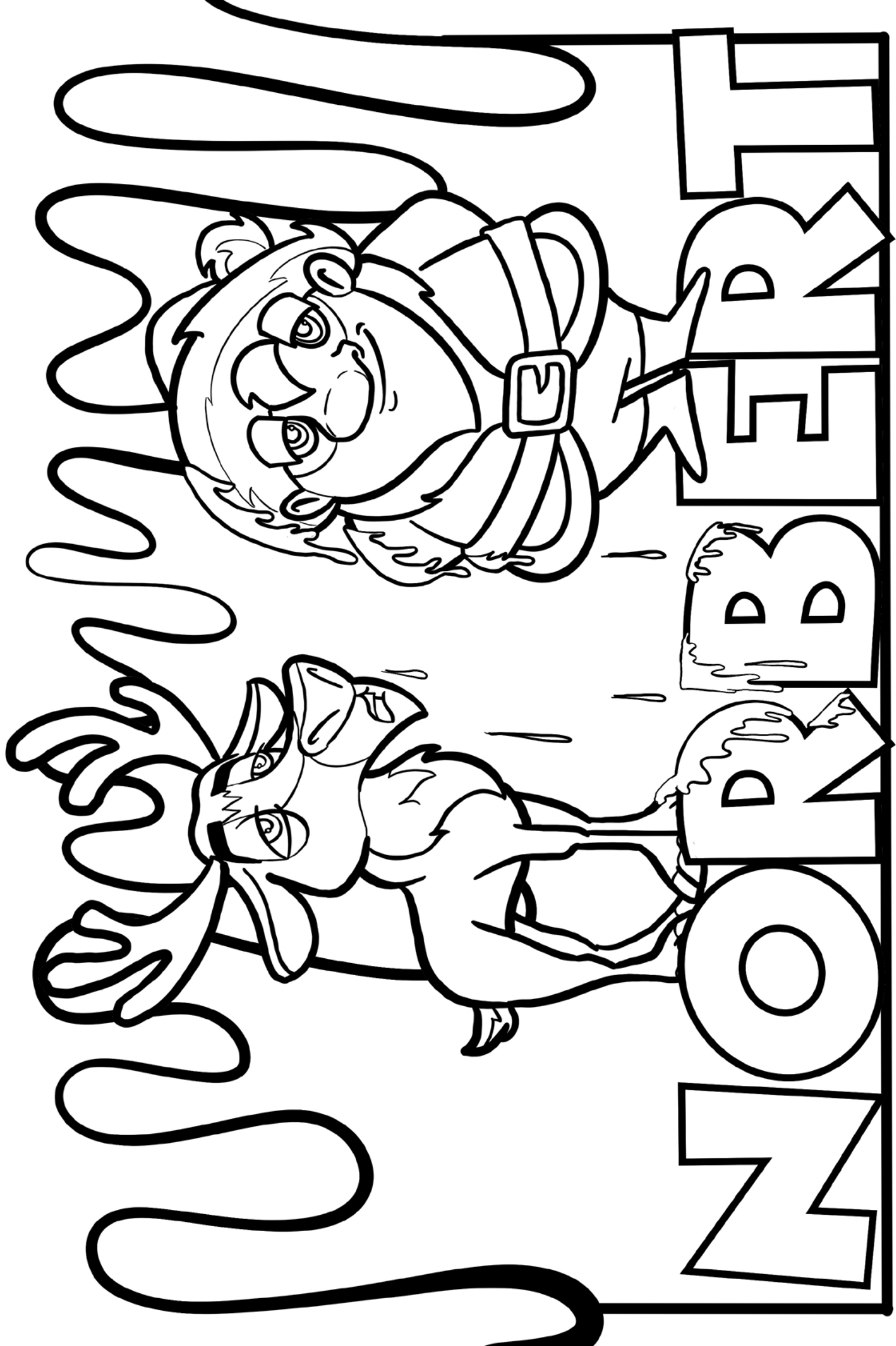
Let's get decorating:

We've included some pictures to decorate from our Norbert the Green-Nosed Reindeer activity.

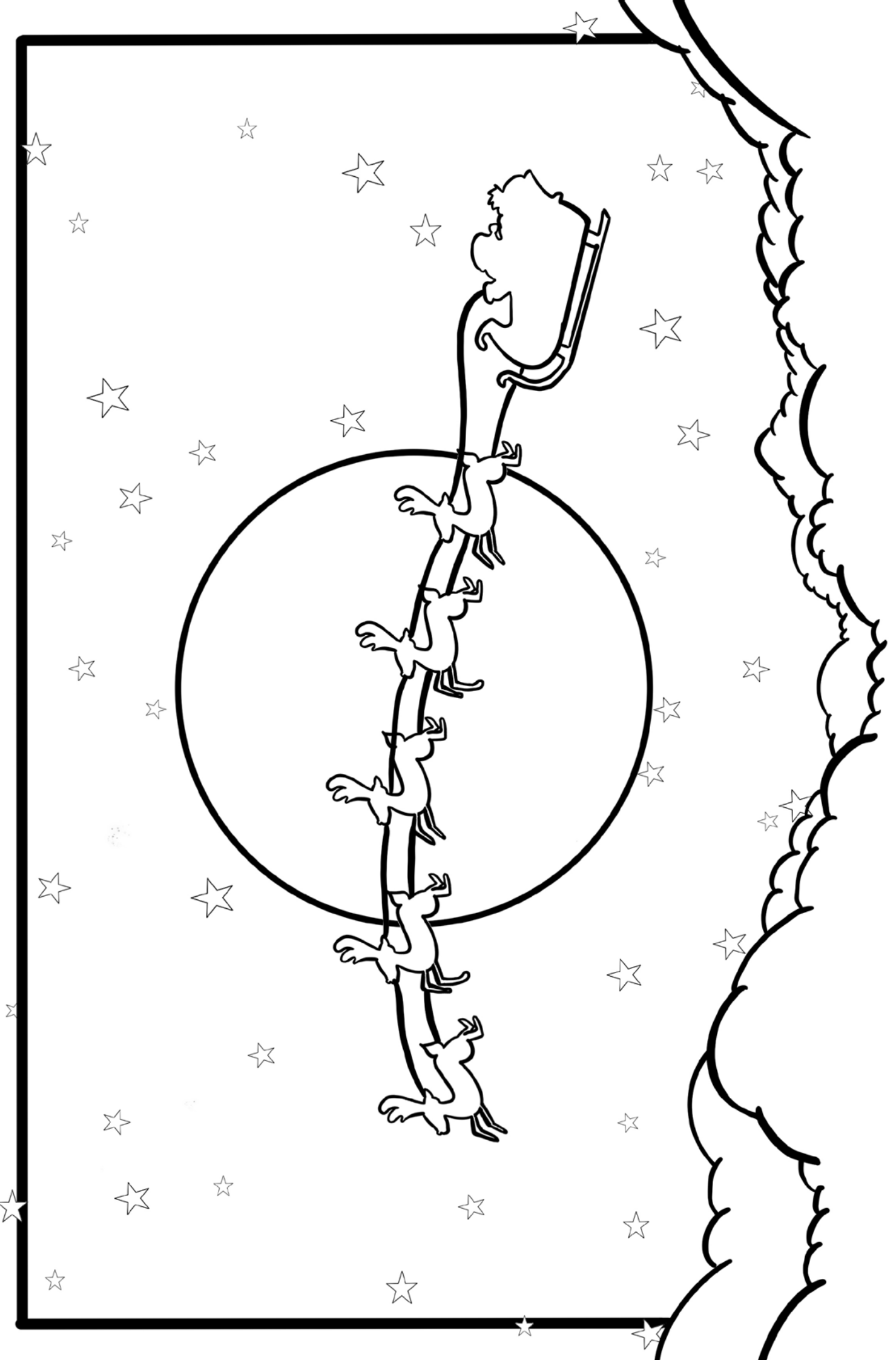




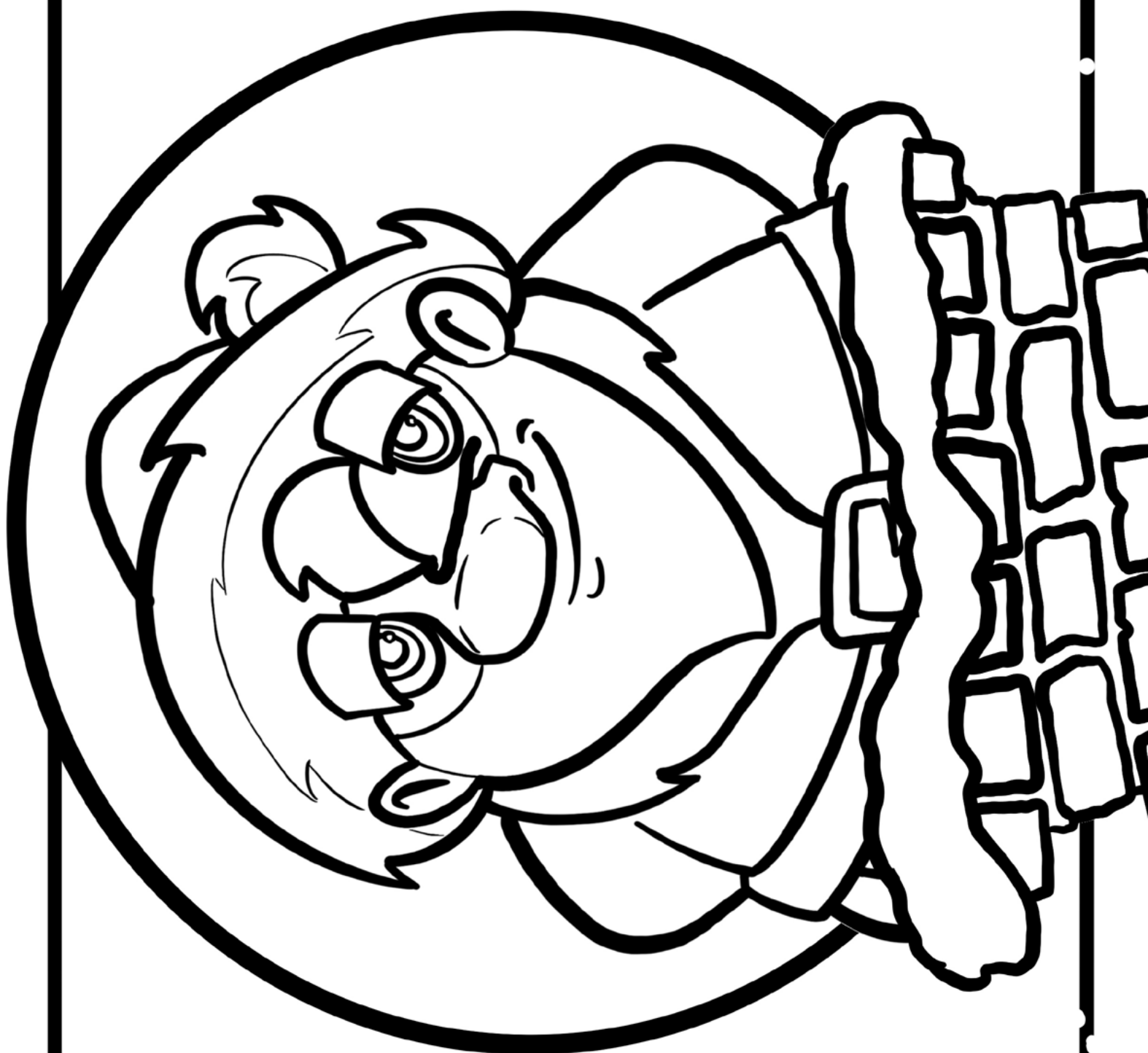












Gertie the Gifting Goblin.

Let's get started:

Who puts money under the tooth fairy's pillow, or gives Santa his Christmas present? Why, it's the kindly **Gertie the Gifting Goblin**, of course! But who gives gifts to Gertie on her special day? A story that explores festivals and celebrates the universal values of kindness.



Category: Holiday Hijinks & Festival Fun! – Home of the stories celebrating festivals and holidays such as Diwali, Christmas, Easter as well as Religious Education stories.

Make Santa Glove Puppets:

Make and decorate glove puppets of Santa! Simply glue the edges together, wait for them to dry and you can take turns being Santa.





The Story of the Nativity.

Let's get started:

The Story of the Nativity is a timeless story of the birth of Jesus Christ, brought to life in this beautiful, heart-warming, seasonal sensory story. Follow the glowing star to a modest stable in Bethlehem to find the greatest Christmas gift of all.



Category: Holiday Hijinks & Festival Fun! – Home of the stories celebrating festivals and holidays such as Diwali, Christmas, Easter as well as Religious Education stories.

Stained Glass Star Biscuits:

We've included a simple biscuit recipe to make stained glass biscuits, just like the beautiful stained glass you see in churches. Follow along with the recipe or use our included symbols.

Stained Glass Star Biscuits.

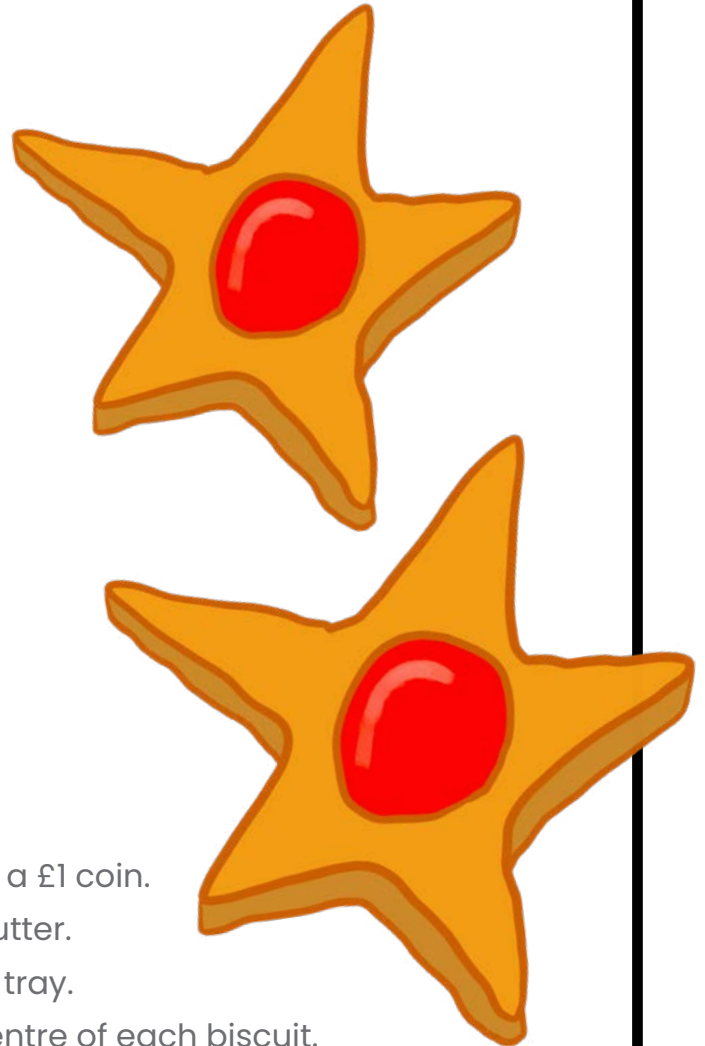
Another basic biscuit, but this time with the added beauty of a little stained glass window insert! Breaking up the sweets can be huge fun too!

Ingredients

- 50g unsalted butter.
- 50g golden caster sugar.
- 140g plain flour.
- 1 medium egg.
- 1 tsp vanilla essence.
- Crushed, hard boiled sweets.

Method

- 1) Preheat the oven to 190°C.
- 2) Put 50g unsalted butter in a bowl.
- 3) Add 50g caster sugar.
- 4) Add 140g plain flour.
- 5) Add 1 egg.
- 6) Add 1tsp vanilla essence.
- 7) Mix to a dough.
- 8) Roll out the dough to the thickness of a £1 coin.
- 9) Cut out star shapes using a cookie cutter.
- 10) Place your shapes on a lined baking tray.
- 11) Cut out a small circular hole in the centre of each biscuit.
- 12) Fill each hole with one crushed, clear hard boiled sweet.
- 13) Bake for 8 minutes.







Stained Glass



Stars.






 Preheat the oven to 190°C












 Put 50g unsalted butter In a bowl




 Add 50g caster sugar





 Add 140g plain flour




 Add 1 egg



 Add 1tsp vanilla essence








 Mix to a dough.






 Roll out the dough to the thickness of a £1 coin






 Cut out Star shapes using a cookie cutter






 Place your shapes on a lined baking tray.



Cut out

a



small



circular



hole



in

the



centre

of



each



biscuit.



Fill



each



hole

with

1

one



crushed,



hard



boiled



sweet..



Bake

for

8

mins.

Don't have Inclusive Stories yet?



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



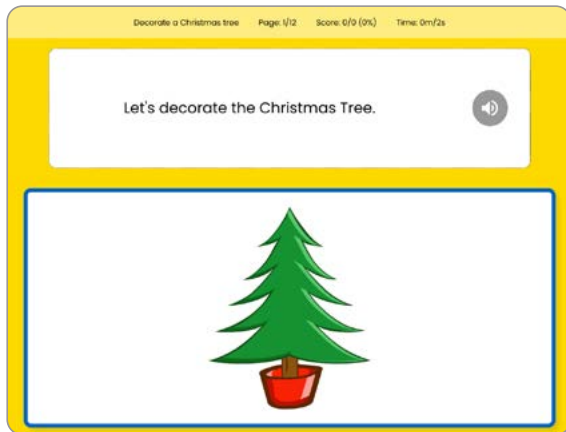
Christmas Themed Activities

Chooselt Maker lets you create personalised, interactive activities that build choice-making, comprehension, and confidence. They're easy to customise and work brilliantly with switches, touchscreens, or eye gaze, making them accessible for every learner.

For Christmas, we've included a selection of themed activities that support counting, communication, and decision-making, all wrapped up in festive fun.

www.helpkidzlearn.com/chooseit-maker

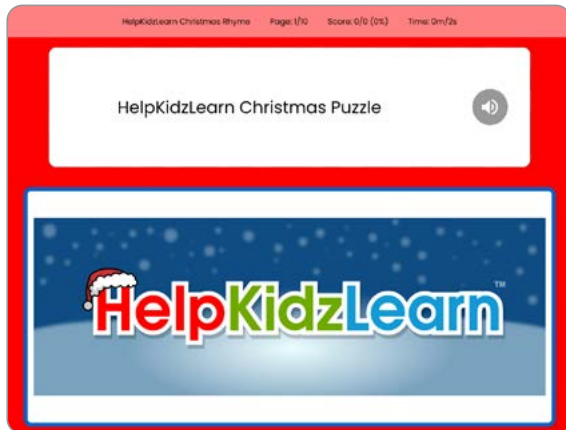
Chooselt Maker Christmas Activities.



NEW! Decorate the Christmas Tree.

Inspired by our 'Christmas Tree' activities from Games & Activities, this fun and festive Chooselt Maker rhyme invites learners to decorate a Christmas tree while counting along. As they listen to the rhyme, learners add decorations to the tree, developing counting skills, sequencing, and colour recognition through play. Use alongside our **Decorate the Christmas Tree** activity from our Games & Activities section of this pack.

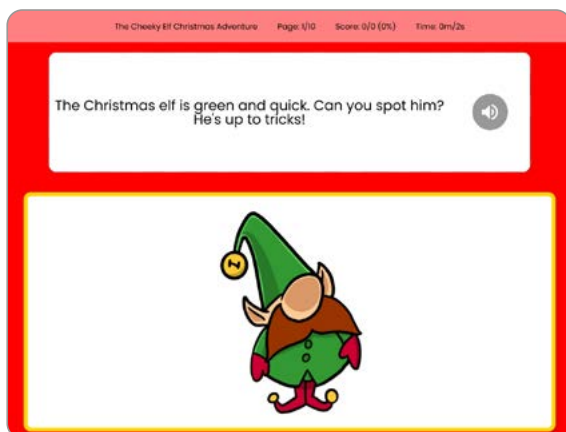
Share code: VPLTCA



NEW! Christmas Puzzle.

A festive puzzle full of Christmas fun! Can your learners find the right answers and discover a cheerful "Happy Christmas" message at the end?

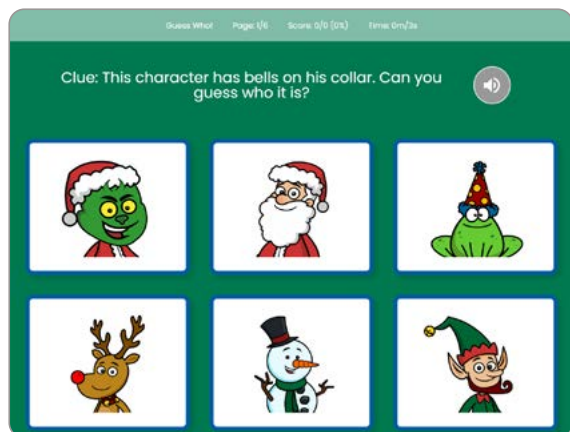
Share code: KXPHVJ



NEW! The Cheeky Elf.

Follow the cheeky elf as he hides, plays tricks, and helps Santa get ready for Christmas Eve in this playful rhyming activity!

Share code: RTMGAK



Guess Who.

Listen to the description and guess which character is being described.

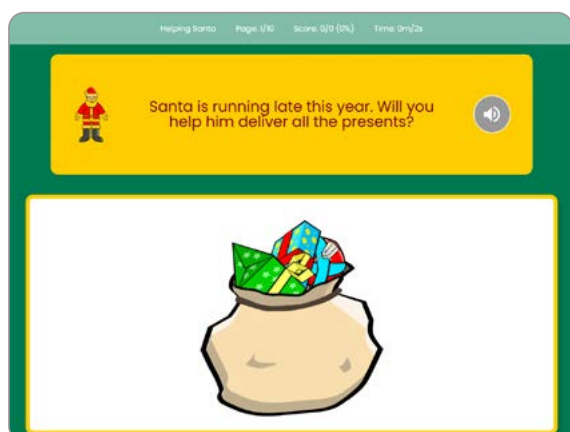
Share code: KYEYTQ



Rudolph the Red-Nosed.

Reindeer Sing-along to this favourite Christmas song in this activity.

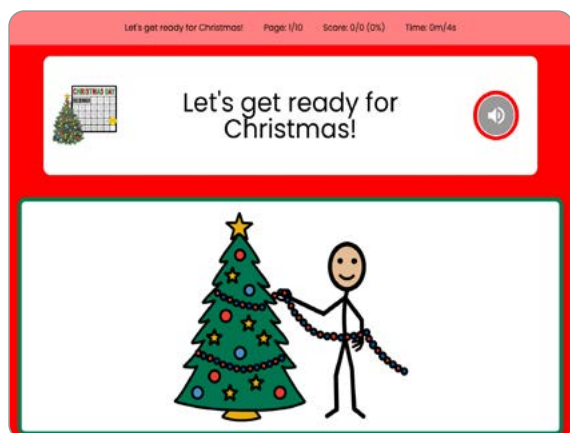
Share code: MKCVXE



Helping Santa.

Help Santa to deliver Christmas presents to the world with this festive activity.

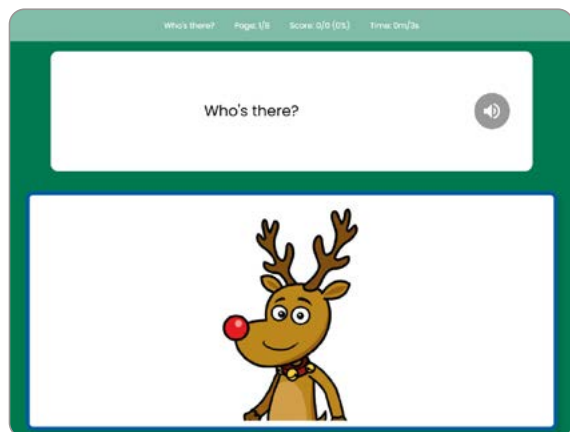
Share code: GFGXKA



Let's Get Ready for Christmas.

Get ready for Christmas by putting up decorations, buying presents and getting in the festive spirit.

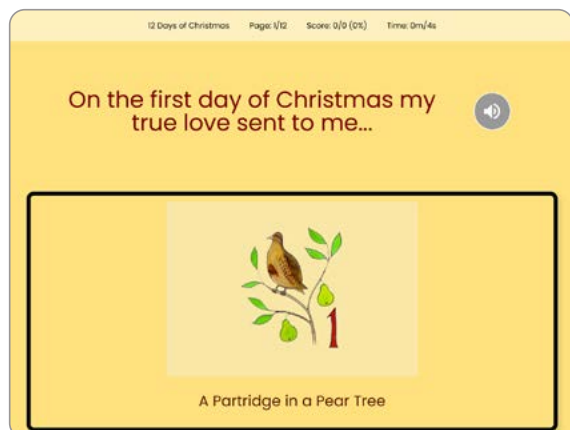
Share code: NQXFKB



Who's There?

Go through these Christmas characters to see who's there.

Share code: YFYLUL



12 Days of Christmas.

Have fun by singing-a-long to the activity, Twelve Days of Christmas.

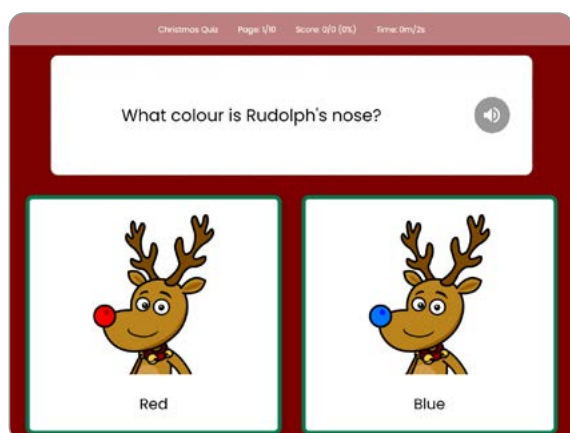
Share code: GNPXNX



Christmas Jukebox.

Enjoy listening to these festive Christmas songs.

Share code: HHGLEJ



Christmas Quiz.

Test your Christmas knowledge and see if you can get all the answers correct.

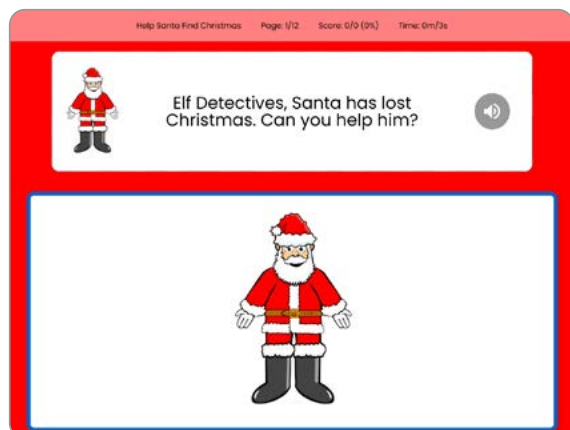
Share code: FDMHXR



Five Christmas Crackers.

Count down from 5 as each of these crackers go pop.

Share code: LWTDGA



Help Santa Find Christmas.

Elf detectives, Santa has lost Christmas, can you help him find everything?

Share code: QQYBUB

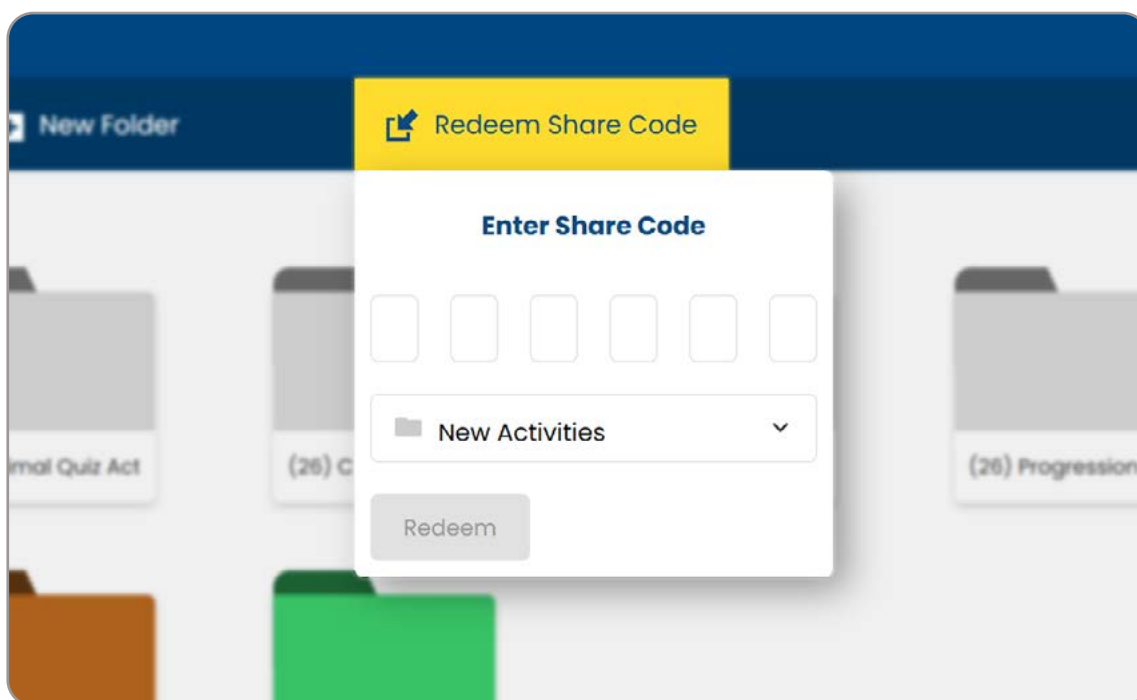


HelpKidzLearn Christmas Biscuits.

A step by step guide on how to make some Christmas biscuits.

Share code: WHDFXN

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.

Download The Chooselt Maker iPad App.



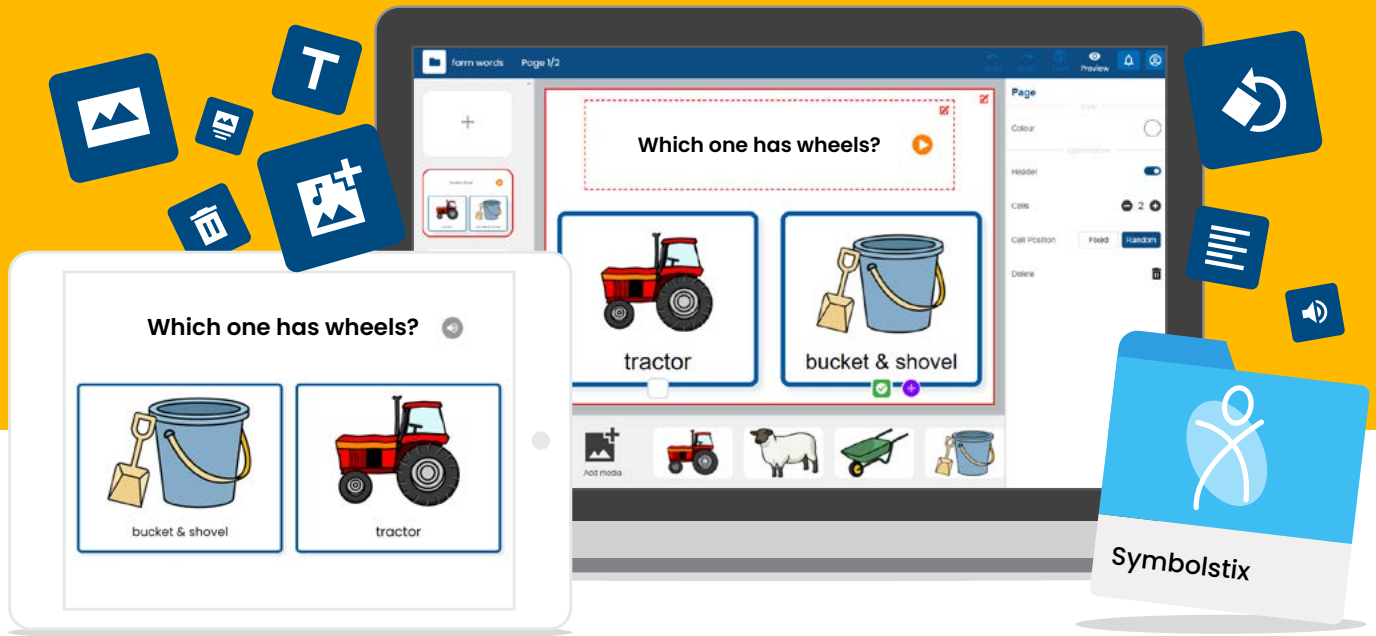
Use the activities offline by downloading our App for the iPad.

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

Try Chooselt Maker Today!



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.

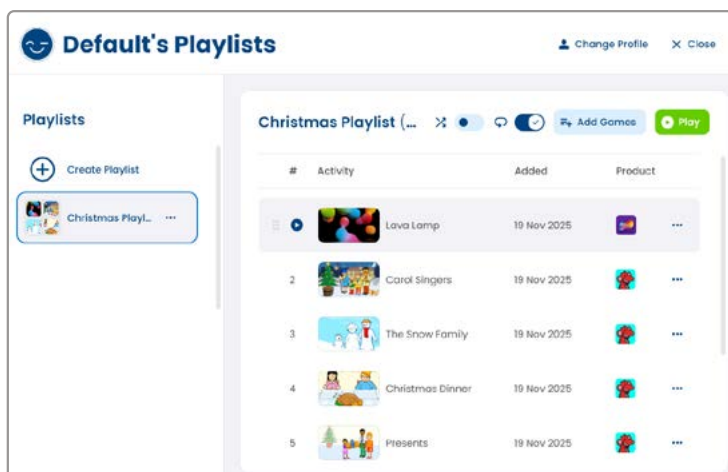
Sign up for a **FREE 14 day trial**, or get our lowest priced 'Home' subscription.

Get FREE 14 day Trial

Christmas Playlist.




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






It includes a mix of sensory exploration, seasonal stories, and calming endings – perfect for creating a complete festive experience.

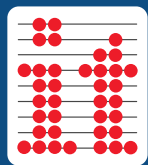


Christmas – Playlist.

Take your learners on a gentle festive journey. Together, you'll watch stars twinkle, enjoy Christmassy sounds and stories, and finish with a calm, cosy sensory glow.

Order	Software Category	Activity	Curriculum Area	Guide
1.	Sensory Space Control	Stars 	Science/PSHE	Start your festive journey as stars twinkle like fairy lights on a tree.
2.	Games & Activities Make More Happen	Santa's Sleigh 	Understanding the World/Literacy	Santa is busy delivering presents in this joyful sequential activity. Encourage learners to follow the action and talk about where Santa is going. Add sleigh bells or soft tinsel to explore during the story.
3.	Games & Activities Press & Let Go	Gadgets & Toys 	Communication Understanding the world/Literacy	Use our printable Santa Guessing Board to make it even more interactive. Develop anticipation and turn-taking.

4.	Games & Activities Make More Happen	Presents 	PSHE/ Communication	Santa's Been! Time to open the presents. Fill wrapped boxes with sensory surprises, something soft, something that smells nice and something that makes a sound when shaken. Encourage exploration and discussion.
5.	Games & Activities Make More Happen	Christmas Dinner 	PSHE/ Understanding the World	Explore the smells and textures of festive foods, soft mashed potato, orange peel, and cinnamon.
6.	Games & Activities Make More Happen	The Snow Family 	Science/ Understanding the World	Time to go out and play in the snow. Add sensory snow, cotton wood, or soft fabric for learners to touch and squeeze. Explore cold textures.
7.	Games & Activities Make More Happen	Carol Singers 	Music/ Communication	Spread Christmas cheer. Play a favourite Christmas song and encourage learners to join in with musical instruments. Add scarves and hats for dressing up.
8.	Sensory Space Switch	Lava Lamp 	PSHE/Science/ Relaxation	Wind down with a calming end to the session. Change the music to Luminous Drift or another gentle track. Dim lights and let learners relax as the colours flow like the Northern Lights.



HelpKidzLearn™

Share Your Christmas Creations!

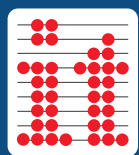


We hope you and your learners have a joyful time exploring the activities in this Christmas pack. We would love to see what you make. From twinkling light trails to decorate the tree masterpieces, every creation helps spread a little Christmas cheer.

Tag **@helpkidzlearn** on social media or email your photos and stories to hello@helpkidzlearn.com.

**Thank you for sharing the sparkle.
Merry Christmas!**

Explore our full range



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