



HelpKidzLearn™

SUMMER

School Holiday Activity Pack



HelpKidzLearn™

www.helpkidzlearn.com

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Introduction.



Looking for some fun, easy ideas to enjoy with your child over the holidays? We've created a collection of activities you can do together all linked to your favourite HelpKidzLearn software.

Whether you're decorating sparkly stars for Sensory Space, joining in with Five Girls in the Ring or racing fish across the floor, everything has been chosen to make summer feel playful, calm, and full of smiles.

You will find:

- Activities inspired by **Sensory Space** and **Games & Activities**.
- High contrast cause and effect games recreated in **Chooselt Maker**.
- **Inclusive Stories** brought to life.
- Printable puppets, scenes, and colouring pages.
- And even a few bubbles.

Everything in this pack has been designed with accessibility and simplicity in mind, making it easy for parents and carers to enjoy with their children. We've included Chooselt Maker share codes and printable communication boards along the way.

So, grab your glue stick, get comfortable and have a wonderful summer together with a little HelpKidzLearn magic.



Themed Activities

www.helpkidzlearn.com/sensory-space

Make Your Own Sensory Stars.

Let's relax and enjoy the stars together. We've created a template for you to create your own Sensory Stars – a great way to bring the **'Stars'** activity to life from Sensory Space.

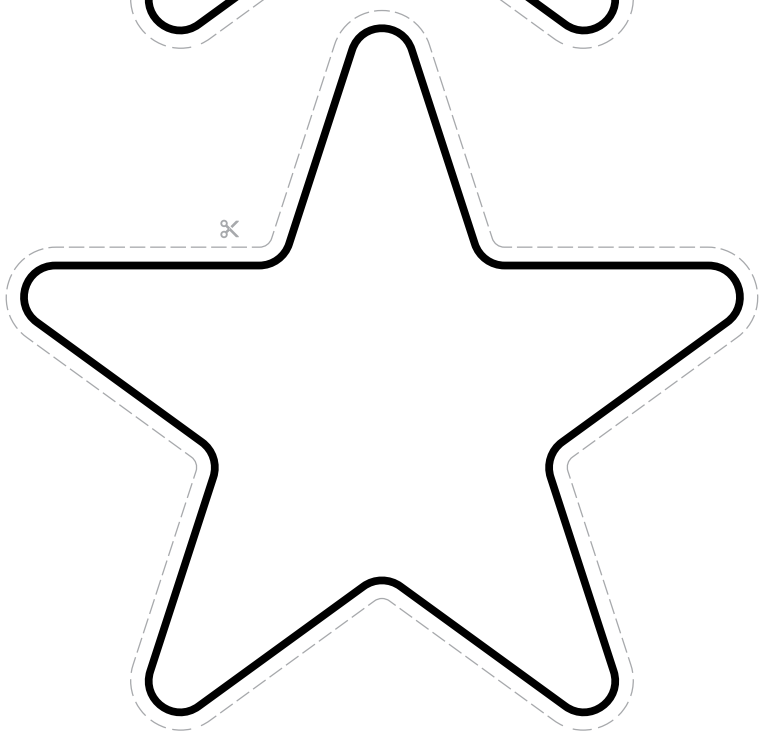
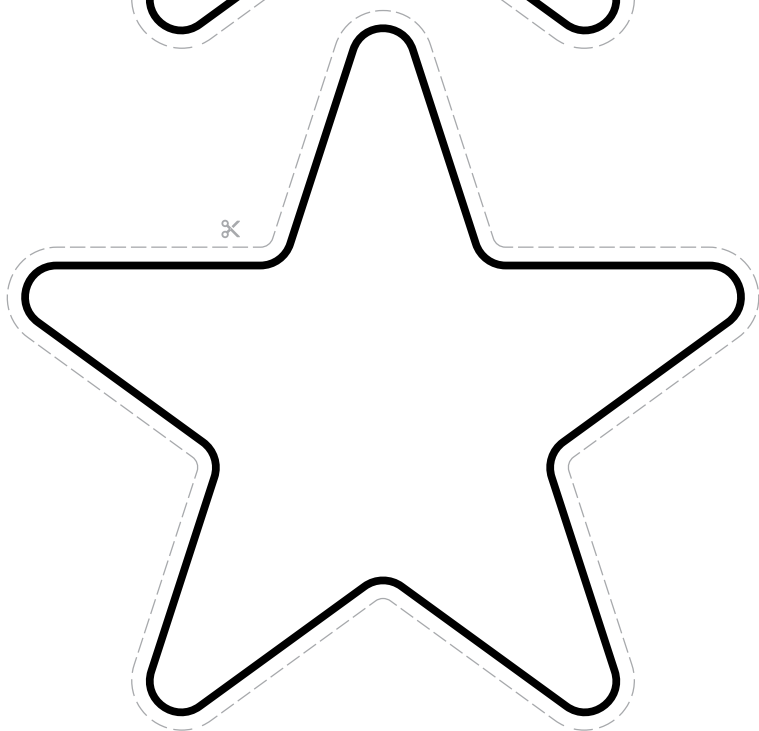
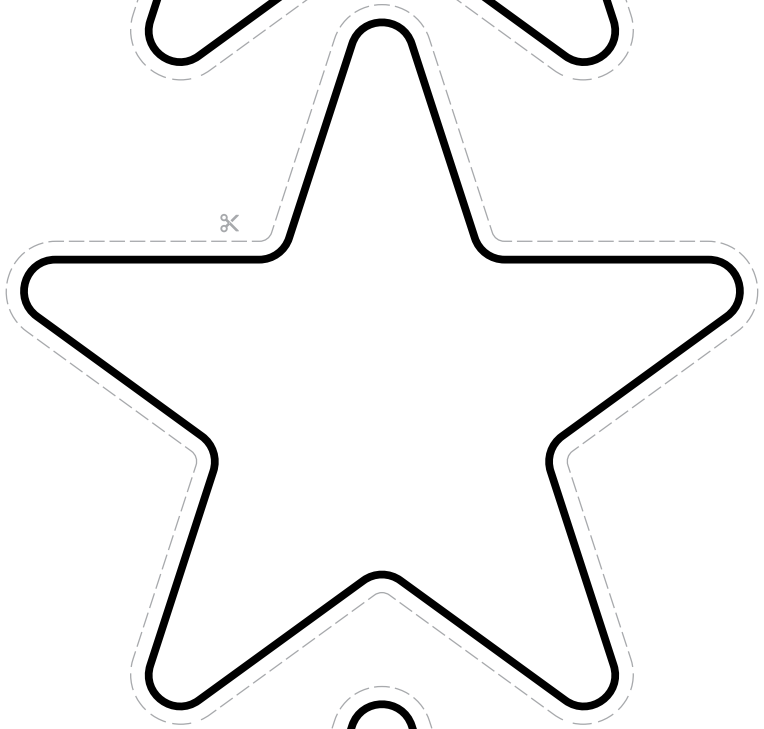
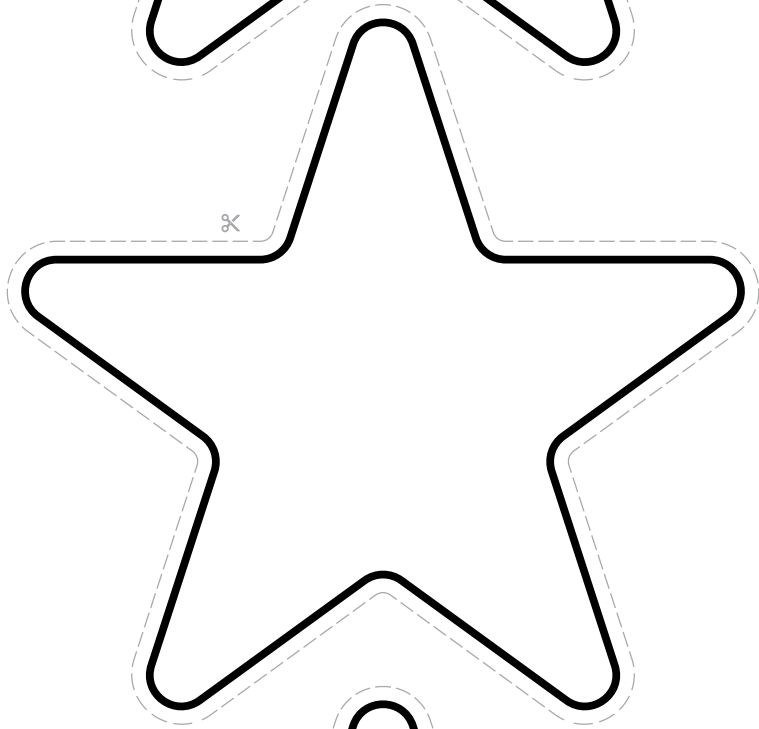
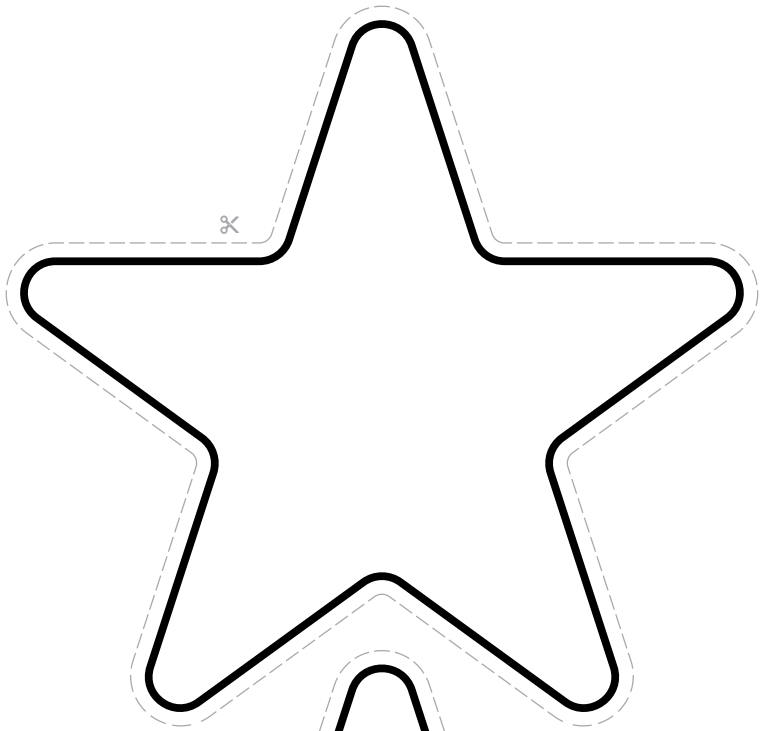
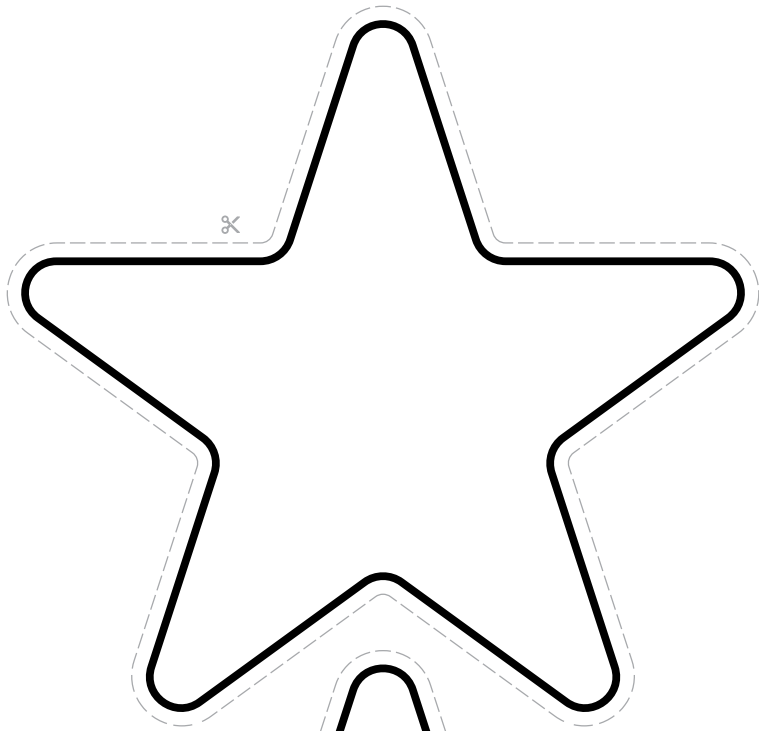


What you will need:

- Some printable star shapes (we've provided a template).
- Foil, bubble wrap, soft fabric, sandpaper, sequins, cotton wool, or any textures you have at home!
- Glue or double-sided tape!
- Scissors.

What to do:

1. Print out the star template.
2. Cut out the star shapes.
3. Cover each star with a different texture.
4. Decorate the stars with different textures!
5. Display the stars by hanging them in a window, on string like bunting, or sticking them to a wall.



Summer Night Stars.

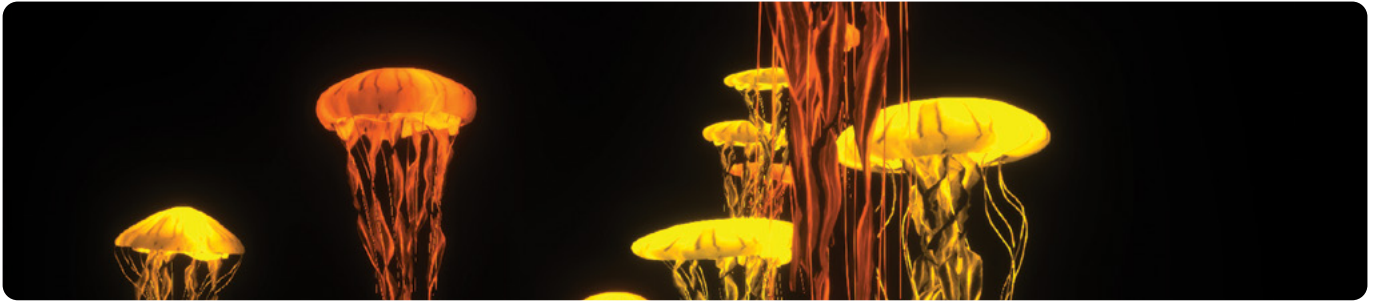


Use the **Stars** activity in Sensory Space to explore twinkling lights and calming sounds, just like looking up at the night sky on a warm summer evening.

Optional calming moment:

After making the stars, revisit the **Sensory Space stars activity**. Dim the lights, look at your handmade stars and enjoy the twinkling scene together.

Sensory Water Pool with Jelly Fish.



Let's imagine we are at the seaside... The sun is warm, the sky is blue, and we are padding in a rockpool full of friendly jellyfish! They're floating and glowing all around us, drifting gently through the water. This relaxing sensory activity pairs beautifully with the **Jellyfish** scene in Sensory Space. First, enjoy the glowing jellyfish on screen, then dip your toes (or fingers) into your very own calming sea at home.

What you will need:

- A foot spa, washing-up bowl, or storage tub.
- Warm water.
- A few drops of blue or purple food colouring (optional).

Items to explore in the water, such as;

- Ribbons or strips of fabric (for jellyfish tentacles).
- Bath loofahs or sponges.
- Soft bath toys or plastic sea creatures.
- Water-safe LED bath light (optional for a calming glow).
- Towels nearby for drying off.

What to do:

1. Fill your bowl or foot spa with warm water.
2. Add ribbons and soft textures to float in the water, like jellyfish drifting through the sea.
3. Let your child explore with their hands or feet.
4. Watch the Jellyfish activity together as they relax, the movement on screen matches the calm feeling of the water.

Ideas to try:

- Swish the water slowly, just like jellyfish swimming.
- Turn off the lights and let the LED bath light gently glow beneath the water.

***Please take care:** If you are using a tablet, laptop, or other device nearby, keep it safely away from water to avoid any accidents. You might like to play the activity across the room or place your device up high while your child explores the water.

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

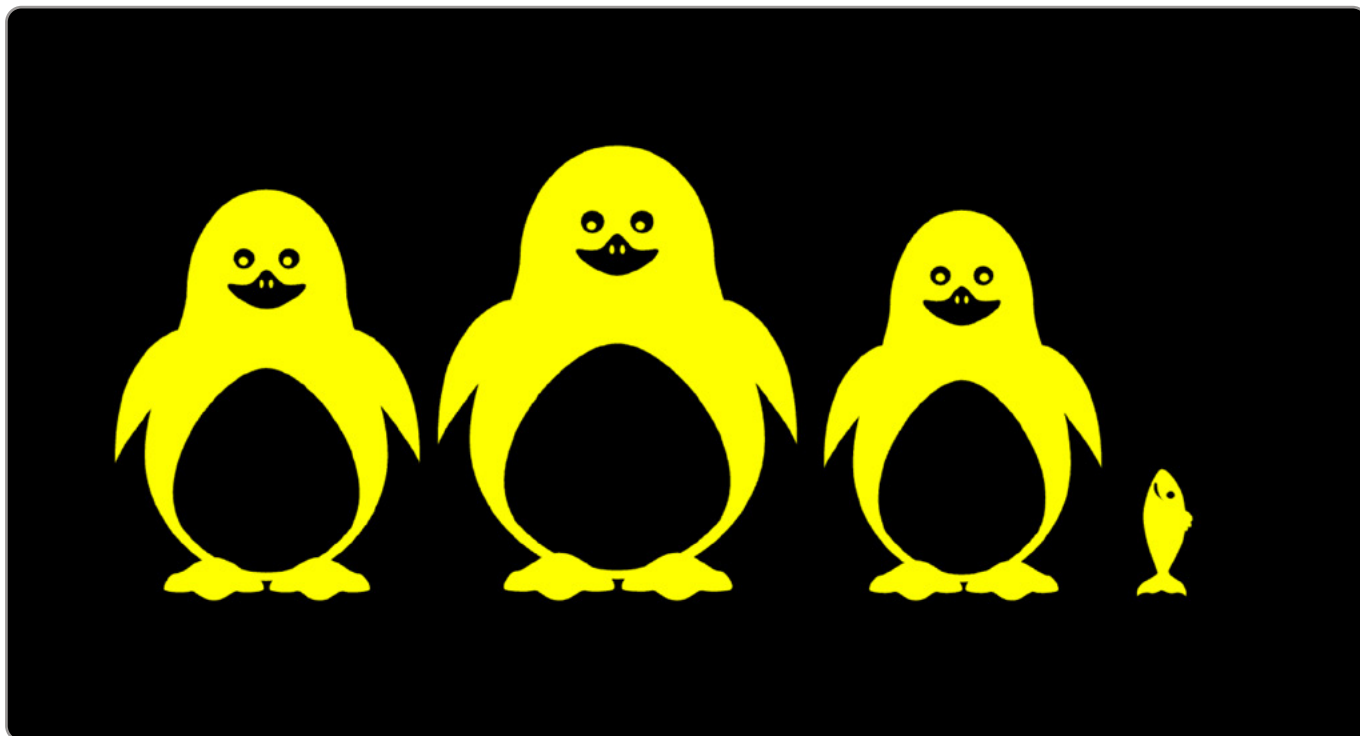
Games & Activities



Themed Activities

www.helpkidzlearn.com/games

Animal Silhouette Activity.

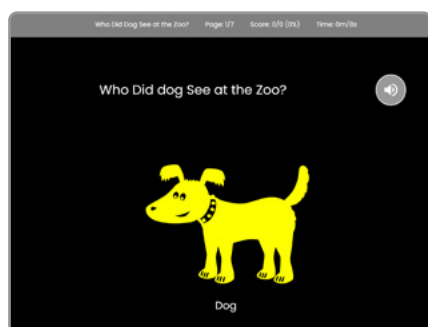


These accessible activities are perfect for some shared fun over the holidays and are especially suited for children with visual impairments, thanks to their high-contrast images and clear audio feedback.

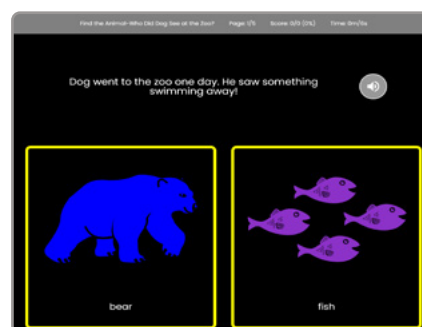
We recommend starting with the [Animal Silhouette](#) activity so your child can enjoy the familiar sounds and high-contrast animals.

We've also created two fun [Chooselt Maker activities](#) for the much-loved Animal Silhouette game from Games & Activities.

Who Did Dog See at the Zoo?



Help Dog Remember Who He Saw.



Spider Web Activity.

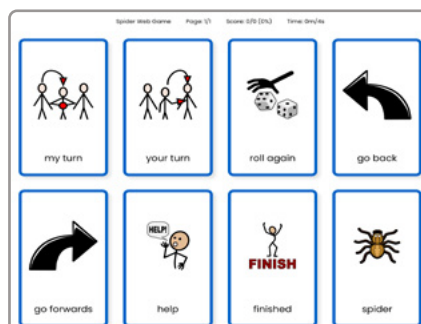


Summer is perfect for getting outside and enjoying some wildlife. Why not search for some spider webs or butterflies using our [Spider Web](#) activity?

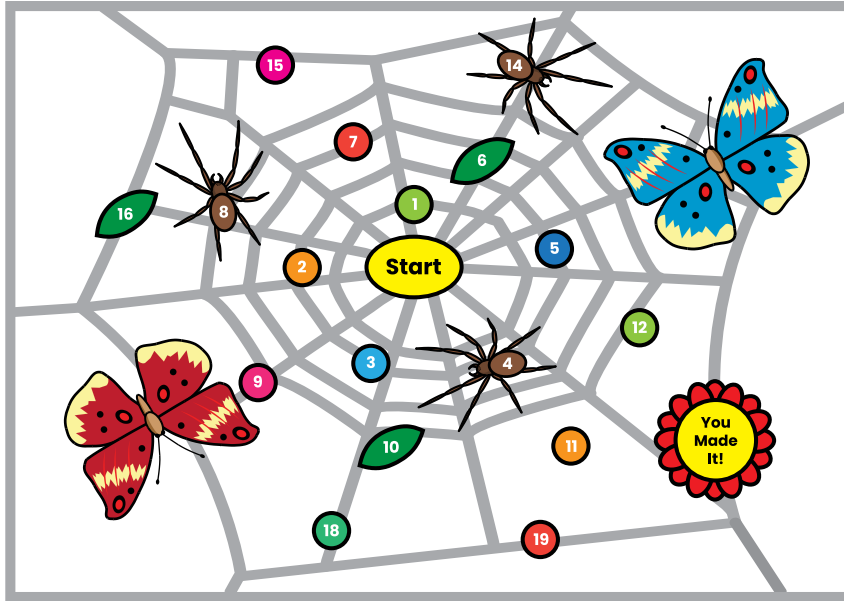
The Spider Web activity from our Sequential Learning Objective is great for helping your learners understand an activity involves a sequence of actions. The Spider Web is designed to help develop and demonstrate an understanding of language concepts and knowledge of the world.

Use alongside our [Chooselt Maker Communication Board](#) for the Spider Web Board Game.

Spider Web Communication Board



Spider Web Board Game.



Get ready for a colourful adventure across the spider's web. We've created a fun board game inspired by the Spider Web activity in HelpKidzLearn Make More Happen, where the spider watches and tries to catch the butterfly.

Learners help the butterflies cross the web safely but watch out for the spider! If you land on the spider, you'll have to go back. If you find a leaf, you'll get a boost forward.

It's perfect for:

- Supporting turn-taking and counting.
- Exploring colours and making choices.
- Practising using a communication board.
- Celebrating successes big or small.

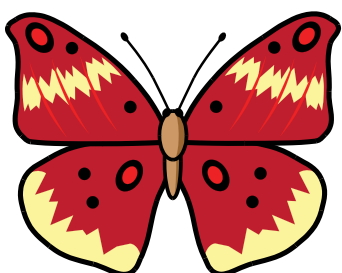
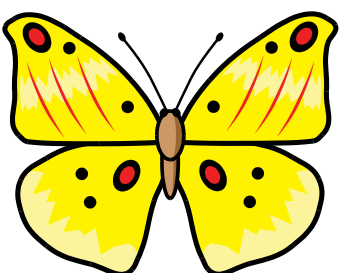
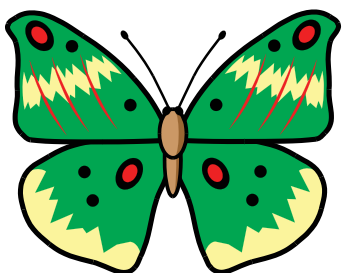
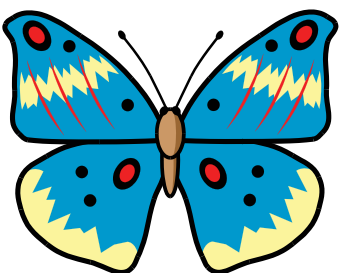
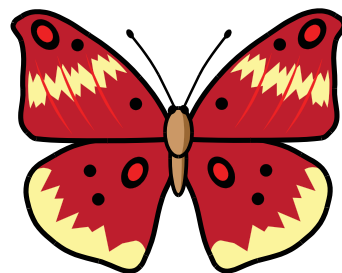
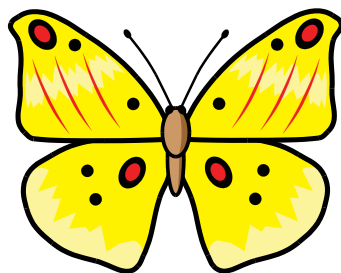
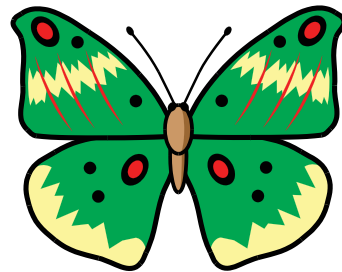
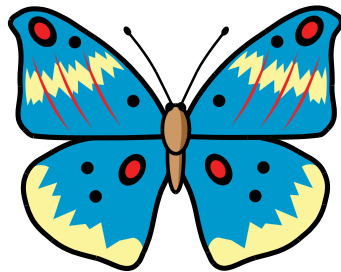
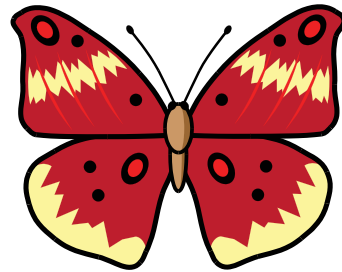
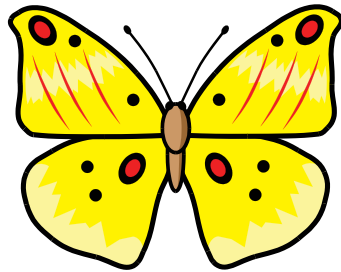
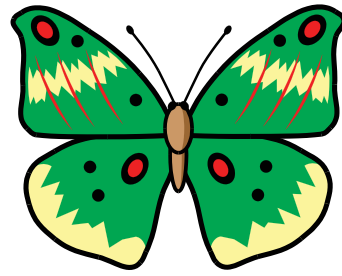
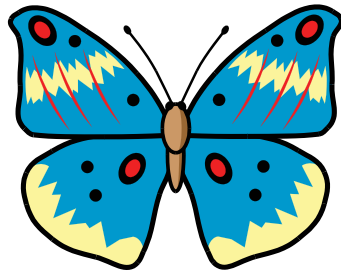
Use it as a follow-up after playing the **Spider Web** activity on Games & Activities or as a standalone summer activity.

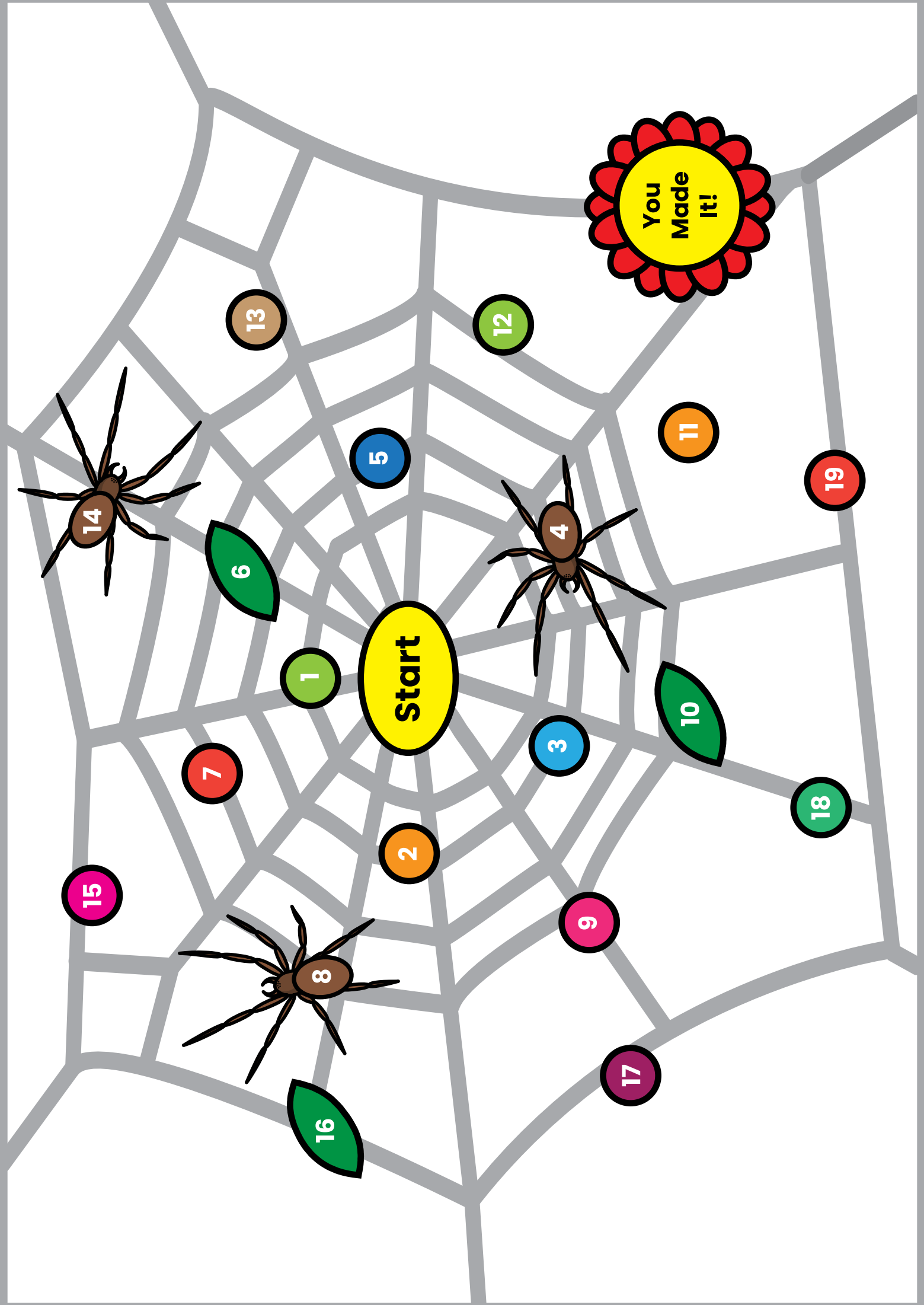
Rules of the Game.

- Use a spinner or dice to move.
- Butterflies move forward across the web.
- Landing on a spider sends you back three spaces.
- Landing on a leaf lets you jump forward two spaces.

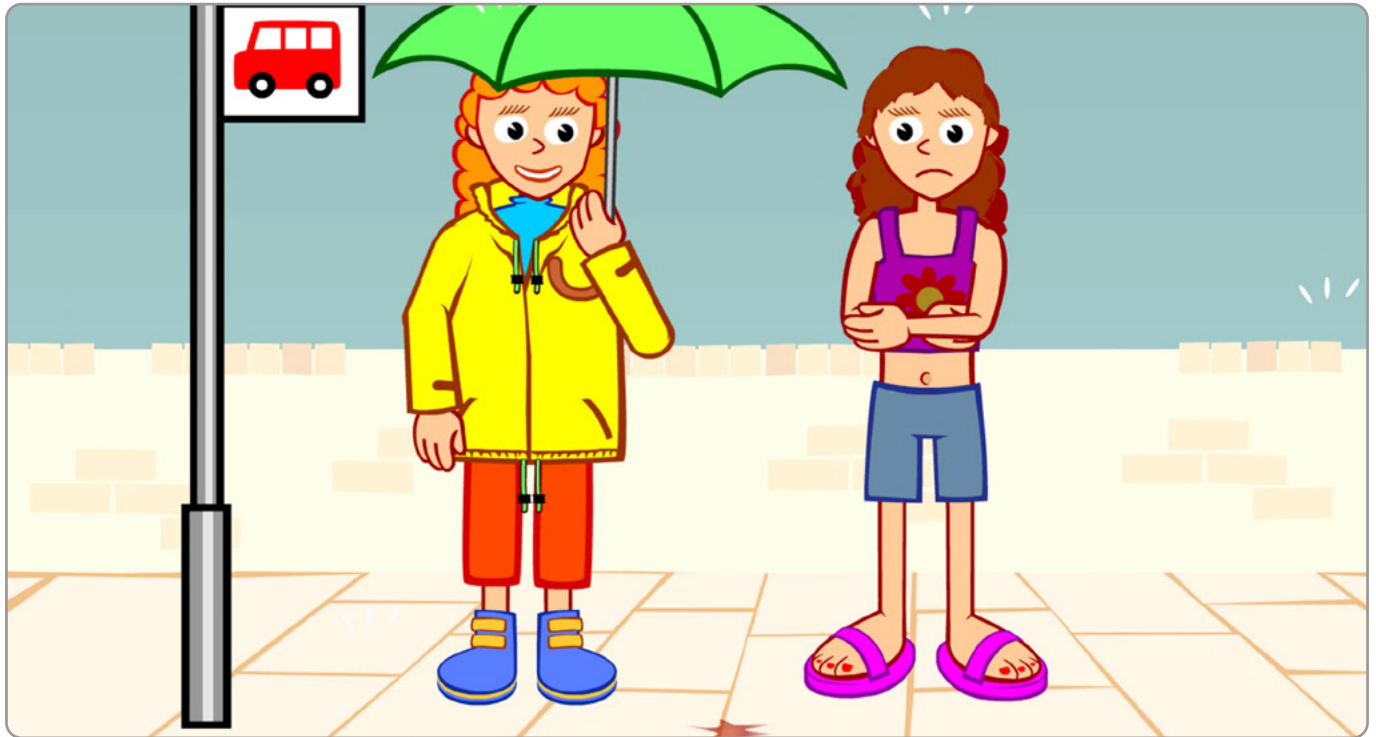
Printables.

We've created 4 different coloured butterflies to use as counters. Print each of these out along with the board game.





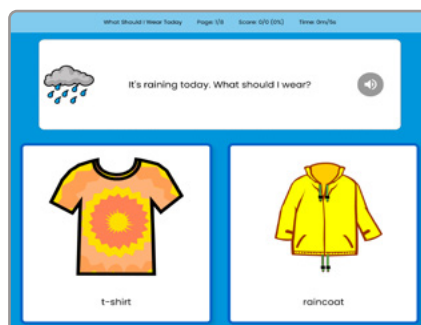
A Rainy Day – What Should I Wear?



We've created two weather-themed sorting activities inspired by our **Make More Happen: A Rainy Day** activity, where one child is dressed for the rain and the other for the sun! Together you can explore what we wear in different weather and practise making choices, perfect for playing after watching the activity online. "Use the Chooselt Maker activity and the printable activity alongside the Rainy Day game."

Use the included **Chooselt Maker activity** to help your learners choose what to wear today.

What Should I Wear Today?



Printable Sorting Sheet – Rain or Sun?



This hands-on activity invites your learner to cut and sort items into the Rain Box or the Sun Box (adult support will be needed).

- Great for encouraging fine motor skills.
- Encourages matching and sorting.
- Perfect for using real objects, cut-outs, or symbols.
- Includes a mini communication board to support language and choice-making.
- Core words like “I want” and “put” are highlighted for AAC learners.



Sun



Rain



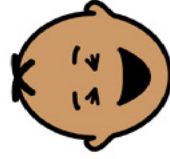
finish



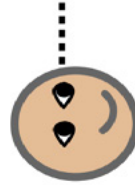
help



rain box



fun



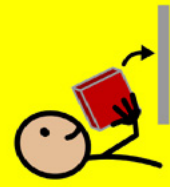
look



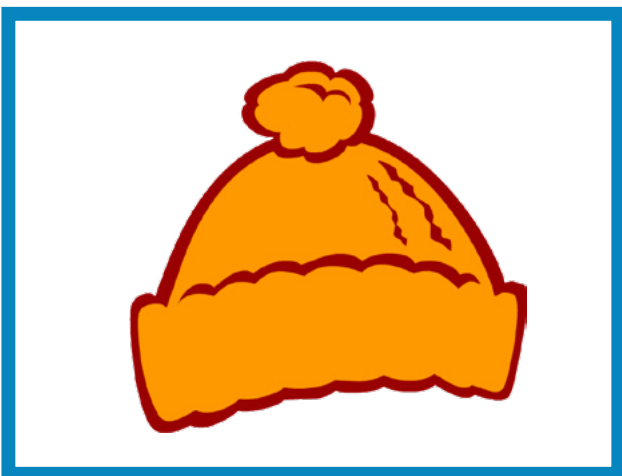
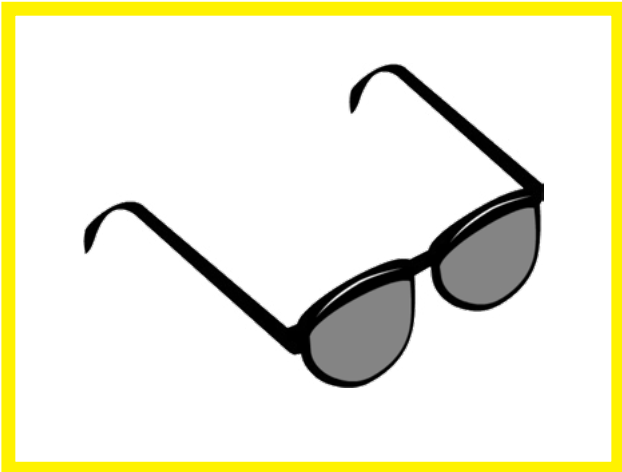
sun box



I want



put



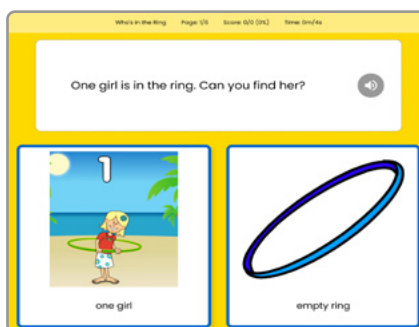
Five Girls in the Ring.



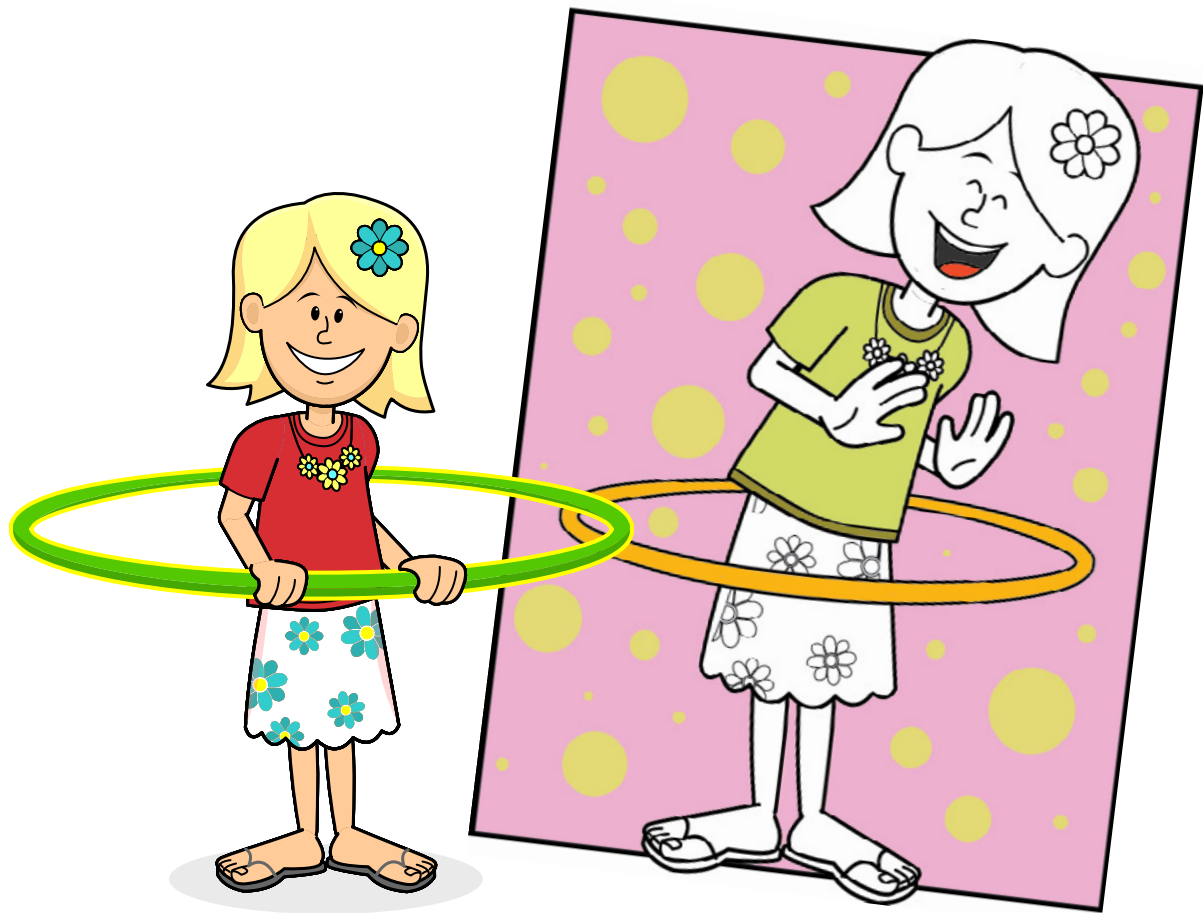
We've create a collection of activities inspired by [Five Girls in the Ring](#) from Games & Activities.

Use the included [Chooselt Maker activity](#) created for Five Girls in the Ring to help the girls jump into the hoop and find the numbers.

Who's in the Ring?



Decorate the Girls in the Ring!



We've created outline versions of the girls from the song, so your learner can colour, paint, or decorate them however they like. You can even add glitter, stickers, fabric, or sequins – perfect for a bit of holiday sparkle!

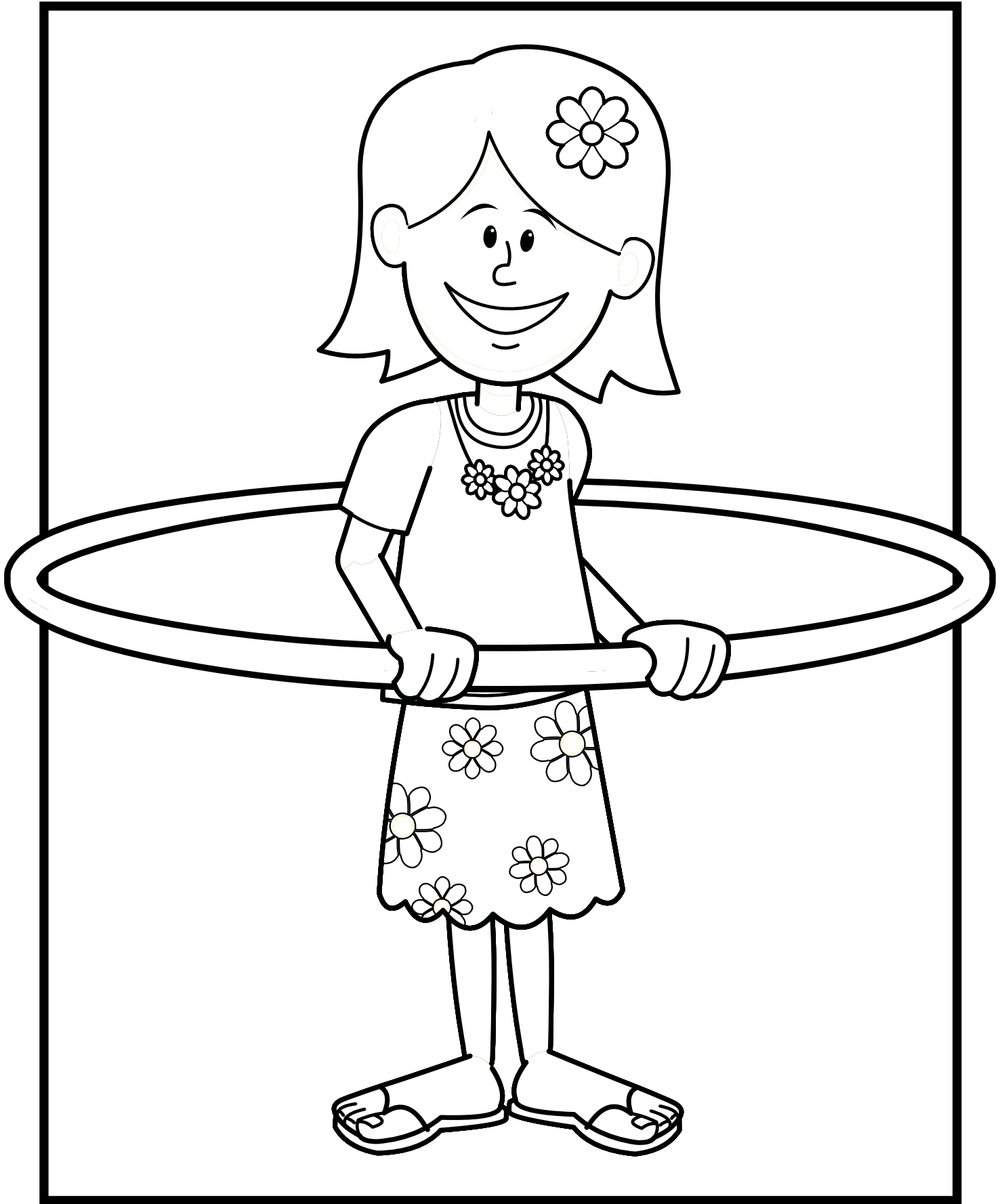
This calming activity is great for:

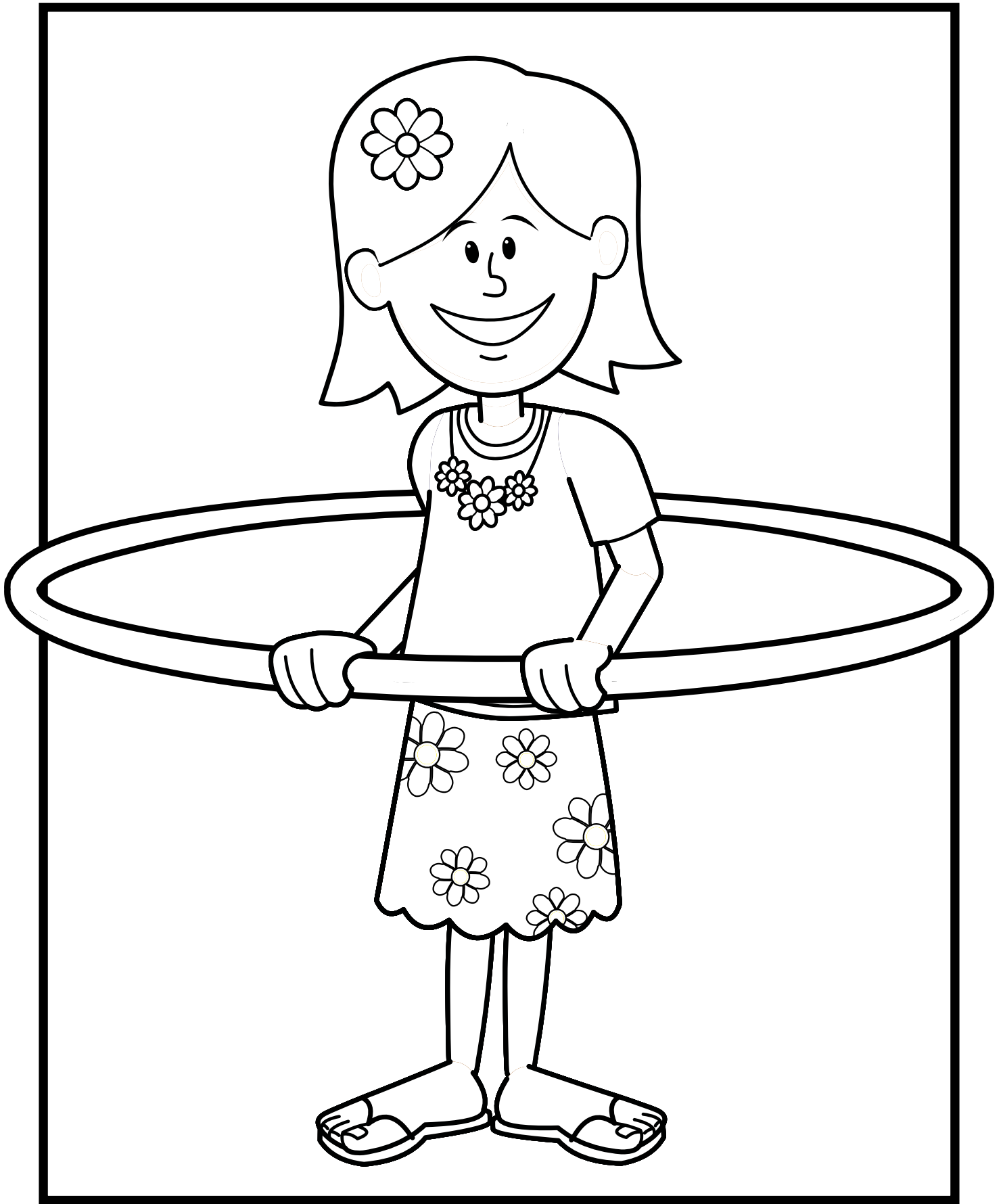
- Colour and clothing choices.
- Fine motor skills.
- Self-expression.

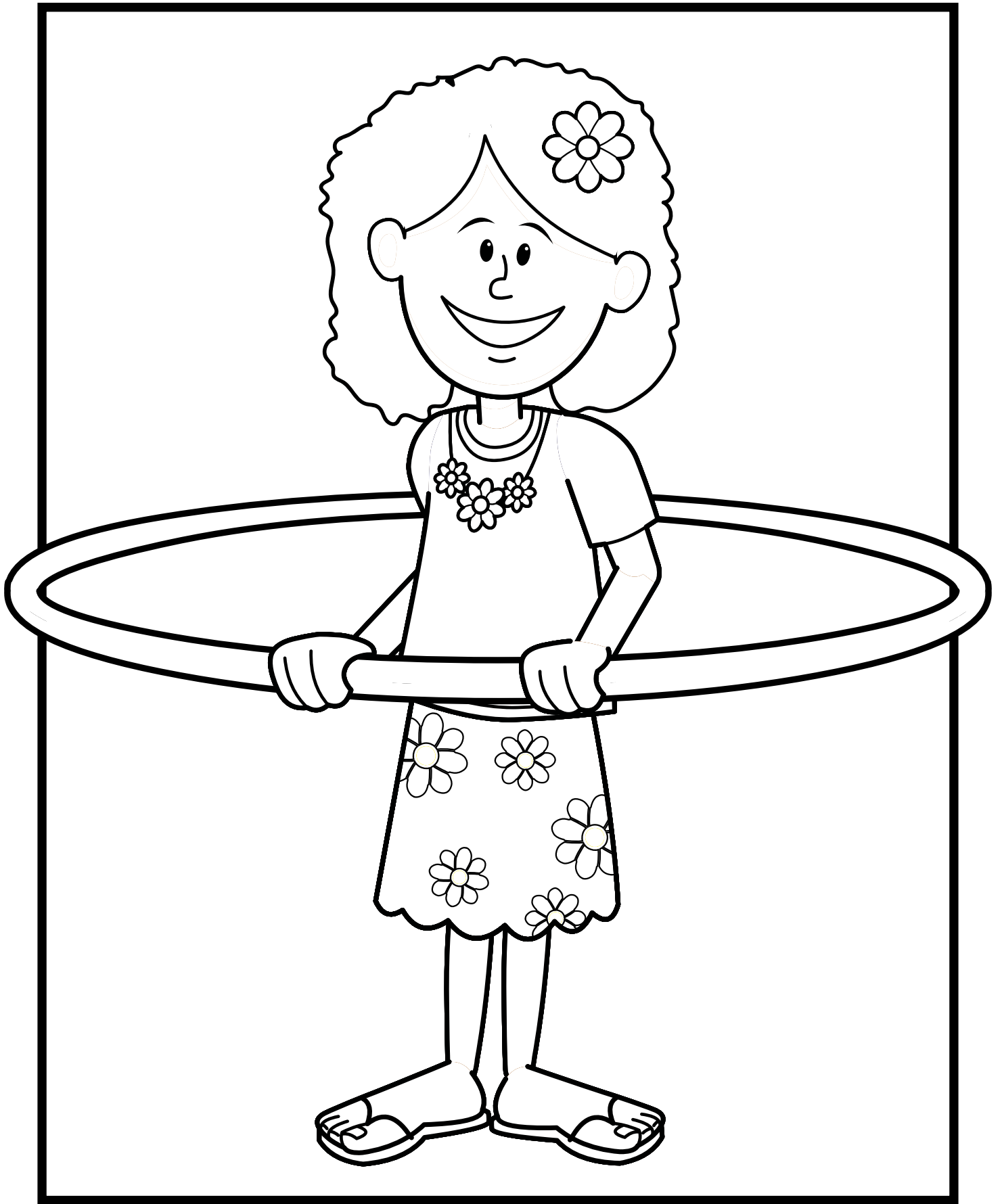
Why not give each girl a name, or make a whole display once they're all finished?



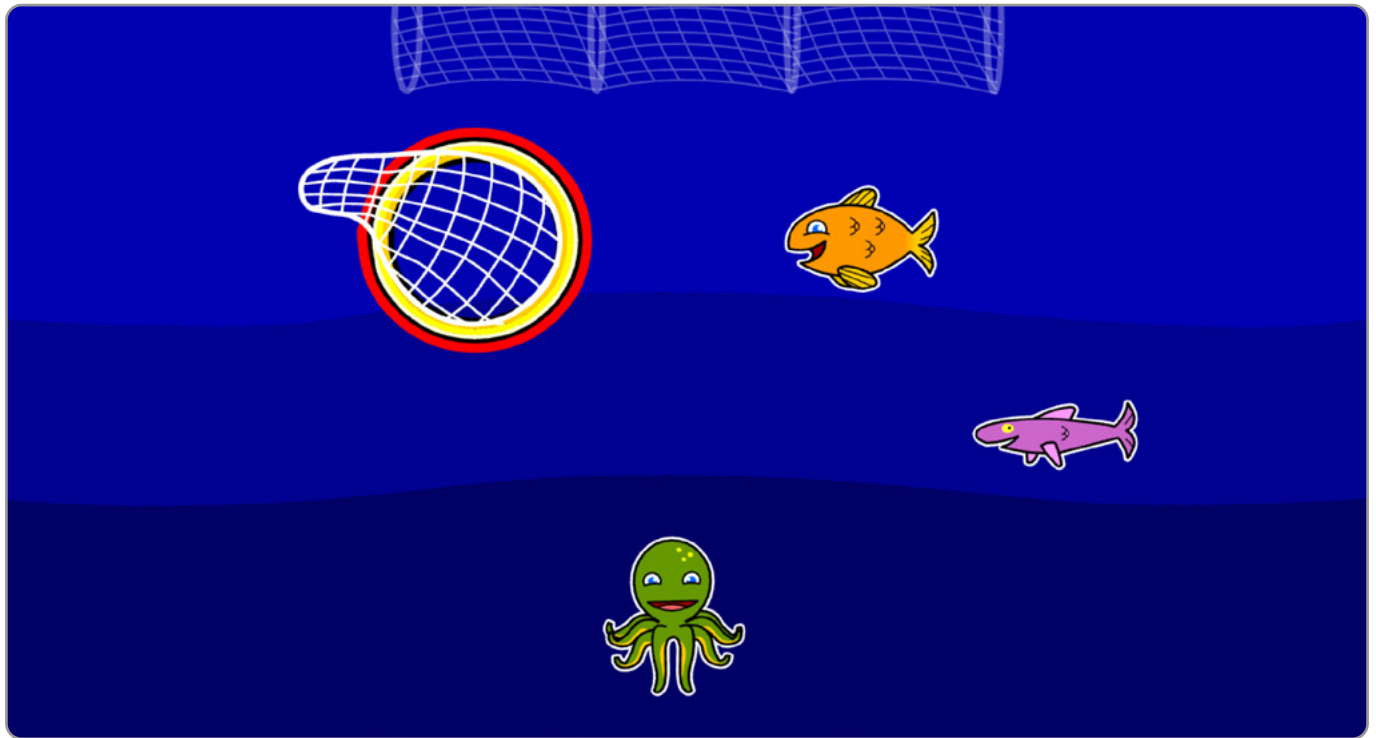








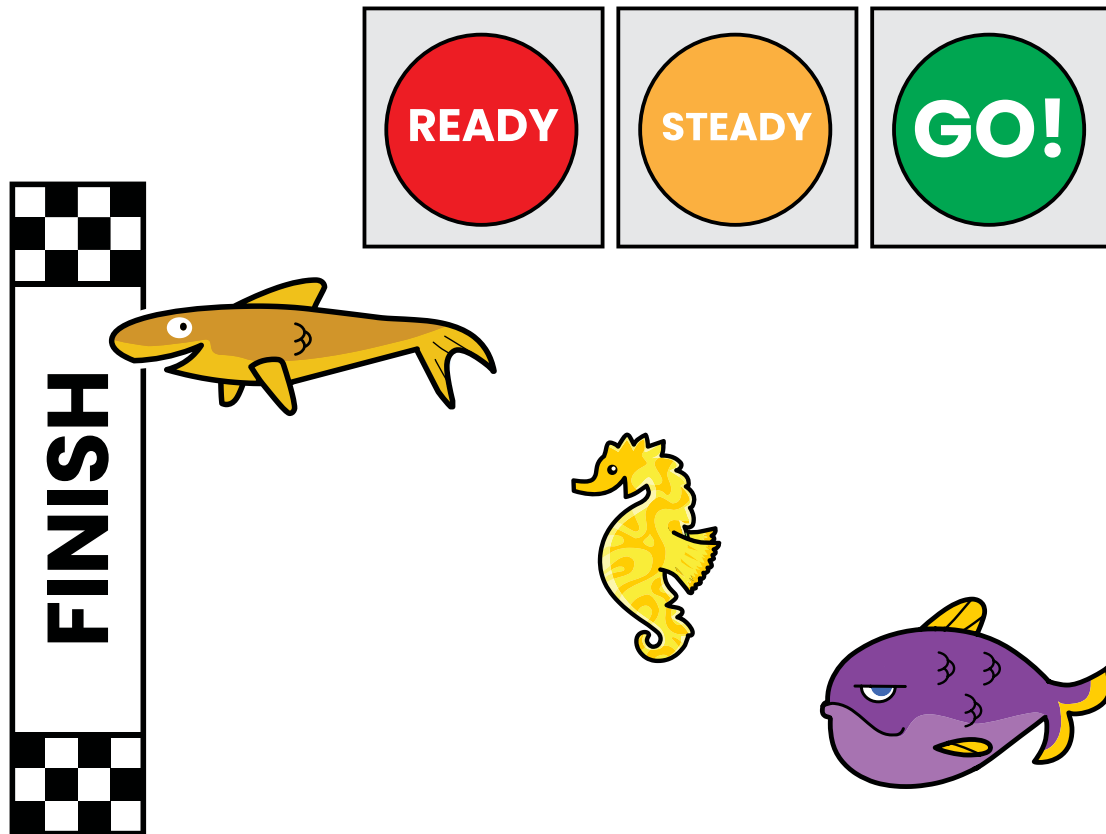
Fishing Frenzy at Home – Sea Creature Game.



Let's take the fun of **Fishing Frenzy** from your screen to your floor, with two simple and exciting games using colourful sea creatures.

Cut out the fish and crabs included in this pack and use them for a playful race and matching game. No need for nets just some card or fan and lots of giggles.

Sea Creature Blow Race.

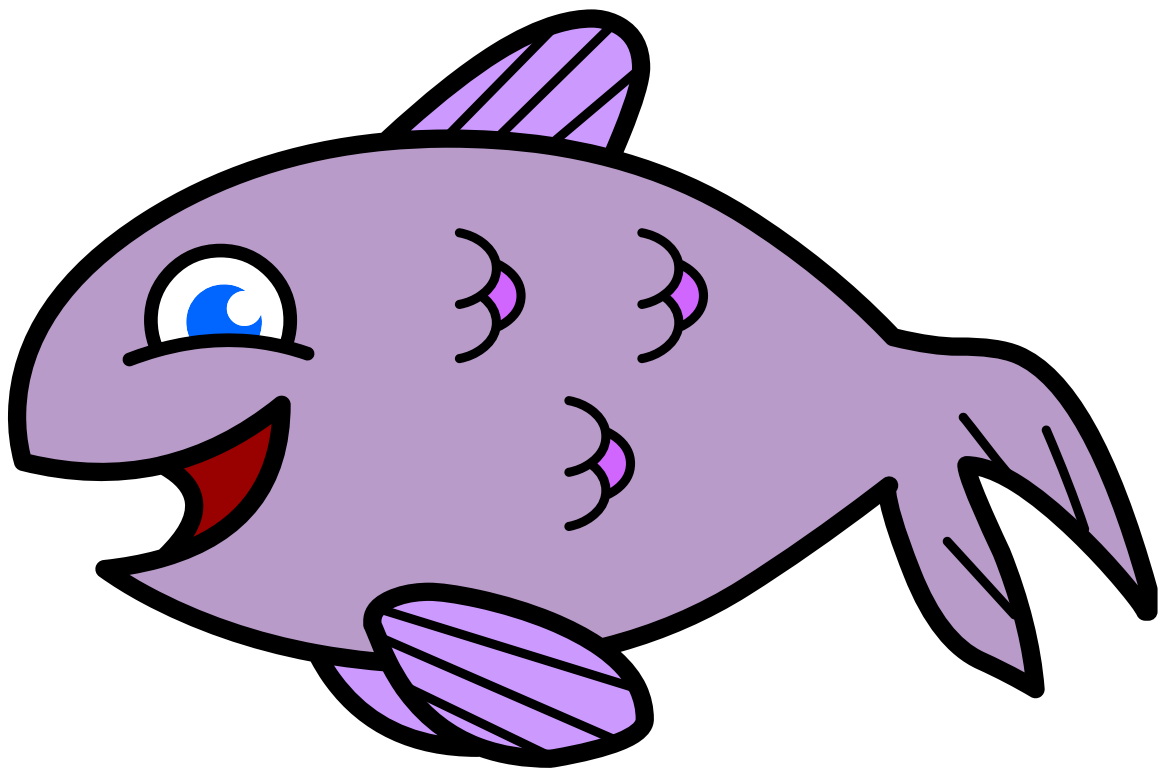
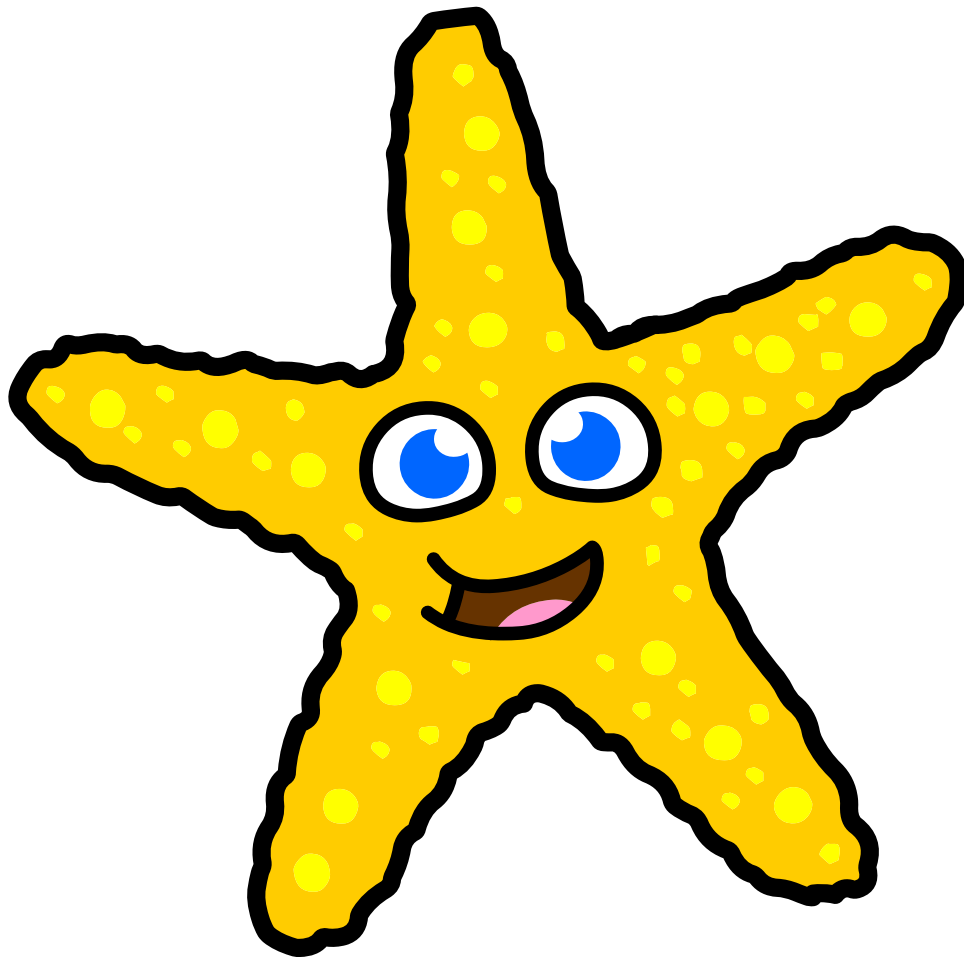


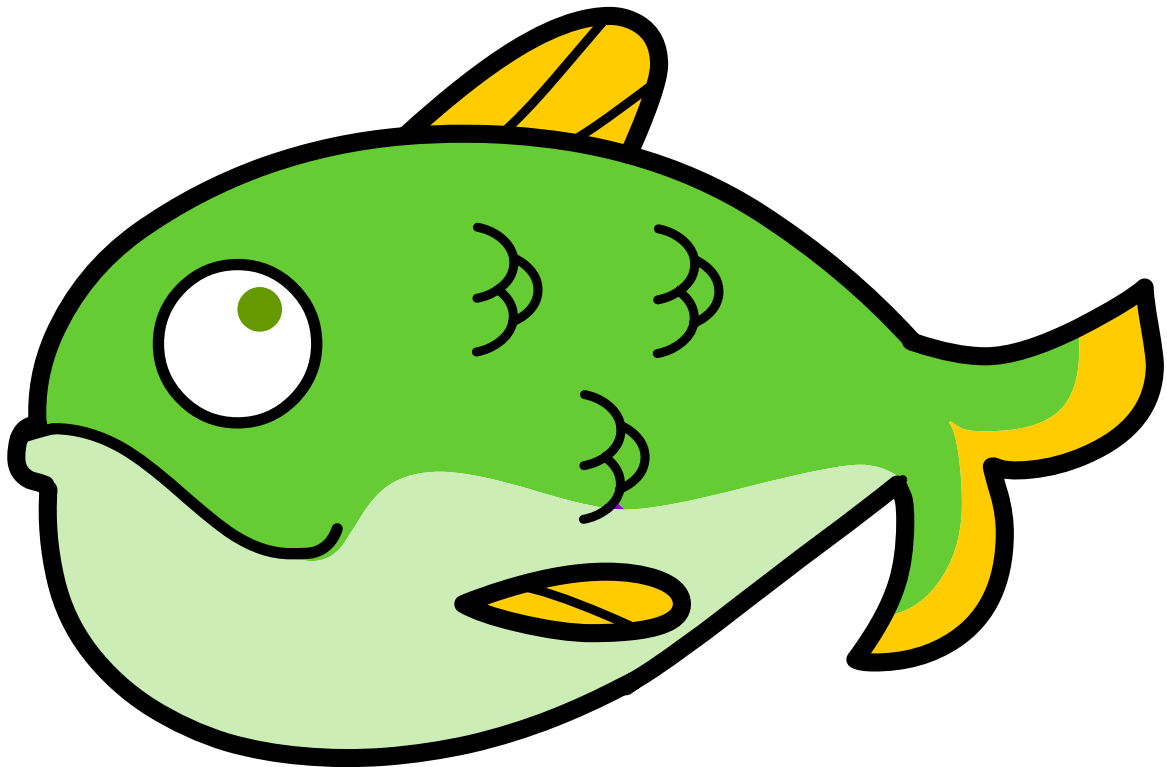
What you will need:

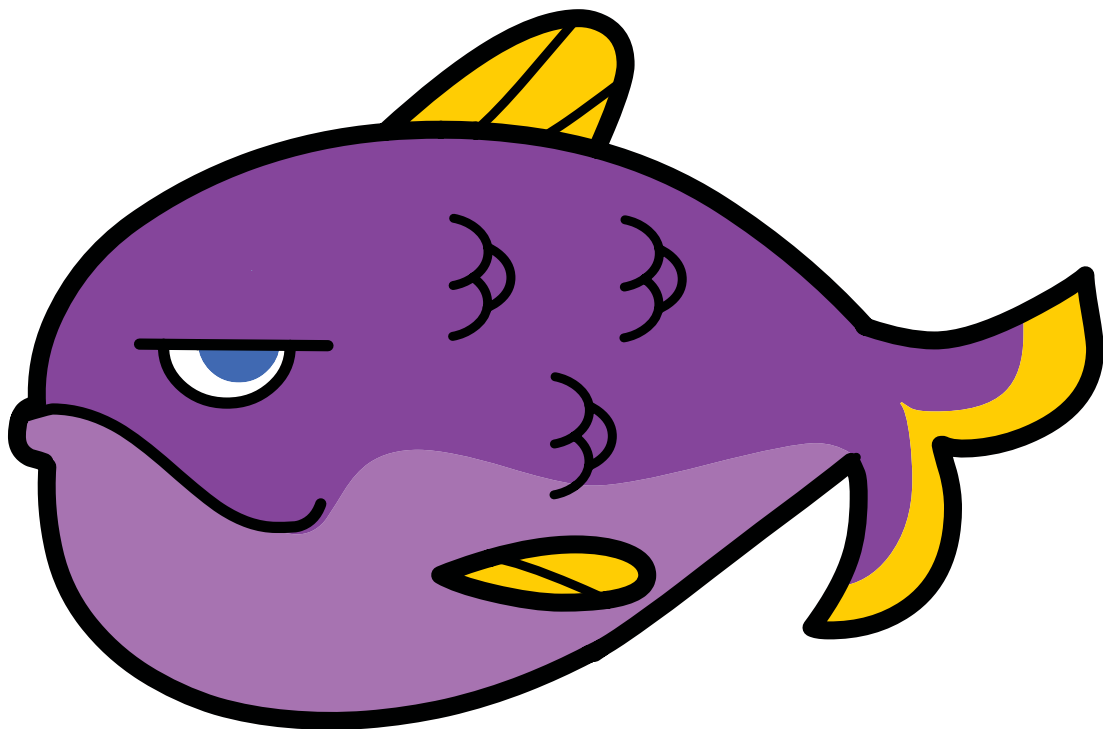
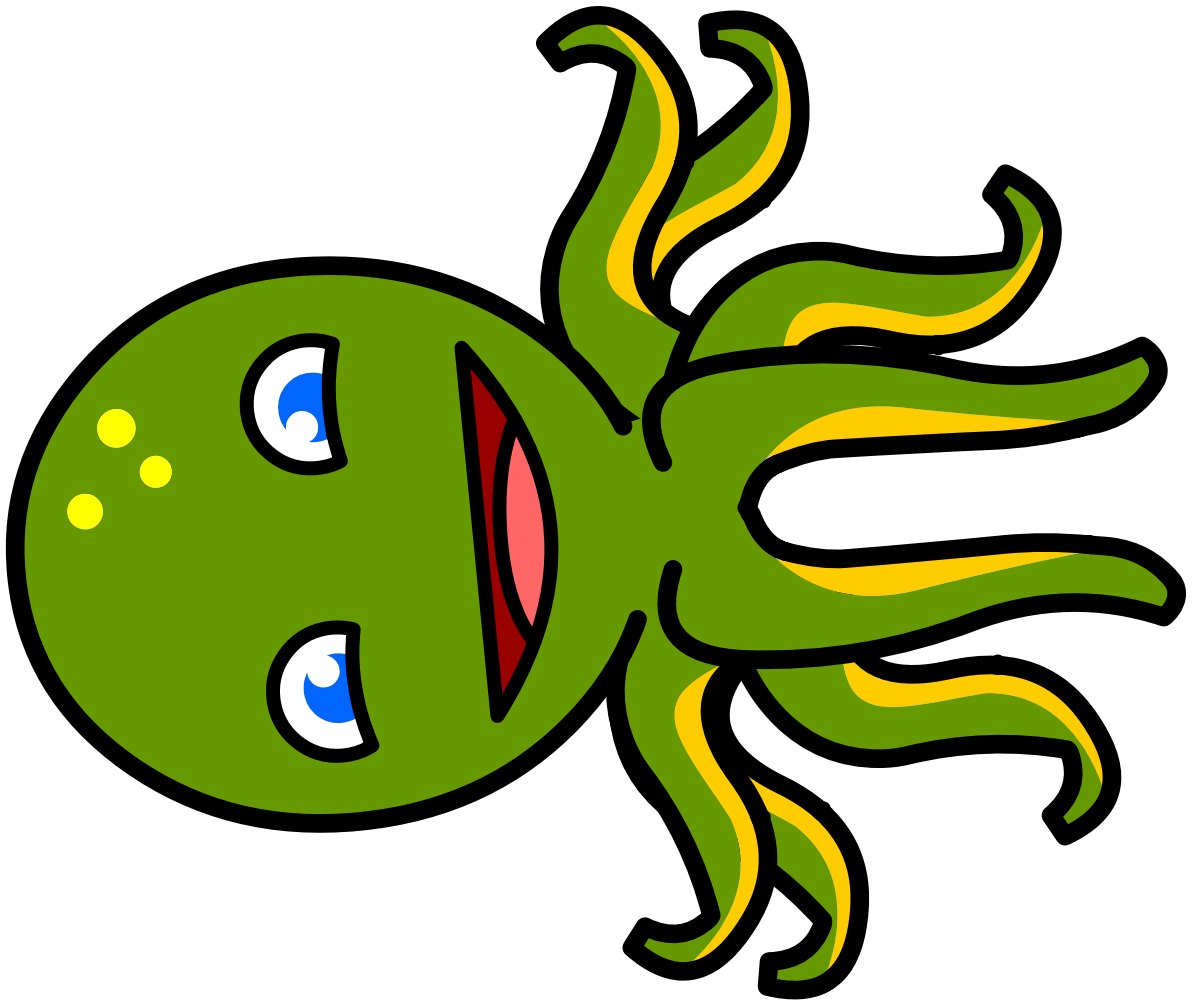
- Print out our fish, octopus, and other sea creatures from this pack.
- Place them on a smooth table, floor, or large tray.
- Use a handheld fan, switch adapted fan, folded paper fan or just a piece of card to move the creatures across the surface.
- Print out our “Ready, Steady, go” strip and use it to start each race building up the excitement.
- Print the chequerboard finish lines and place it at the end of the race area, it’s great visual target for everyone to aim for. Don’t forget to fix it down (tape, or small weights).
- **Optional:** Use a bubble machine or bubbles as a reward.

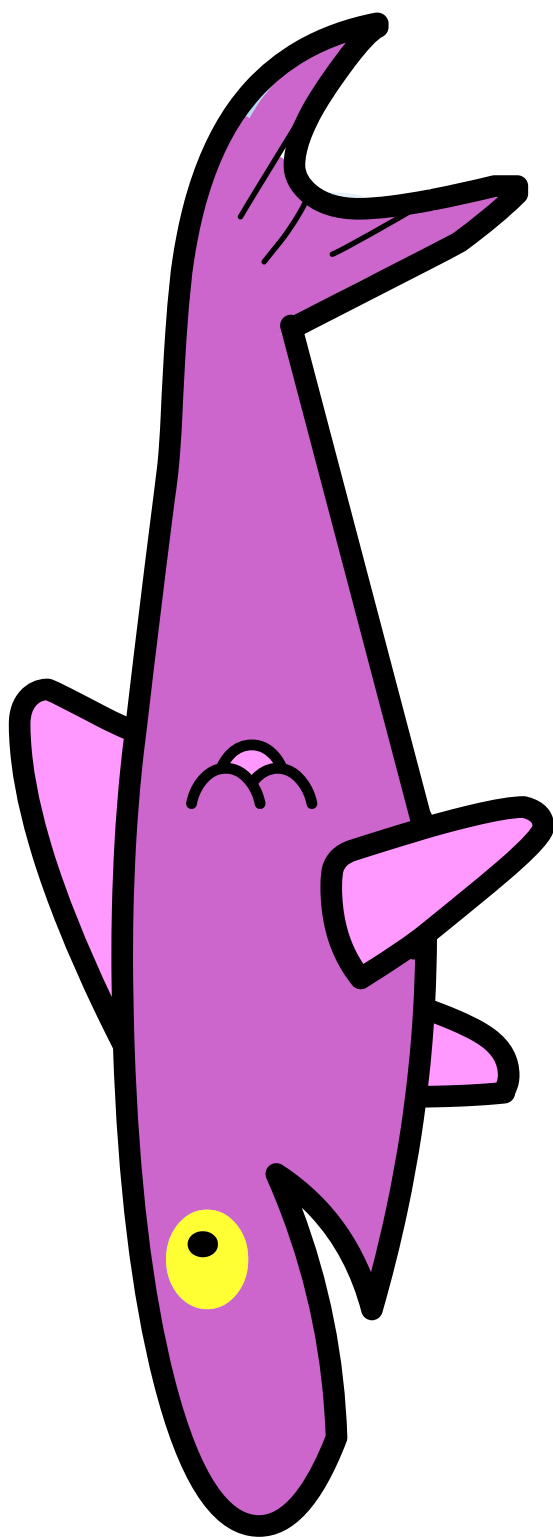
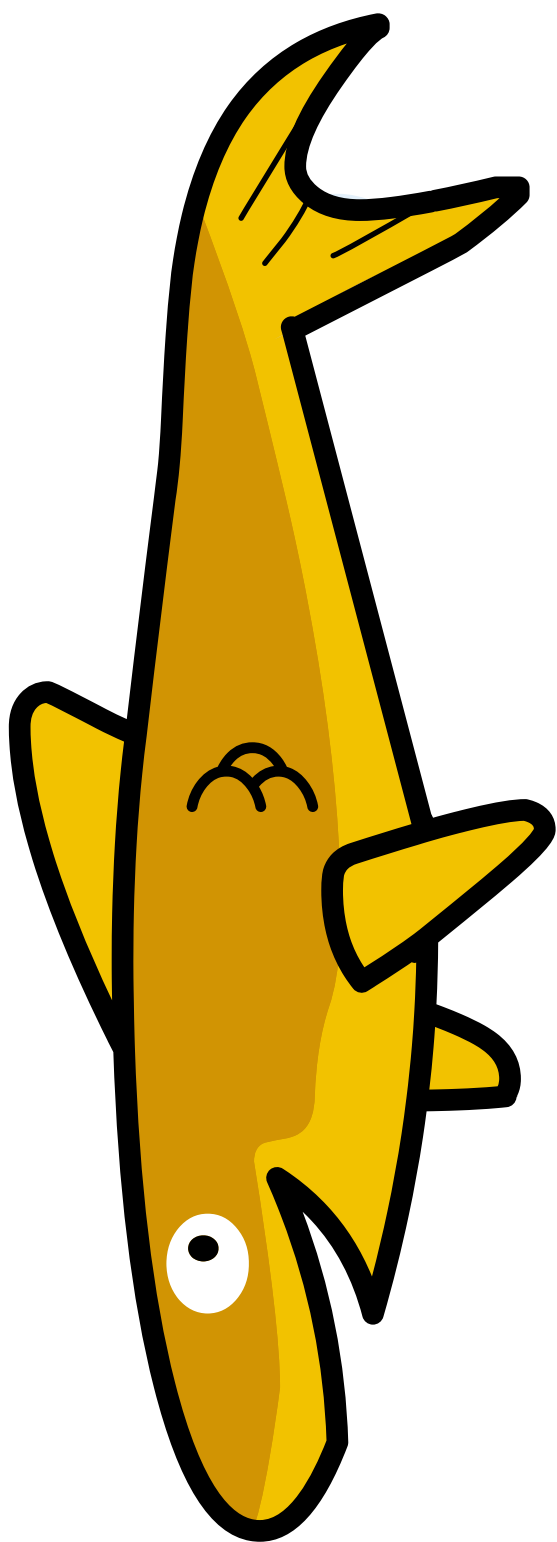
How to Play:

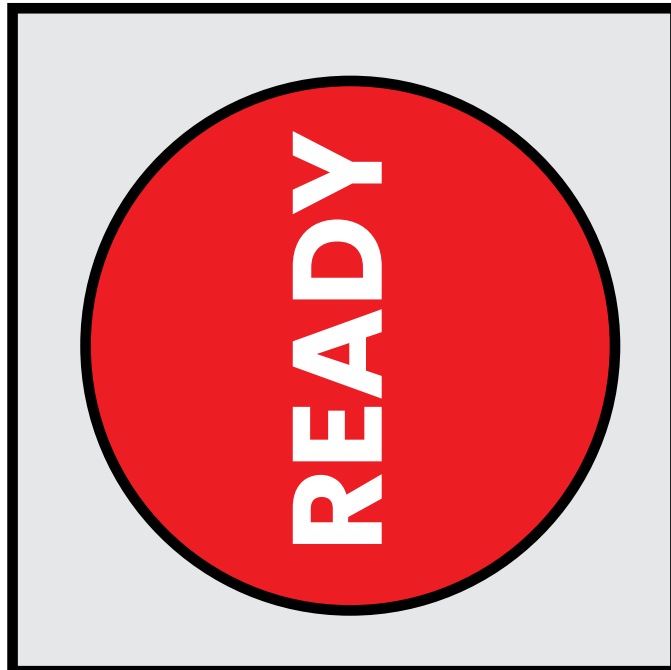
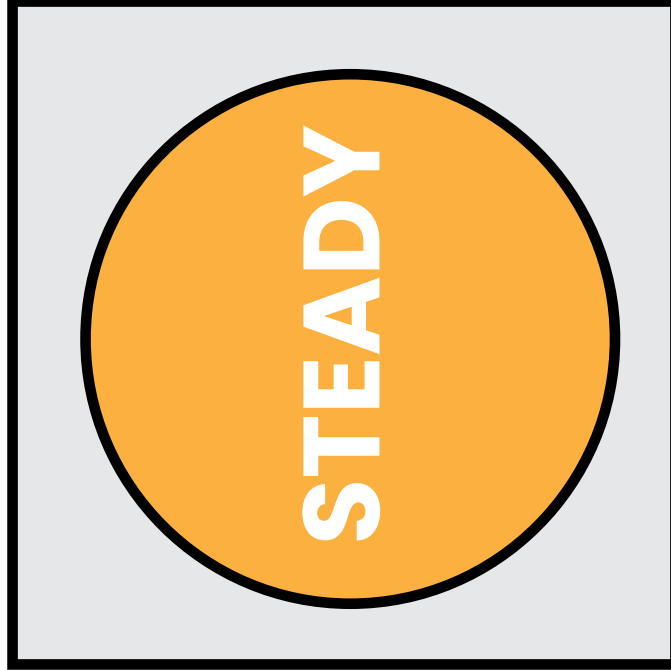
1. Encourage your child to choose one of the sea creatures.
2. Point and vocalise the “ready, steady, go.”
3. Use the fan or flap the paper fan to move the fish along.
4. First one to reach the finish line wins.
5. Blow bubbles as a celebration for the winner or if available your child could activate the bubbles using a switch adapted bubble machine.

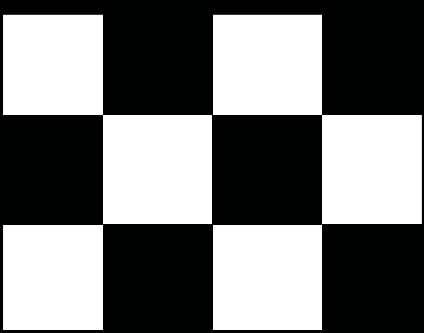




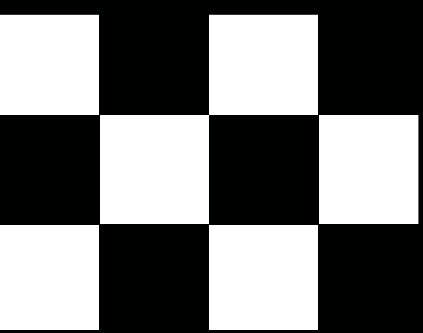
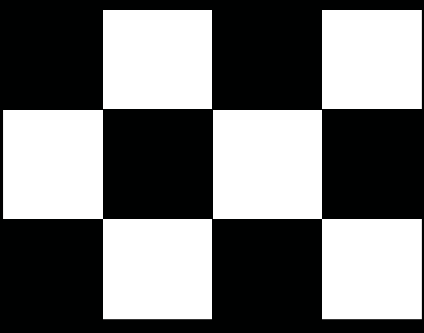




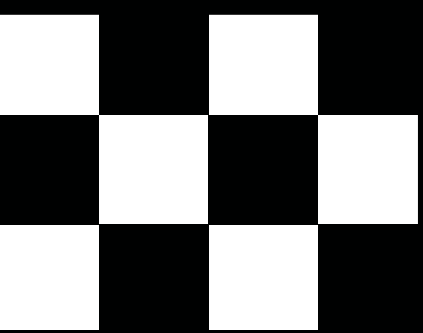
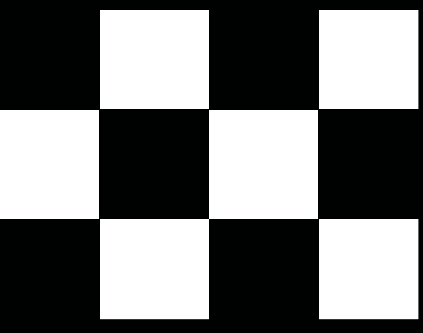




FINISH



FINISH



FINISH

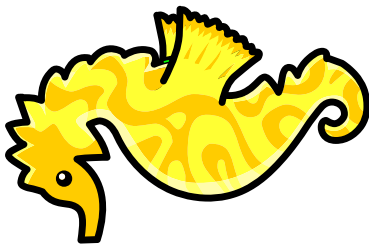


Match the Sea Creatures.

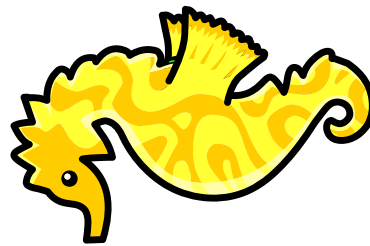


- Print and cut out our set of sea creatures.
- Spread them out face down.
- Can you find the matching pair.
- You could also play the card game "Snap!"

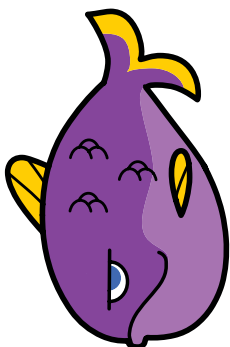
Games
&
Activities



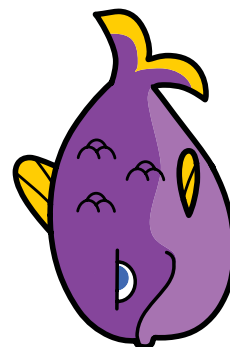
Games
&
Activities



Games
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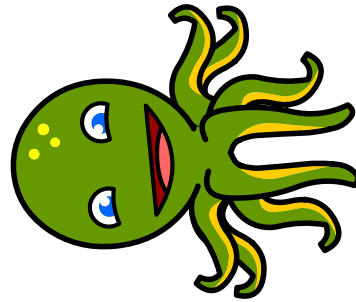
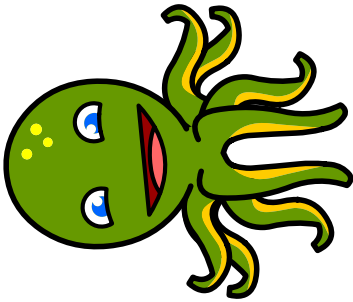


Games
&
Activities



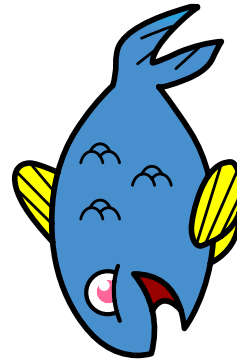
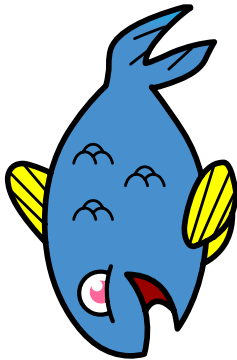
Games
&
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Activities



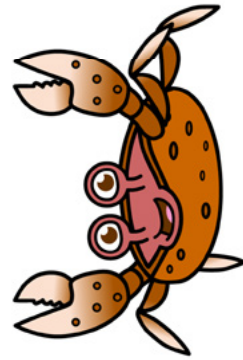
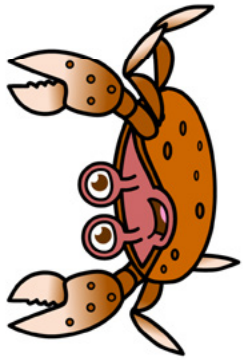
Games
&
Activities

Games
&
Activities



Games
&
Activities

Games
&
Activities



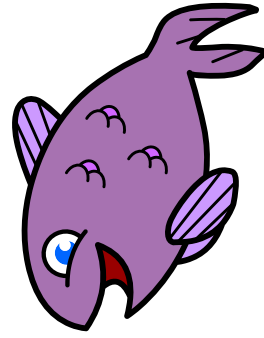
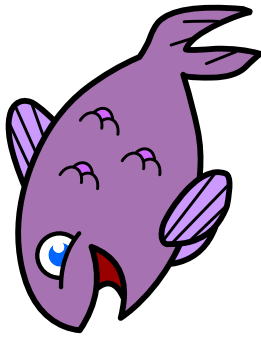
Games
&
Activities

Games
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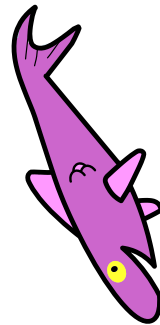
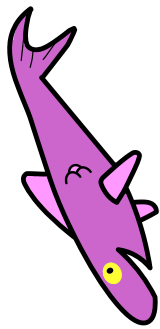
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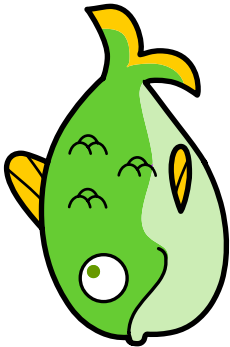


Games
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Activities

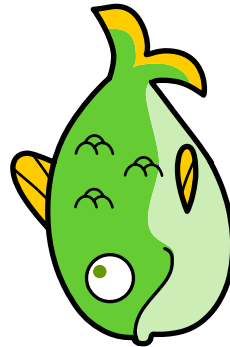
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&
Activities



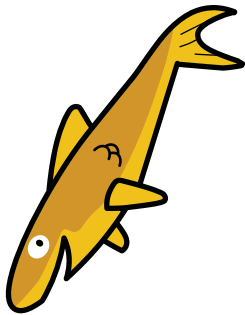
Games
&
Activities



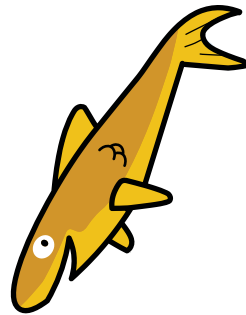
Games
&
Activities



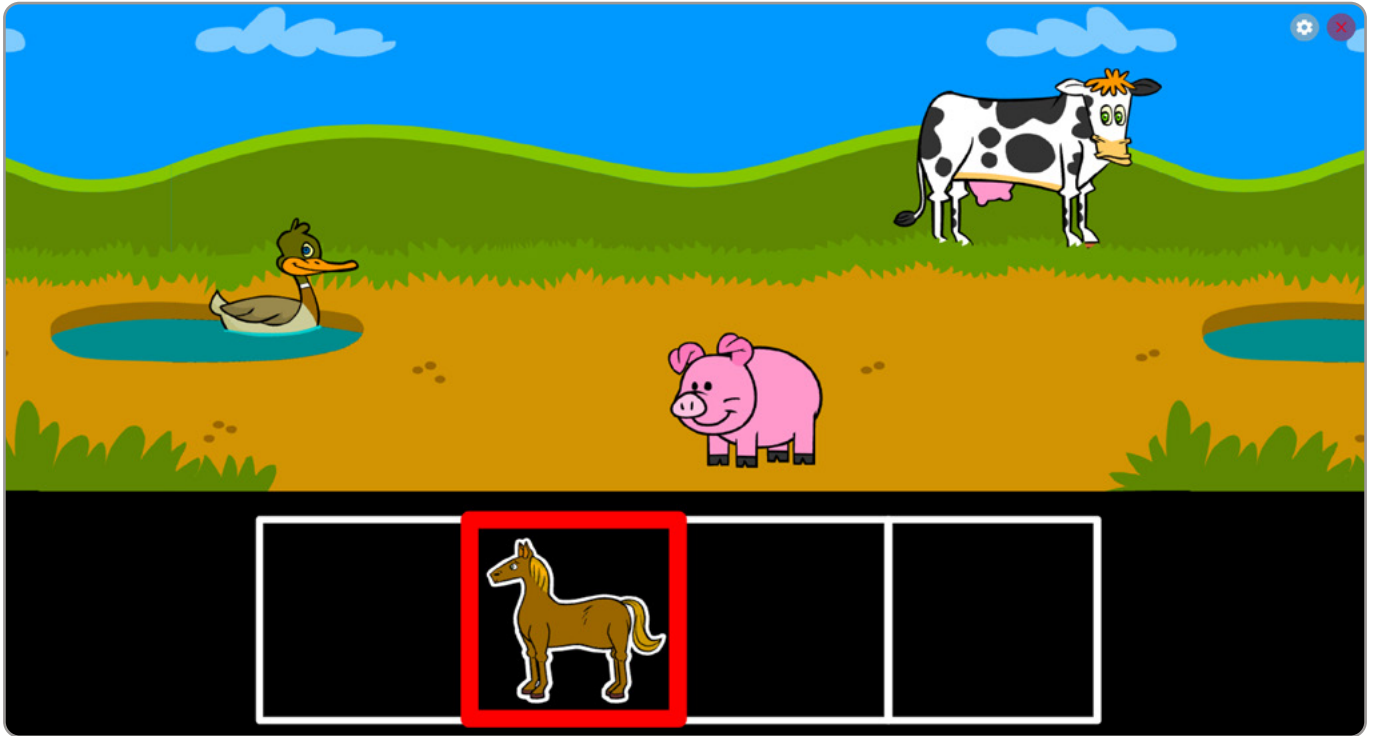
Games
&
Activities



Games
&
Activities



Create a Scene: Farm Yard Activity.



Inspired by HelpKidzLearn [Create a Scene: Farm Yard](#).

Let's build a paper farm together! Using our printable farm background and a set of cut-out animals, learners can create their very own farmyard, just like in the interactive version of Create a Scene: Farmyard. We've included a communication board to support your learner's communication. You can also support them by naming and pointing to the symbols at the same time as you play together, this is a great way to model language and encourage choice.

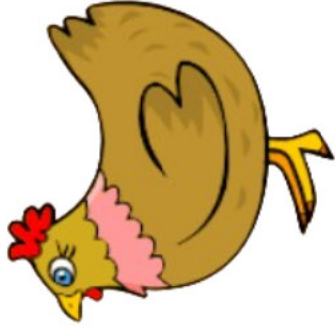
The board includes useful words such as:

I want, Finish, Pig, Cow, Hen, Sheep, Goat, and Dog.

What you will need:

- Printable farm background scene (included).
- Printable cut-out animals.
- Glue, Velcro or any reusable adhesive.
- Our farm-themed communication board to help your child make choices and join in the fun.

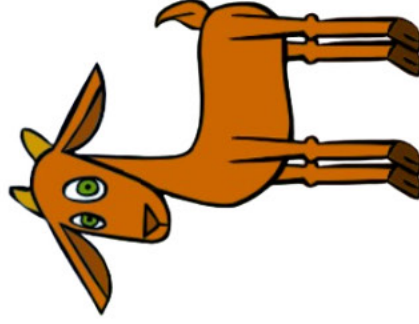
A lovely way to build communication, imagination, and play—all from your kitchen table.



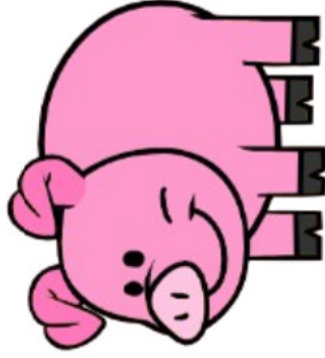
hen



cow



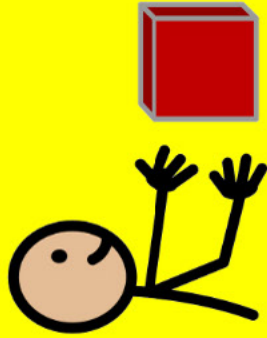
goat



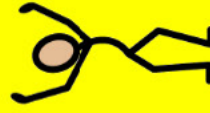
pig



sheep

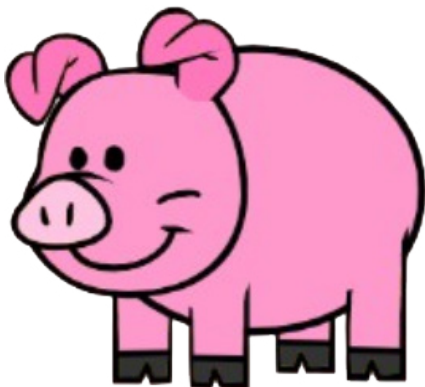
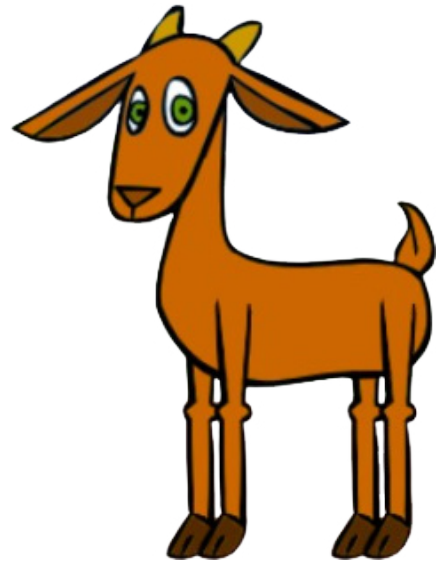
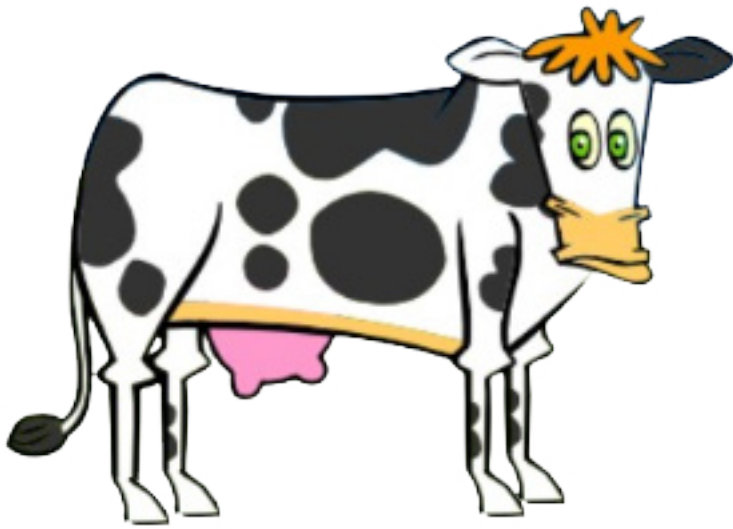


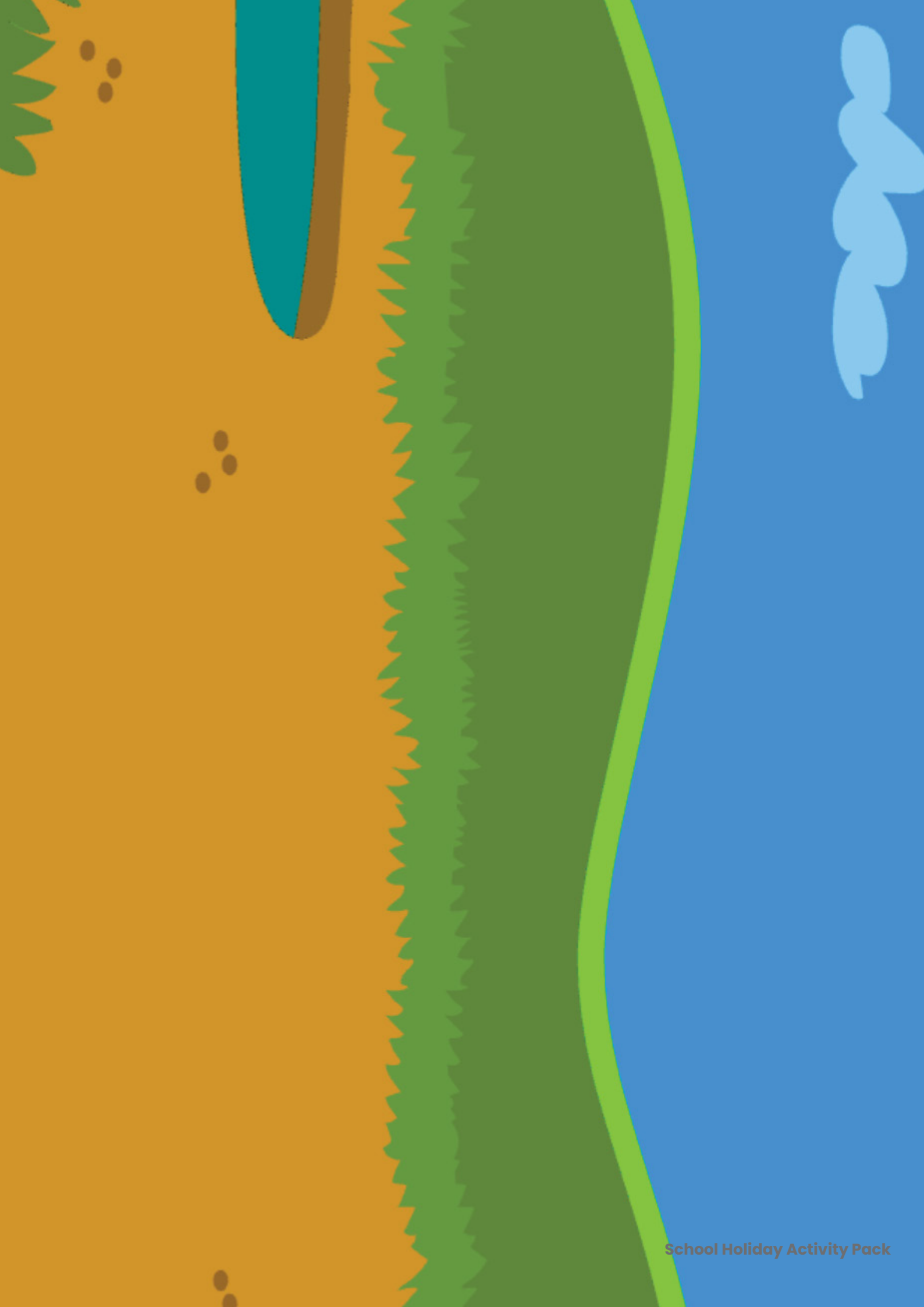
I want



FINISH

finish





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



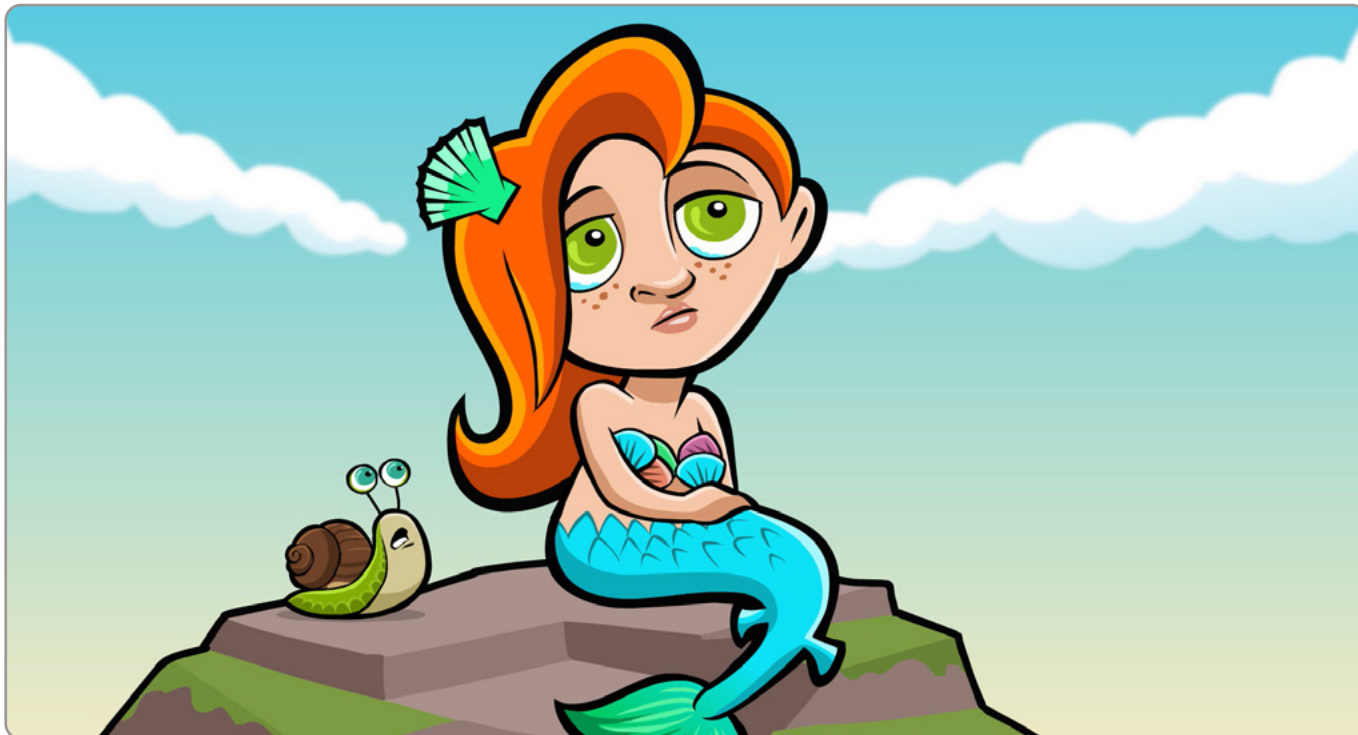
Inclusive Stories



Themed Activities

www.helpkidzlearn.com/inclusive-stories

Millie the Mermaid Who Couldn't Swim.




Millie is an anxious young mermaid who is terrified of water and the nasties within it! But when there is a calamitous catastrophe out to sea, can she overcome her fears to save the day? This story addresses SEMH and environmental issues and was inspired by real life heroine Grace Darling. Watch [Millie the Mermaid Who Couldn't Swim](#).

We've added 3 [Chooselt Maker activities](#) that work alongside Millie the Mermaid Who Couldn't Swim.


Millie Mermaids Comprehension.

Millie Mermaids Comprehension Page 1/1 Score 0/2 (50%) Time 0m/2s

What was the lady sitting on?



a deckchair

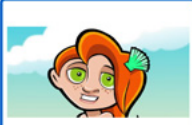


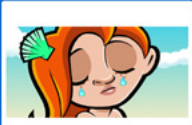
a rock

Millie Mermaids Emotional Quiz.

Millie Mermaids Emotional Quiz Page 1/1 Score 0/2 (50%) Time 0m/2s

Millie is happy!

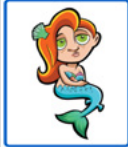





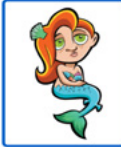
Millie Mermaids Odd One Out Saw.

Millie Mermaids Odd One Out Page 1/1 Score 0/2 (50%) Time 0m/2s

Which is different?





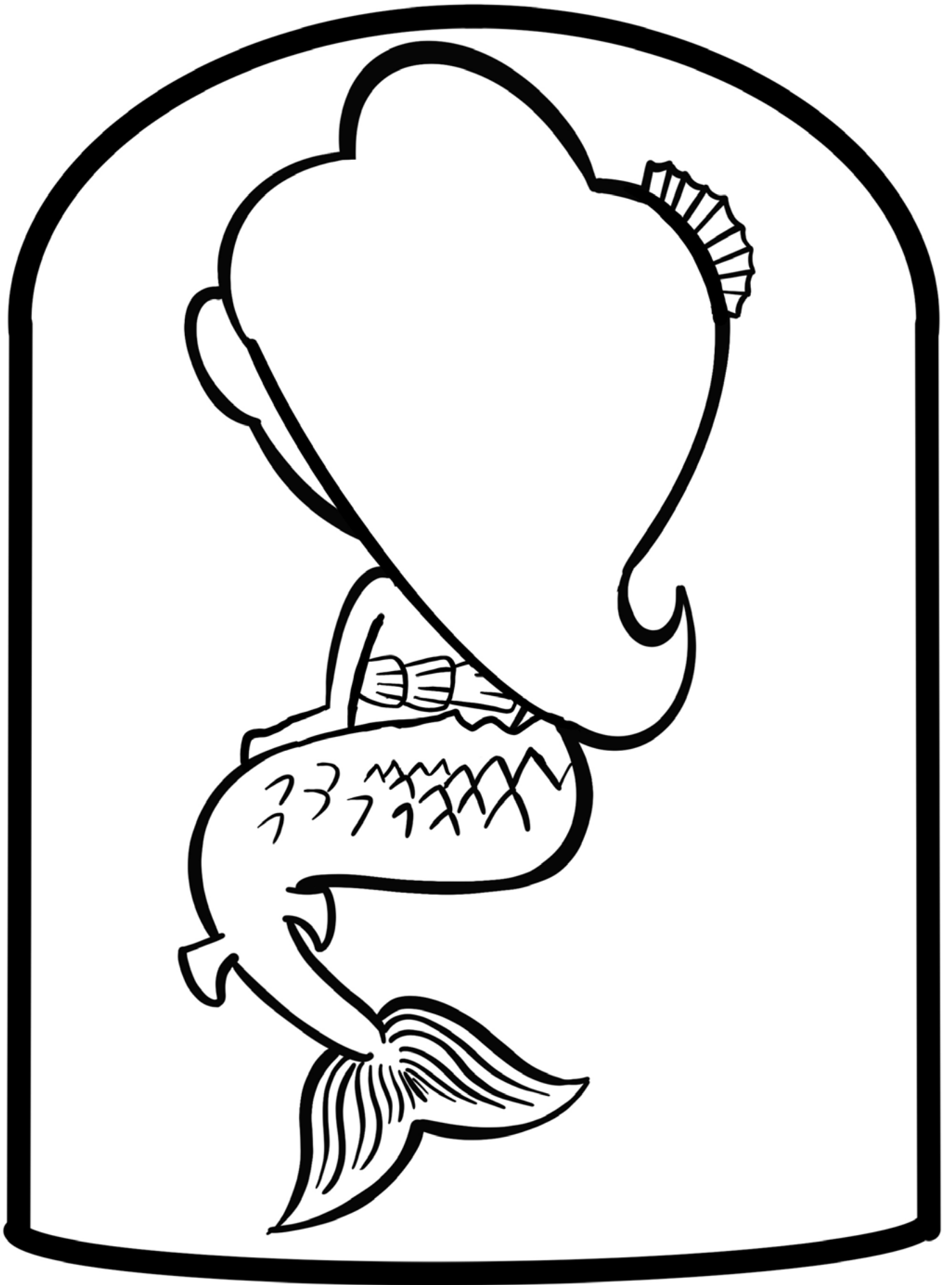


Printable Puppets.



We've created printable puppet templates so your learners can colour, decorate, and act out their own version of Millie's adventure.

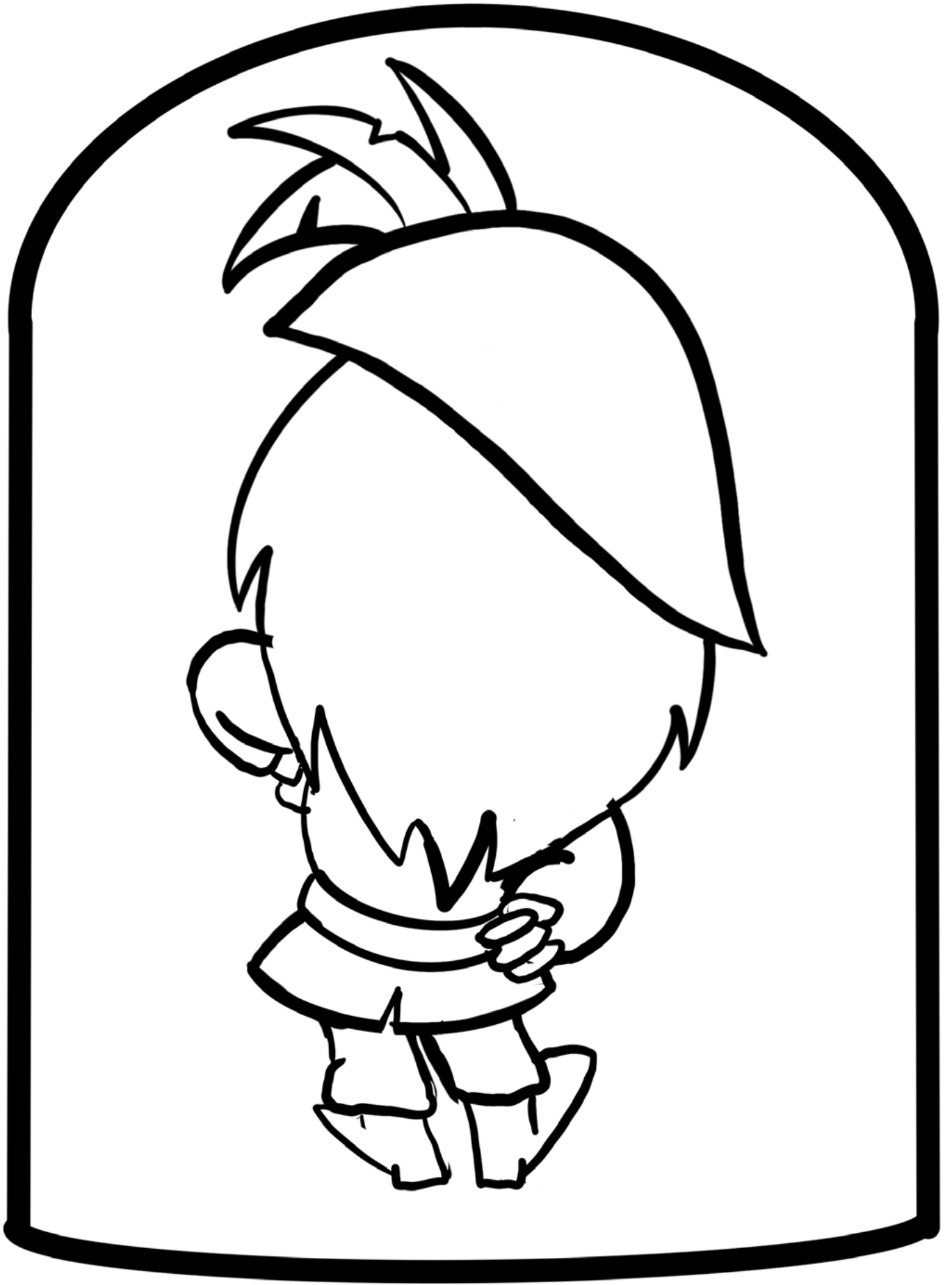


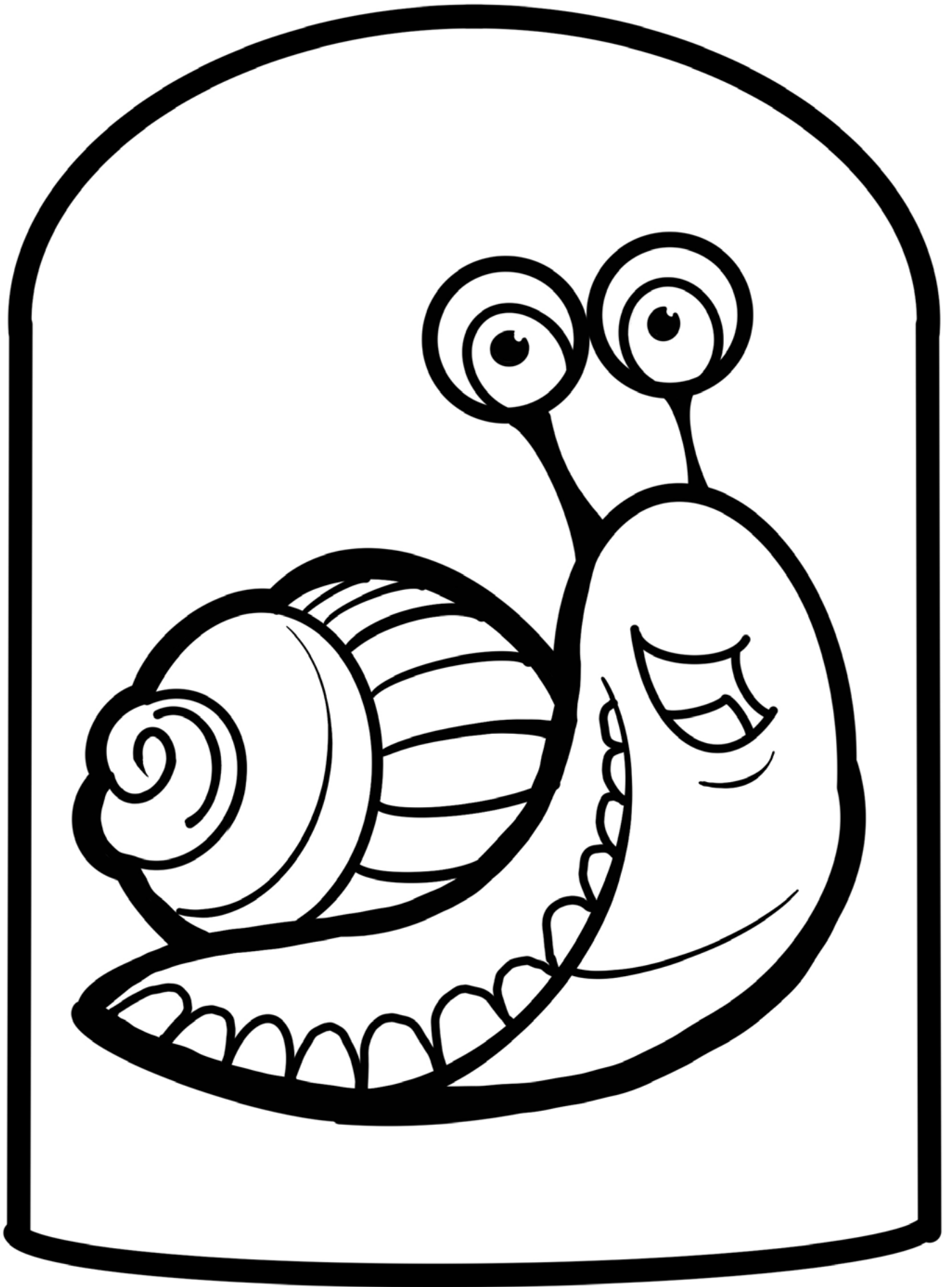


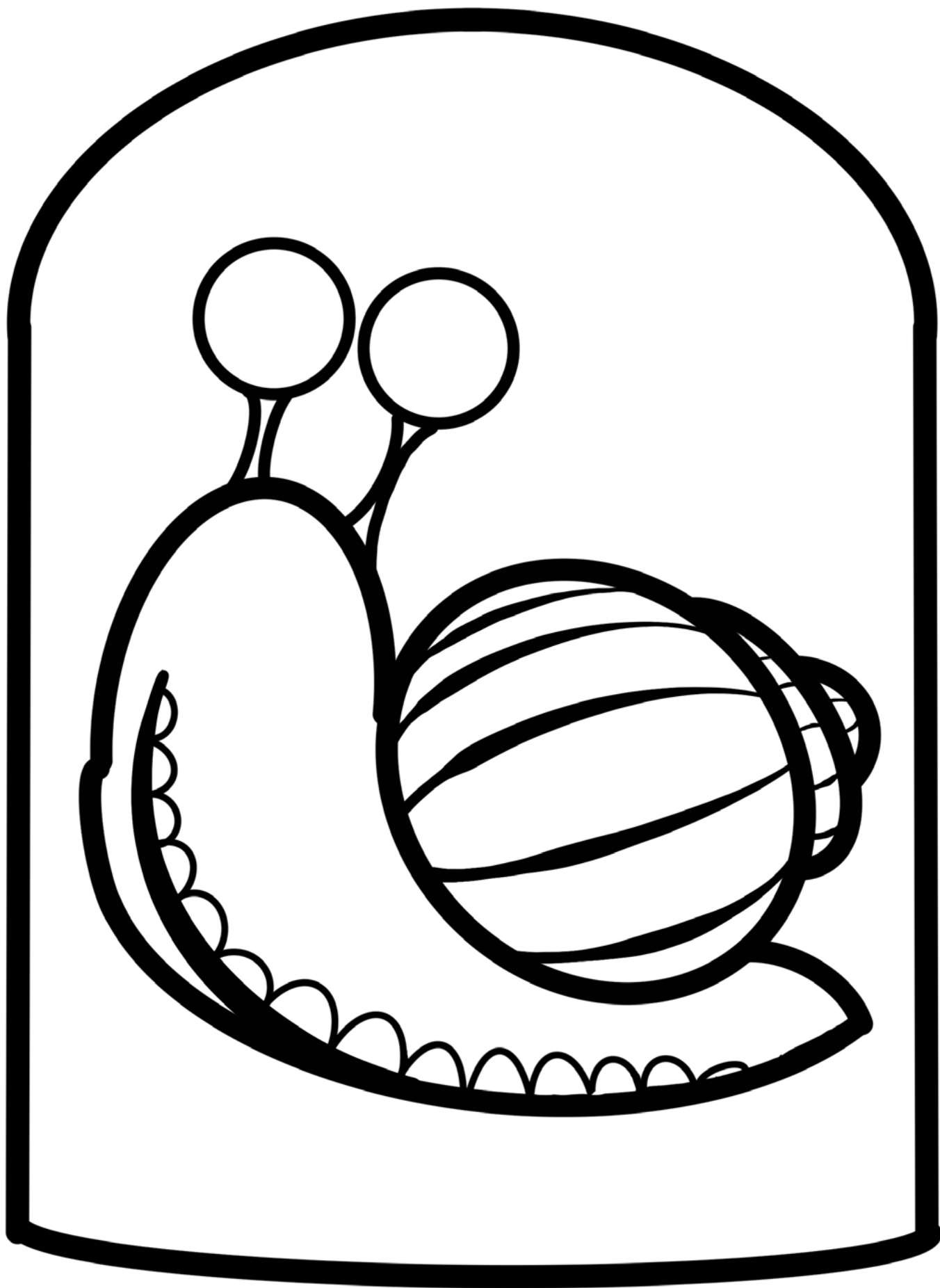
















Sheldon Snail's Sunbathing Session.



It's a lovely sunny day and Sheldon the not-so-speedy snail has decided he's going to the seaside! All he needs to do is pack his things and find his way there. What will he find when he finally arrives? This charming story looks at functional skills and time management. Watch [Sheldon Snail's Sunbathing Session](#).

We've added 2 [Chooselt Maker activities](#) that work alongside Sheldon Snails Sunbathing Session.

Sheldon Snails Comprehension.

Sheldon Snails Comprehension Page 1/2 Score: 0/2 (0%) Time: 0m/1s

What is the weather like?

Sunny

Rainy

Sheldon Snails Odd One Out.

Sheldon Snails Odd One Out Page 1/6 Score: 0/3 (0%) Time: 0m/1s

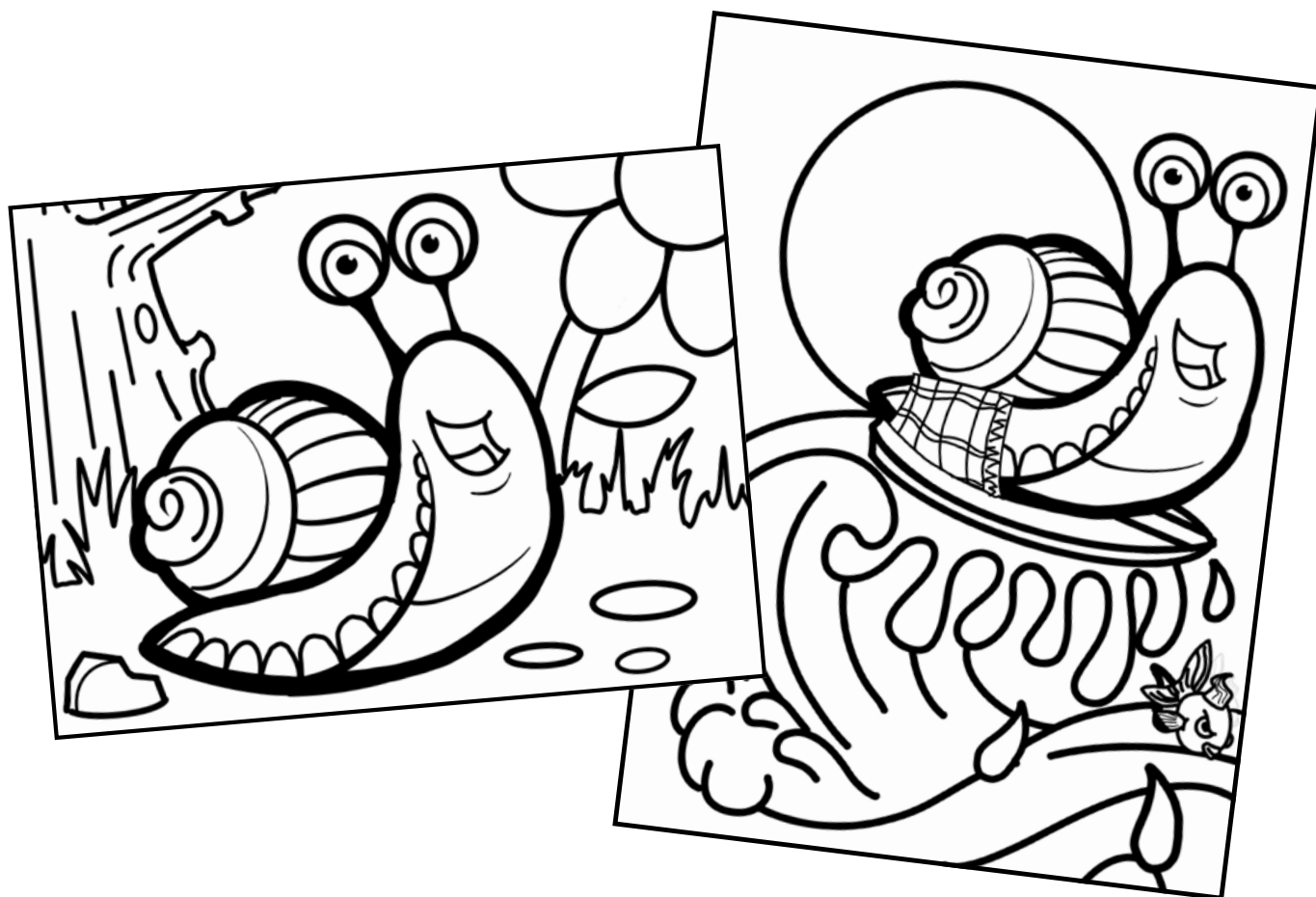
Which is different?

Billy Bunny

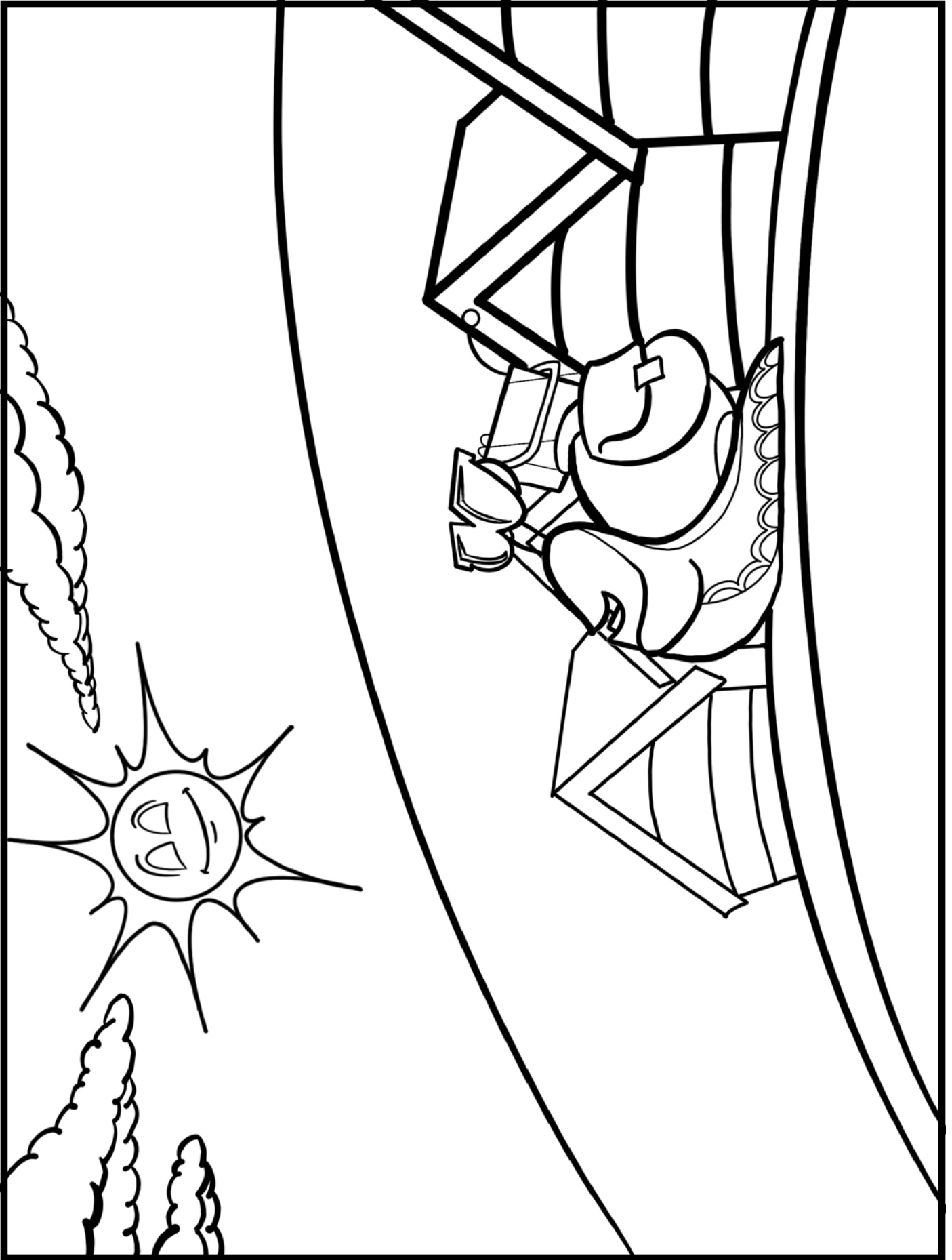
Billy Bunny

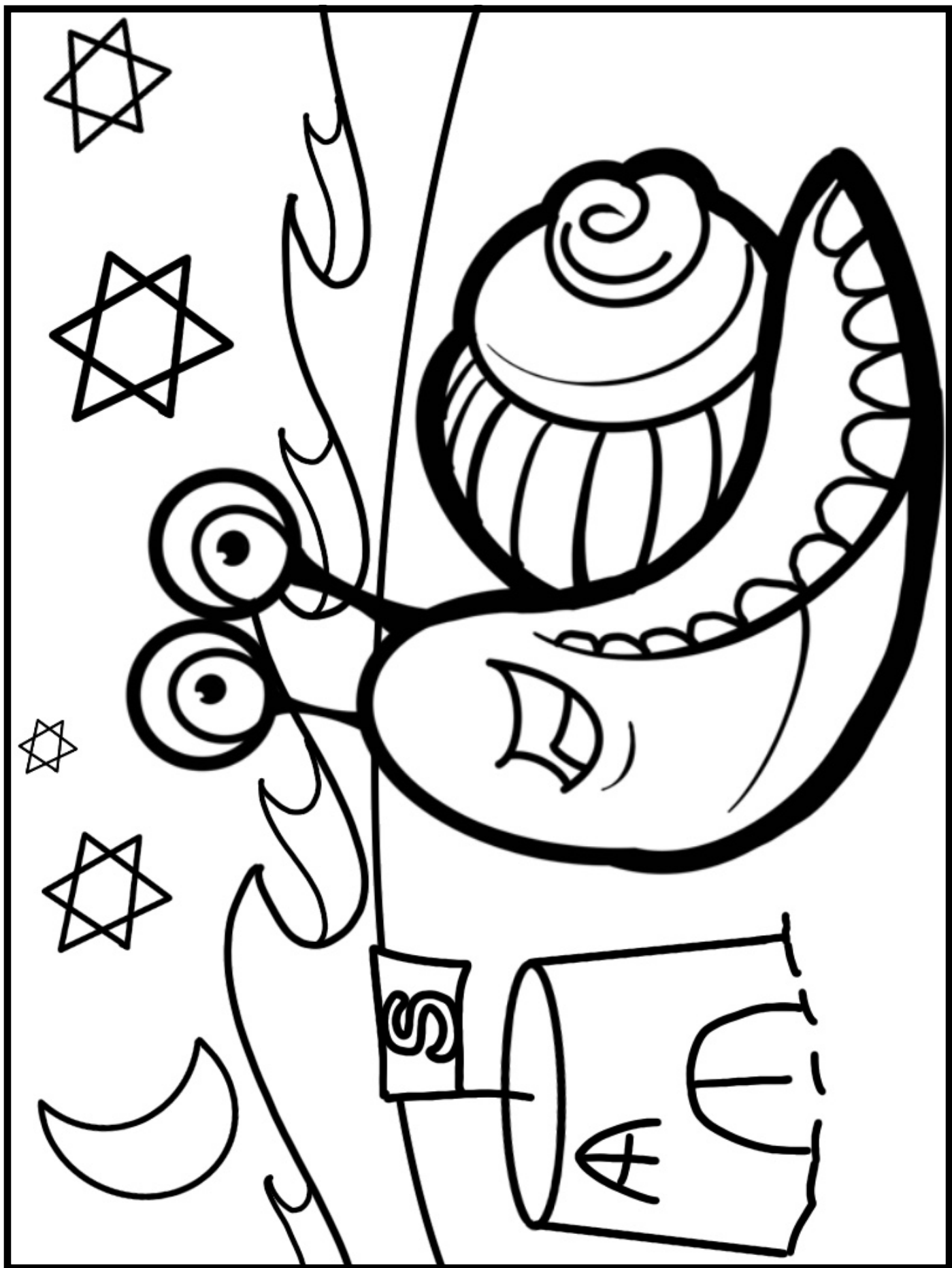
Sheldon Snail

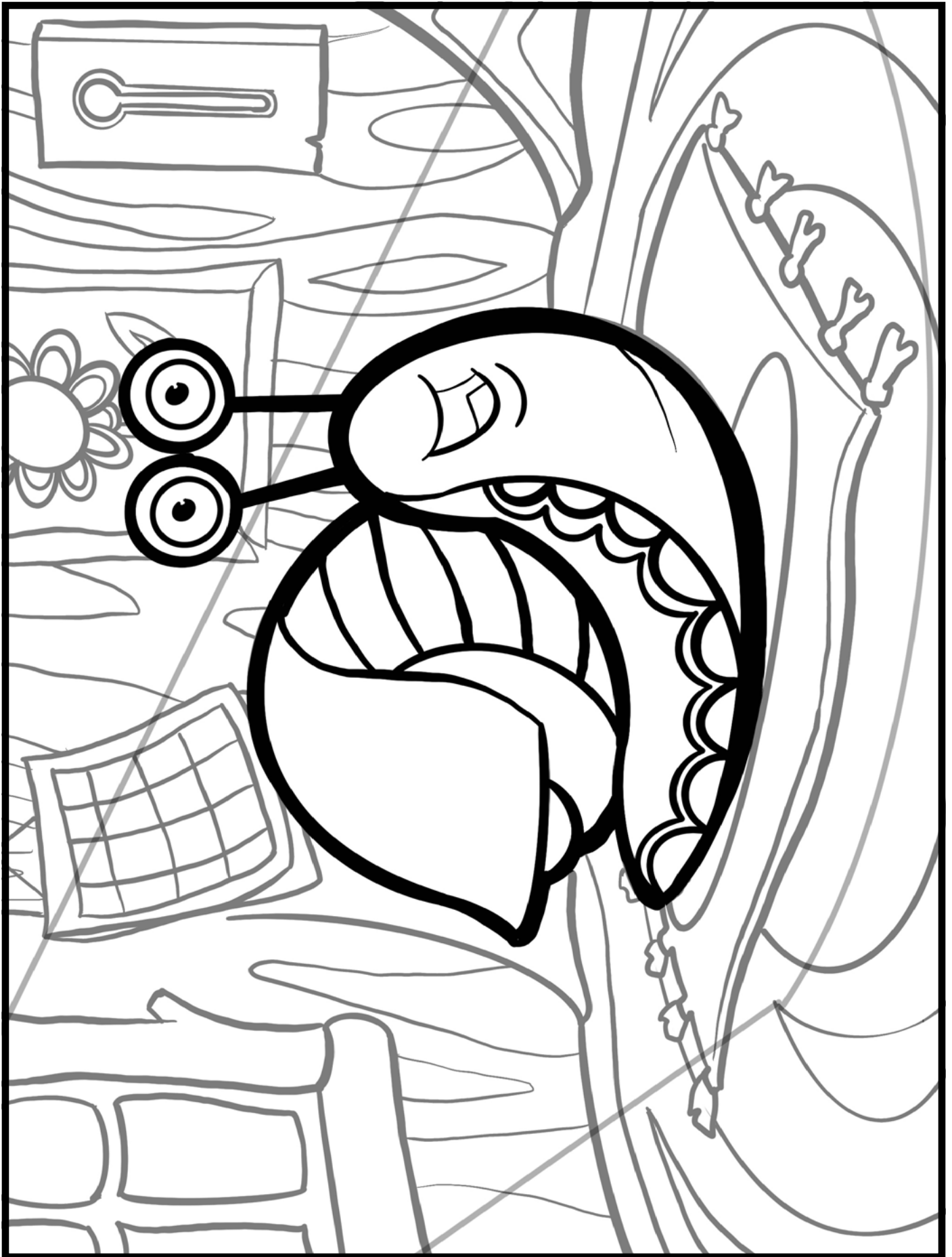
Printable Illustrations.

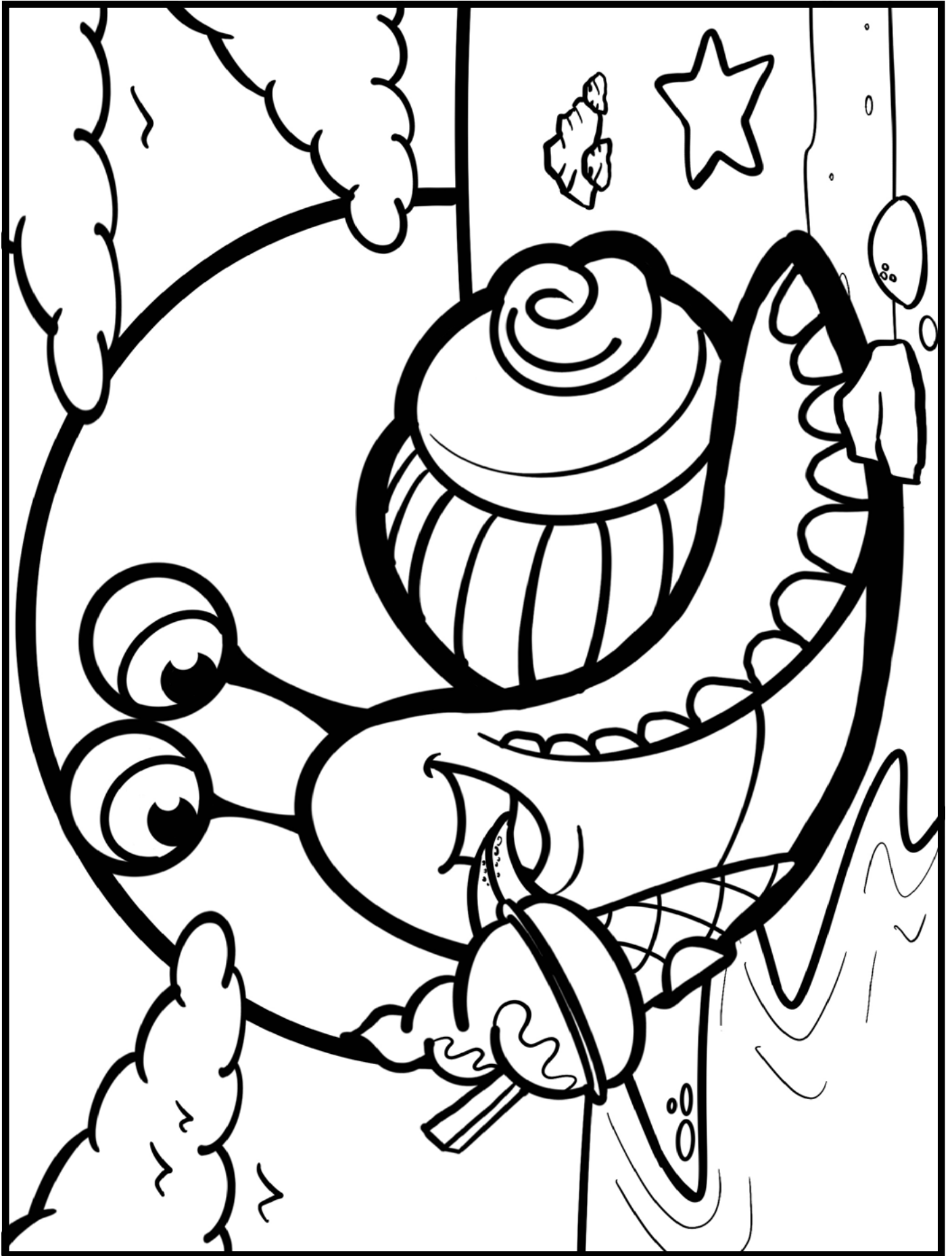


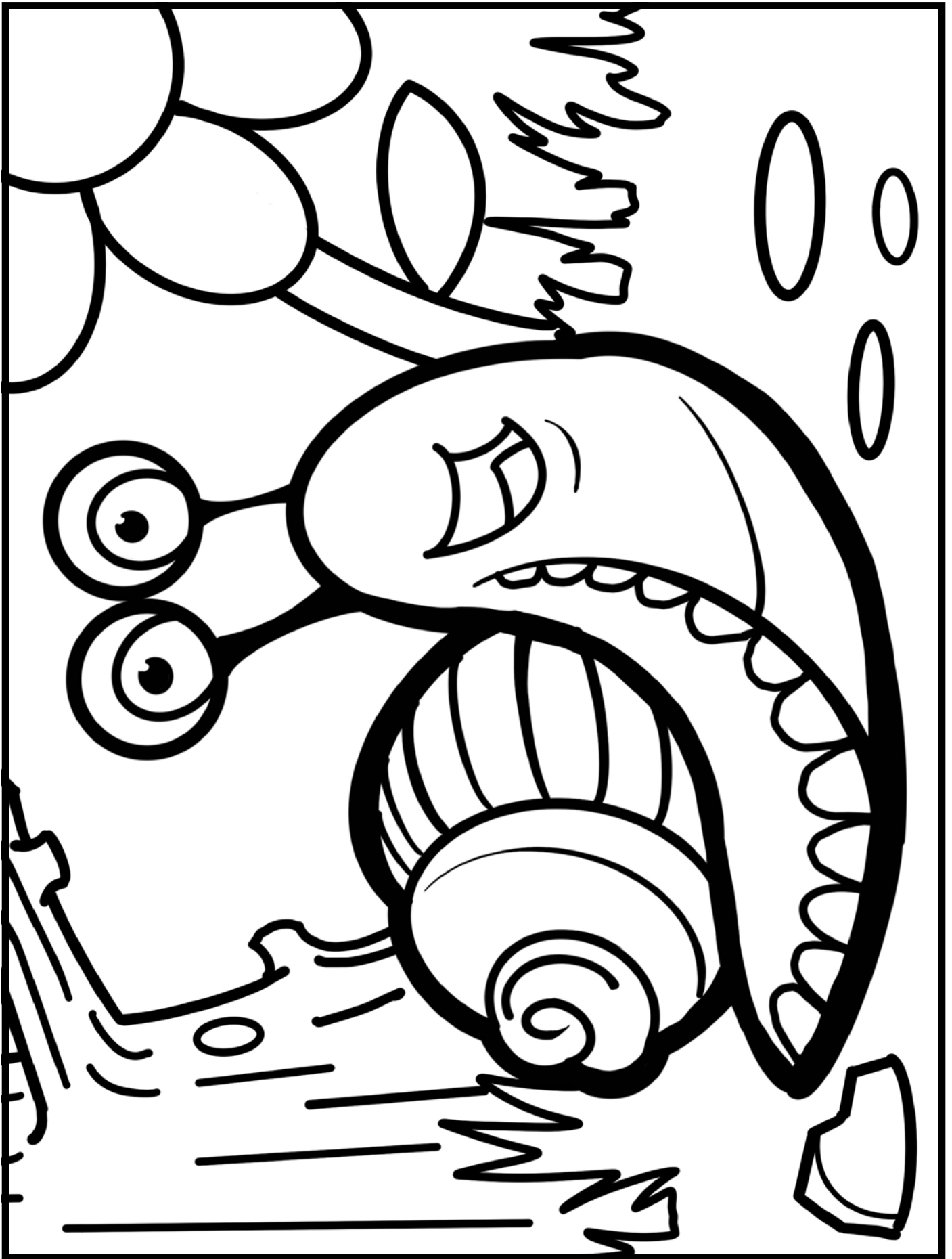
We've included a collection of the much-loved characters for your learners to colour, decorate - helping children engage with the story and character.

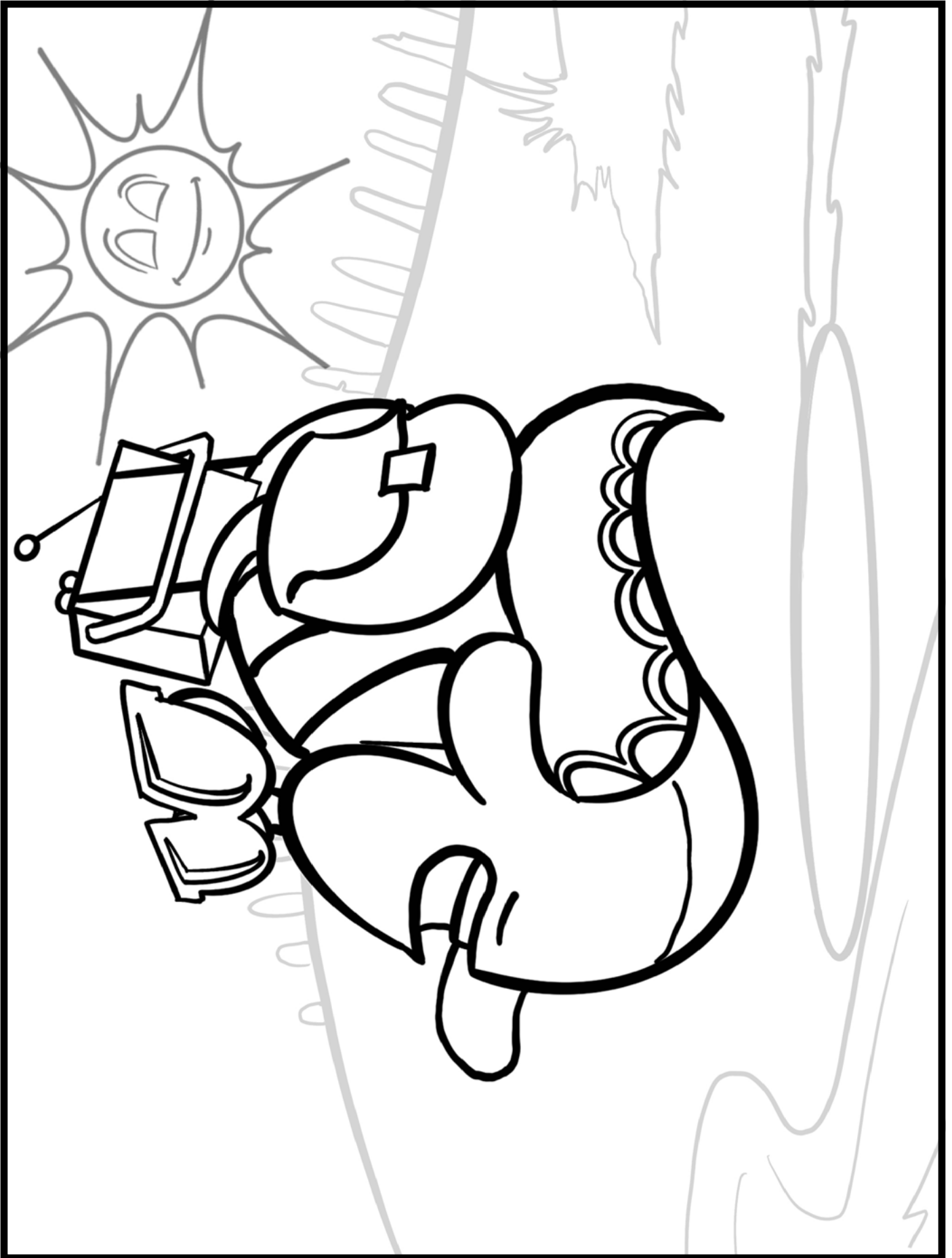


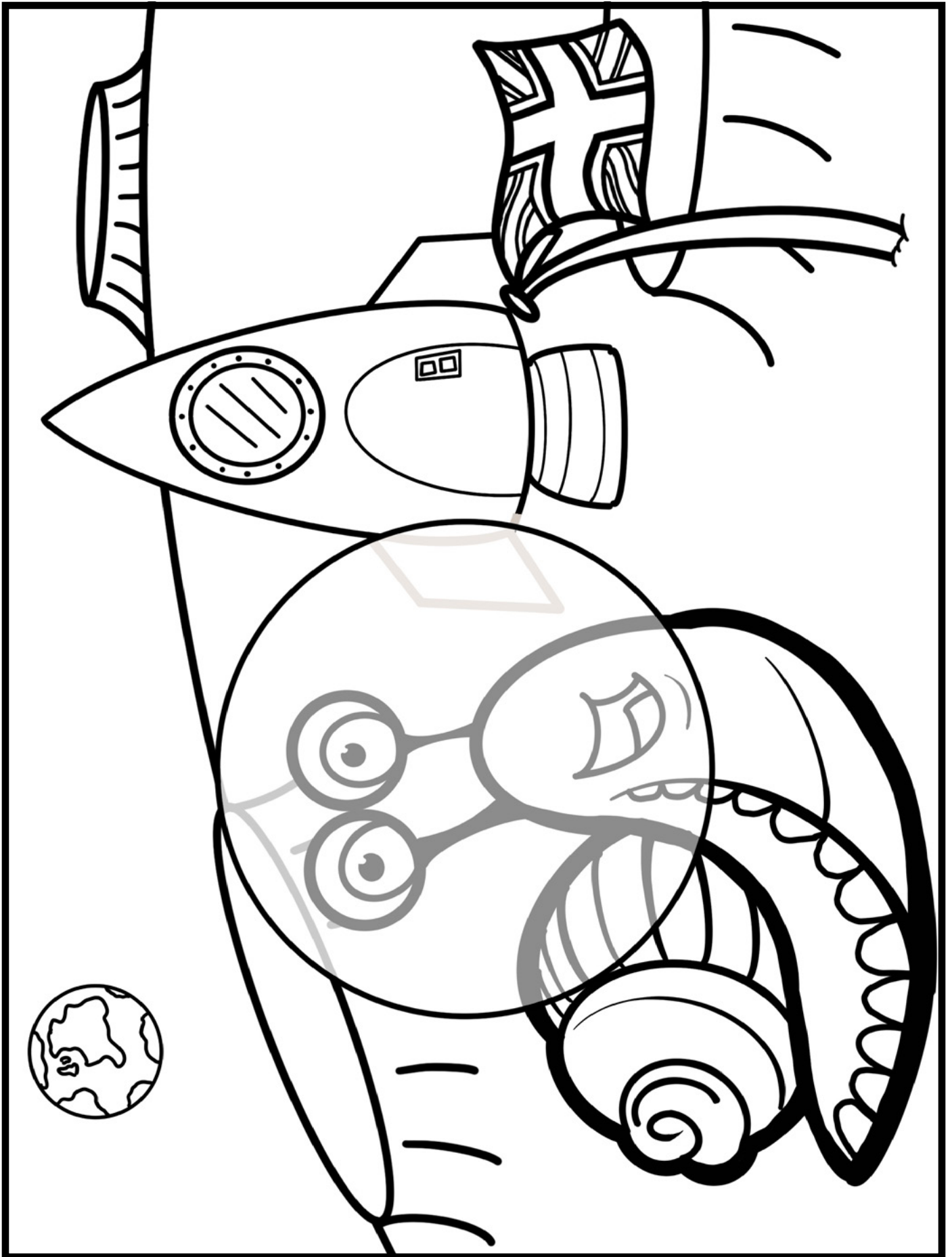


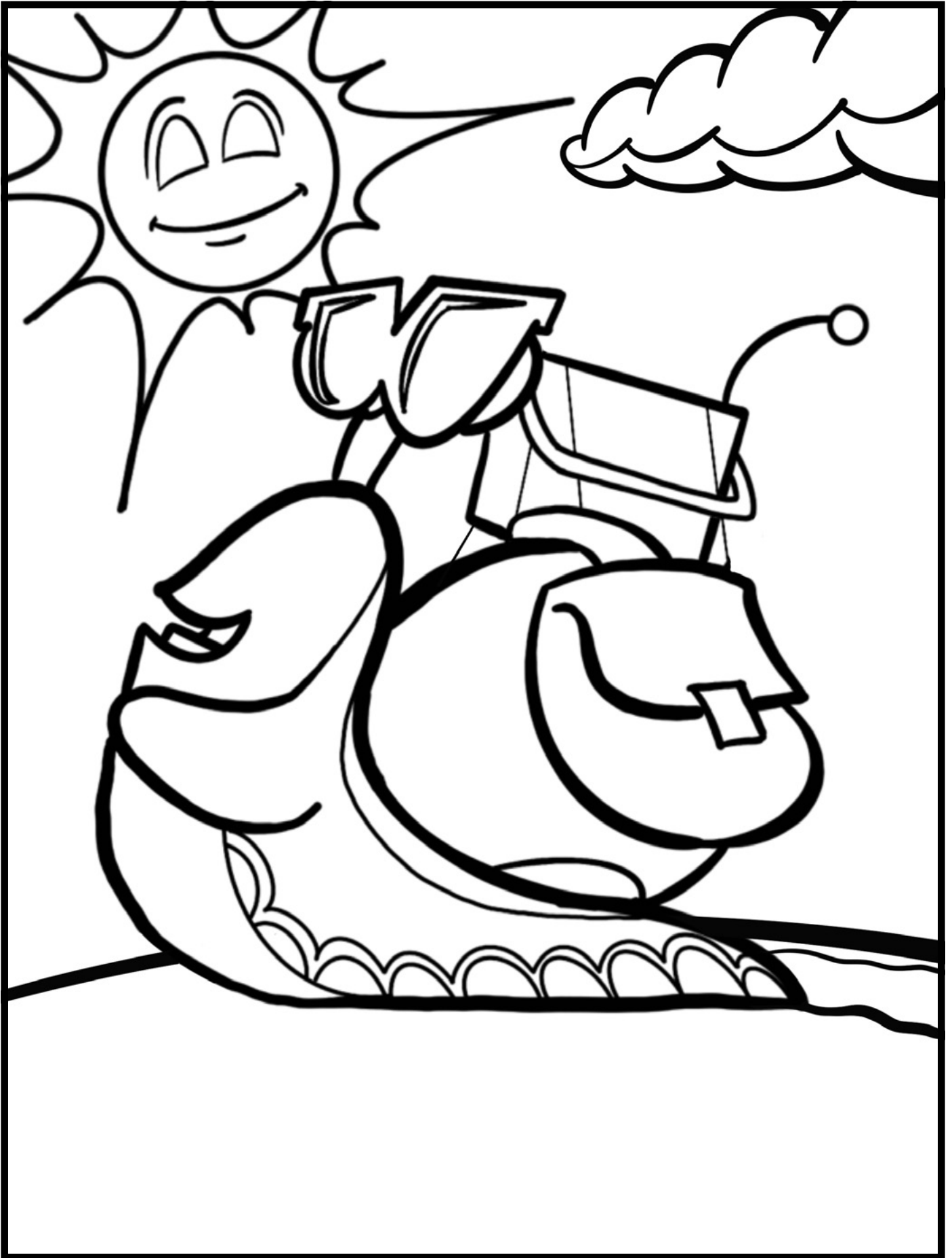


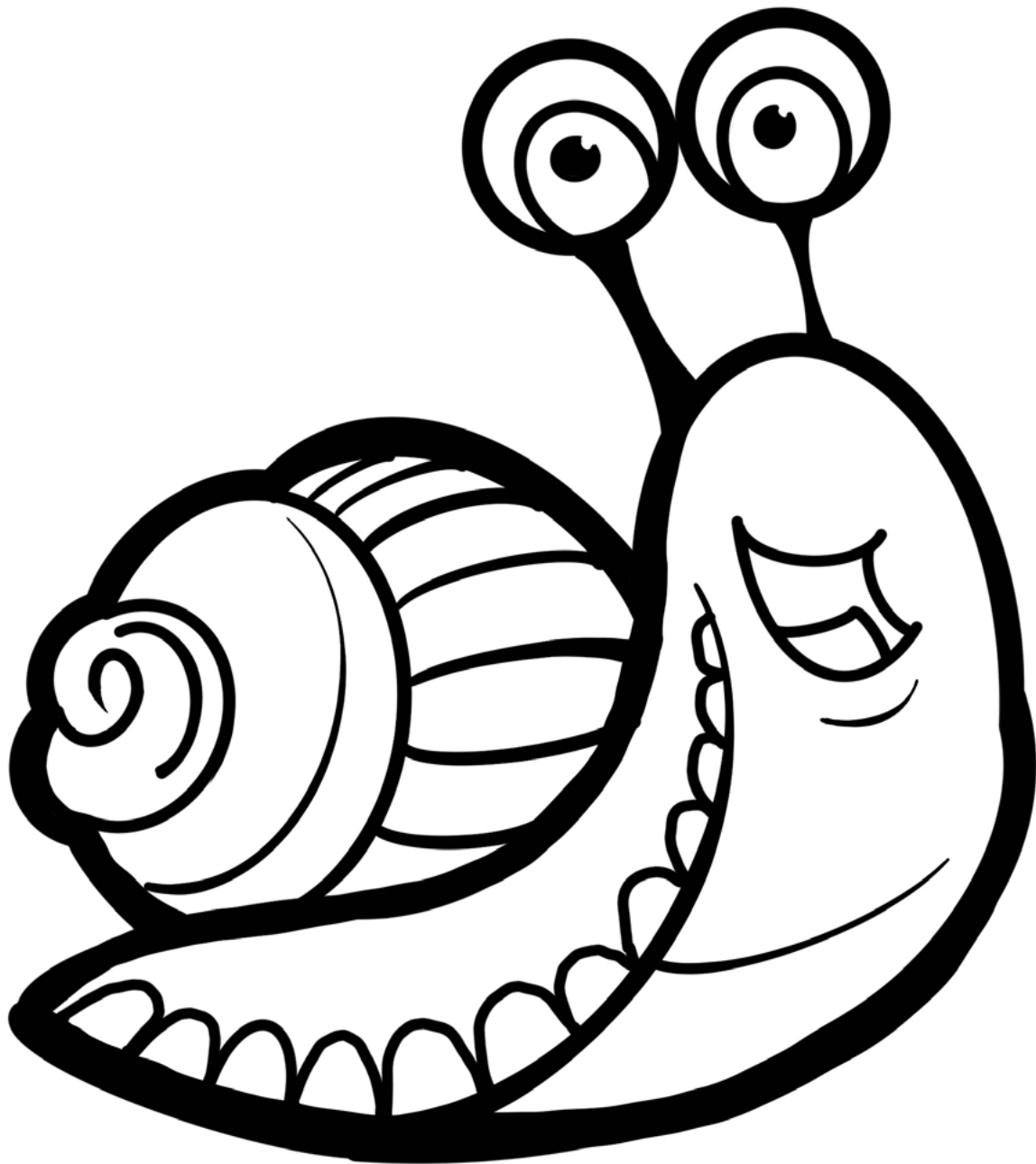


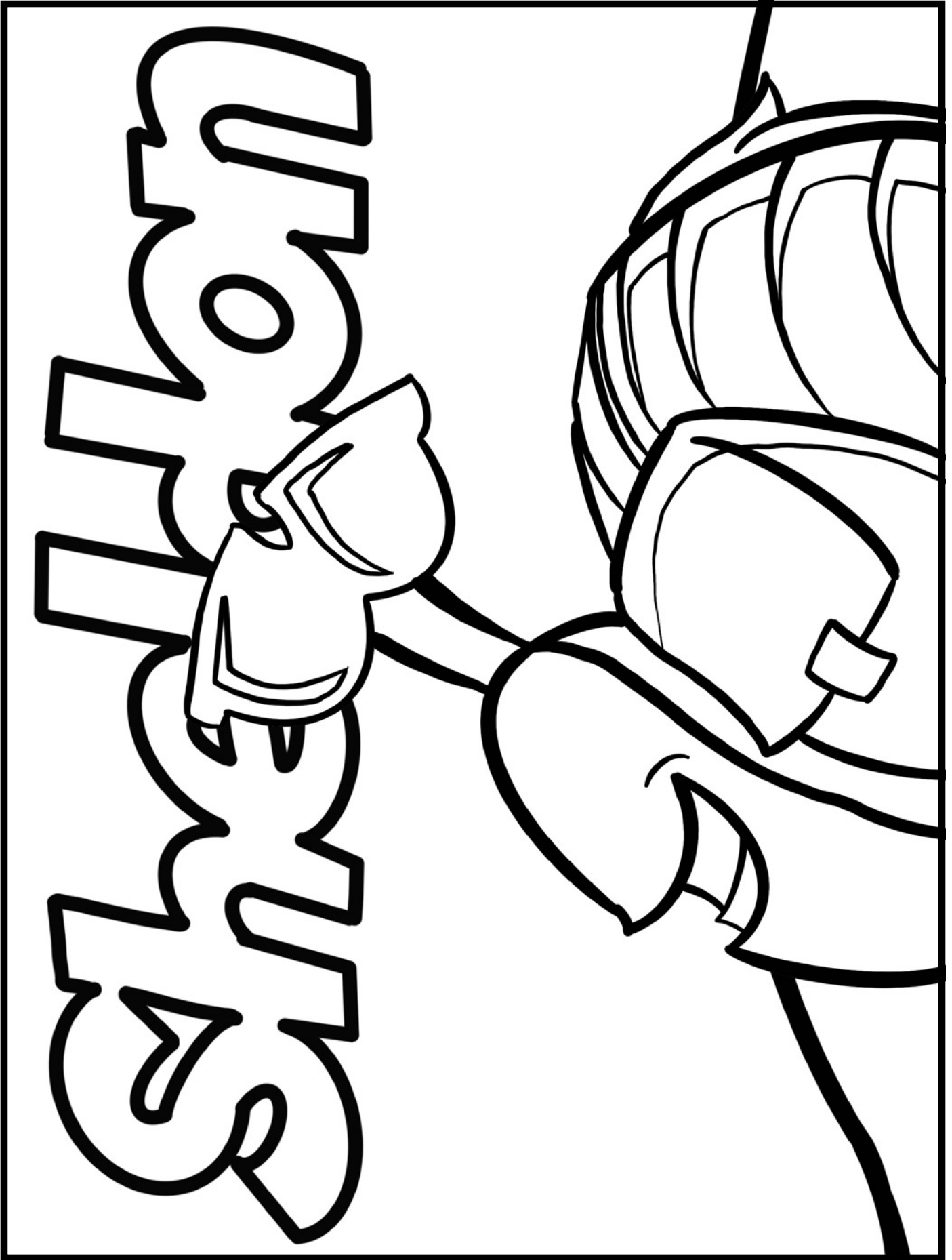


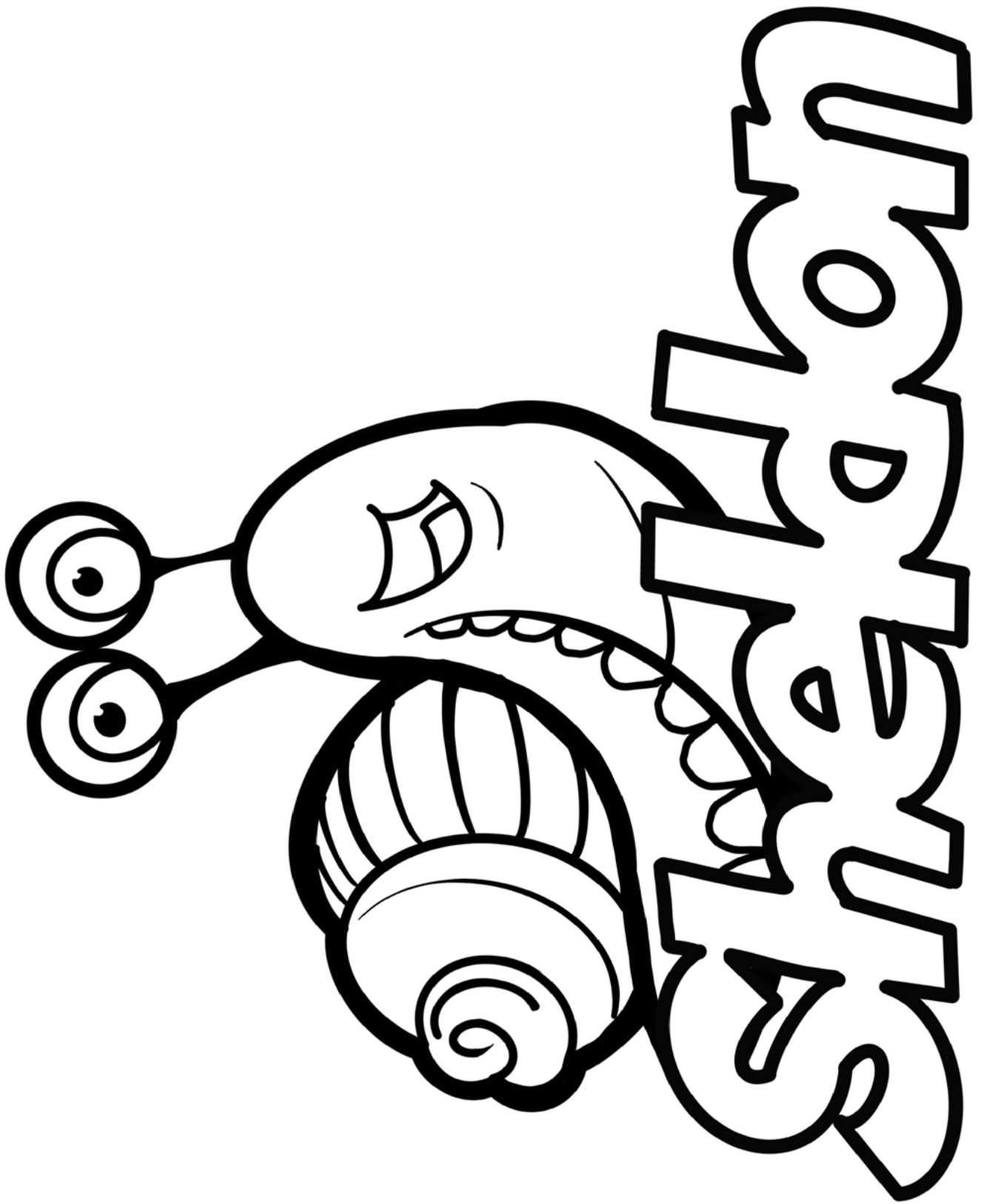


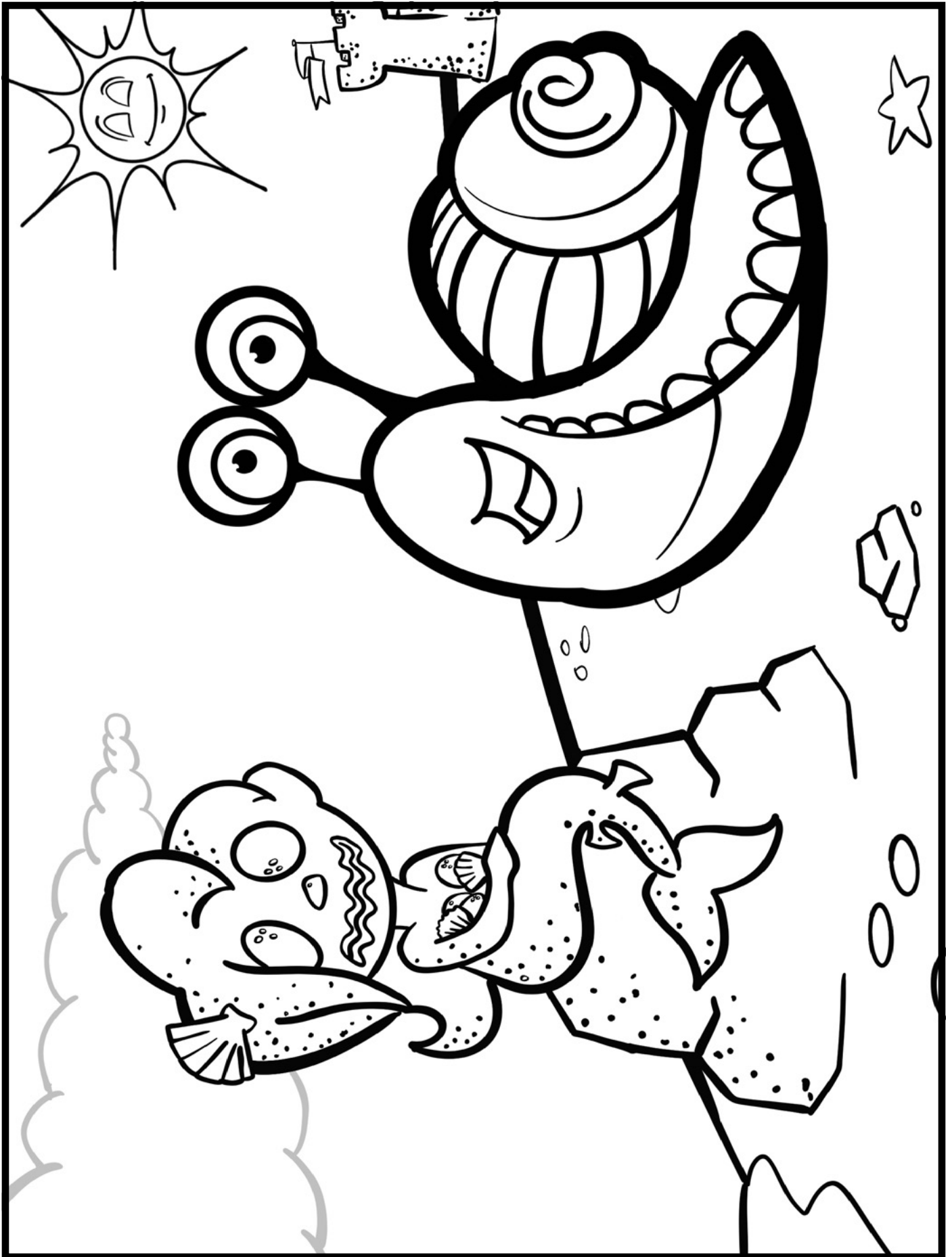


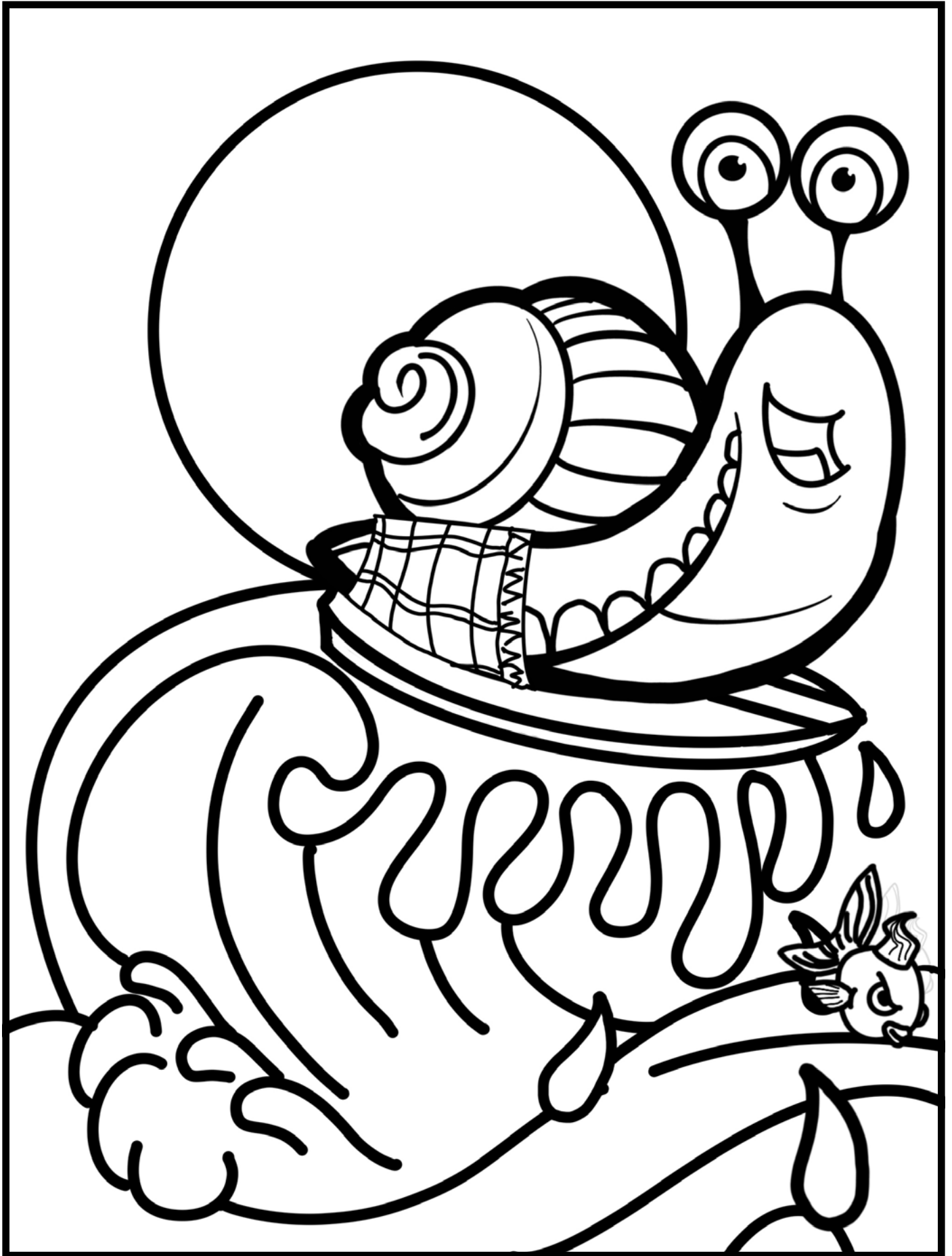


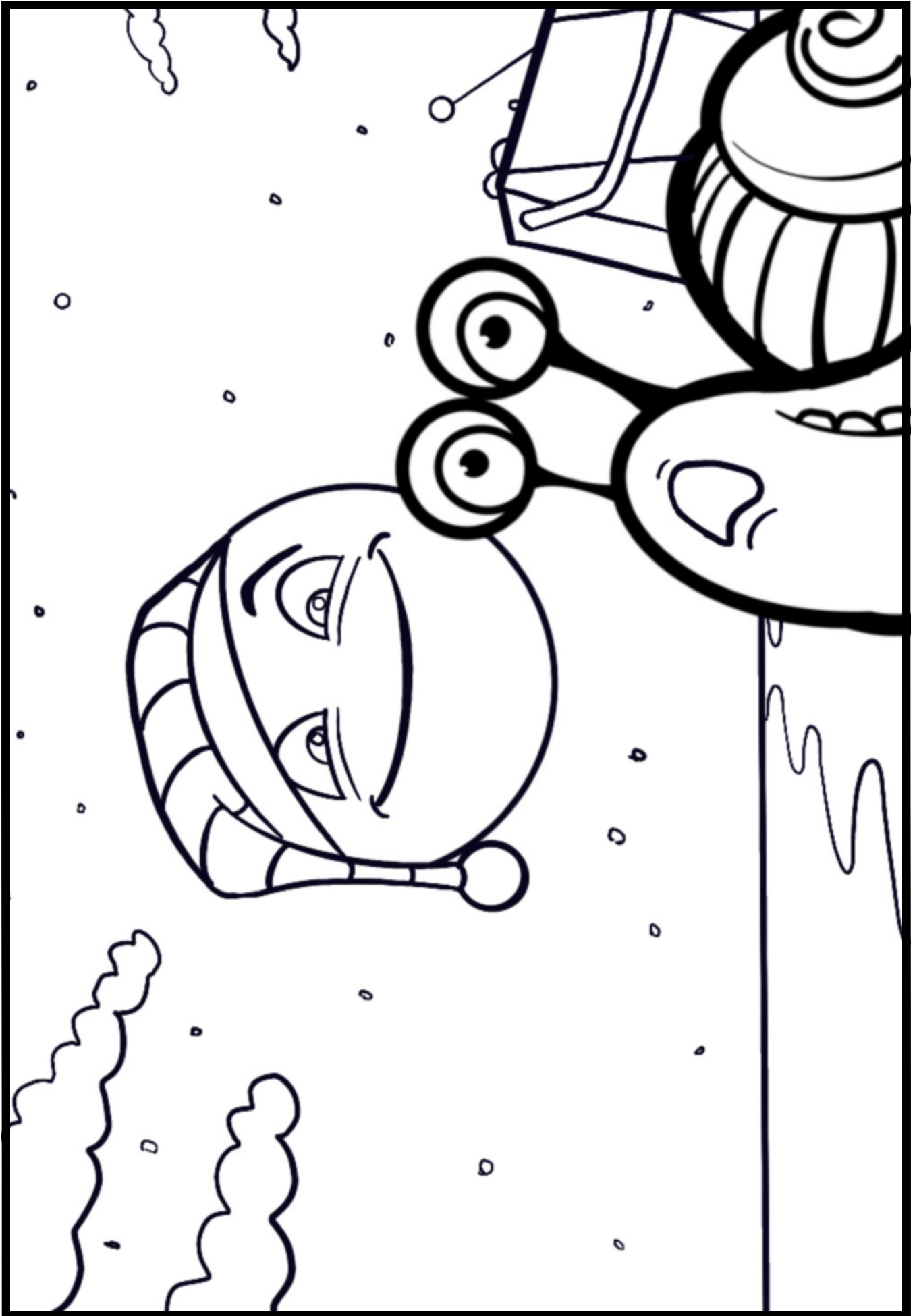












Not yet got Inclusive Stories?



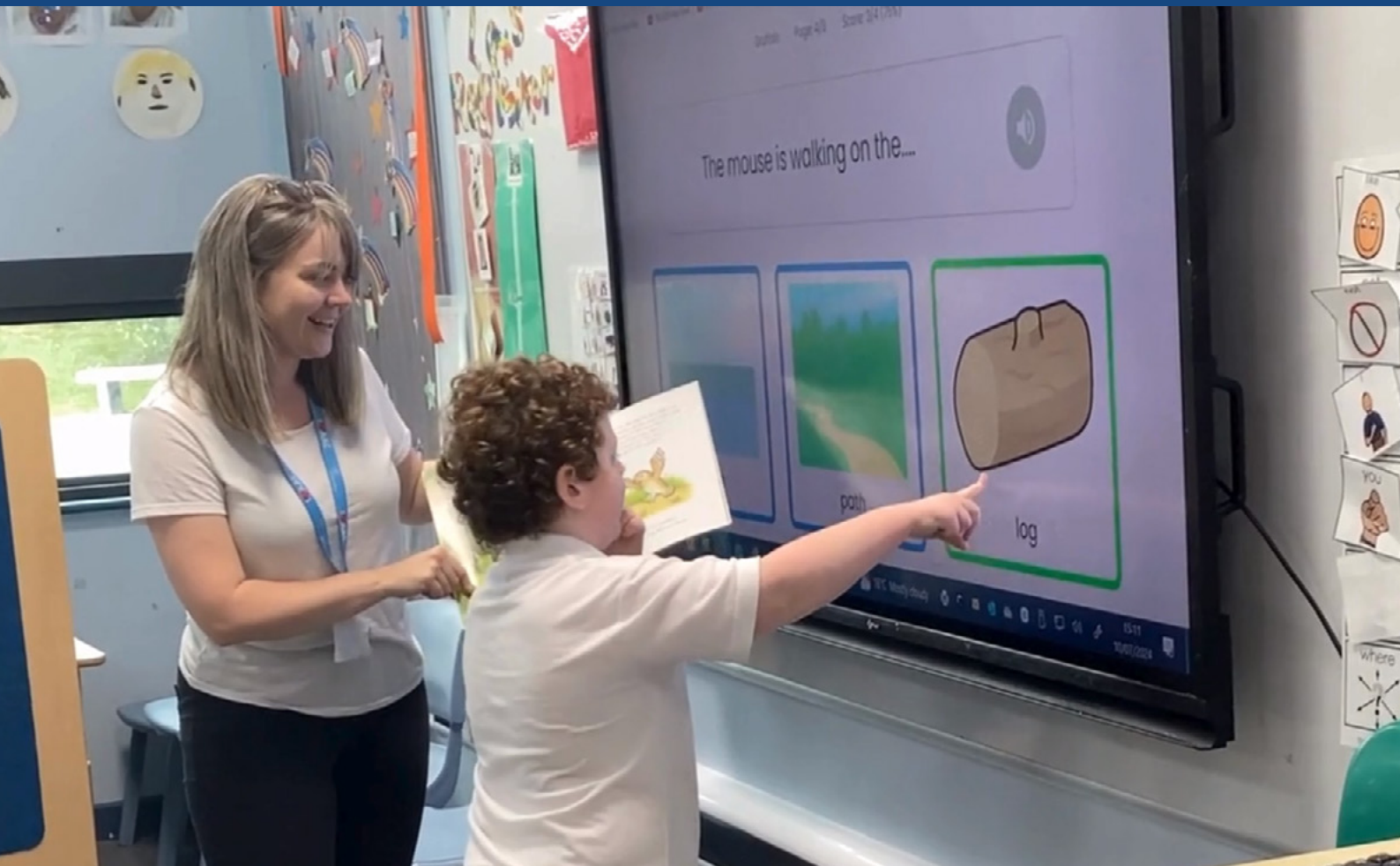
Get a FREE 14-day trial to unlock engaging, interactive sensory stories and resources designed to focus on a range of learning intentions, developmental areas and topics relevant for learners with a wide range of educational needs.

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



Choose It! Maker



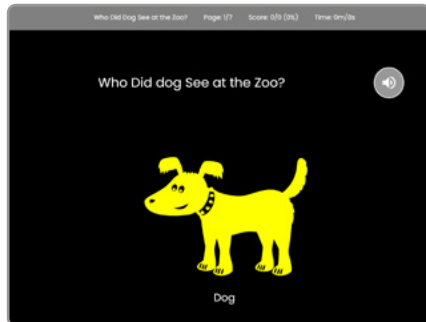
Themed Activities

www.helpkidzlearn.com/chooseit-maker

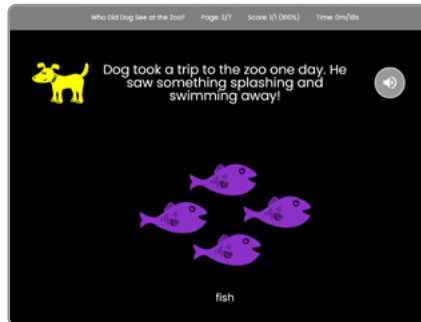
Who Did Dog See at the Zoo?

Use this activity alongside Games & Activities **Animal Silhouette** Activity. Join Dog on a trip to the zoo in this rhyming story where Dog meets five new friends.

Chooselt Maker Share Code: U A P Y K Y



Page 1



Page 2



Page 3



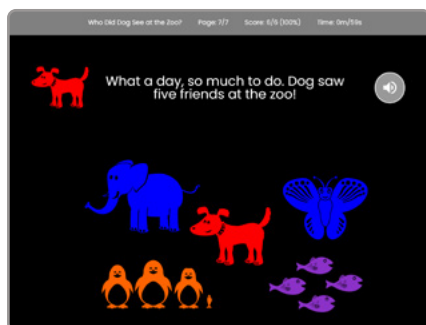
Page 4



Page 5



Page 6



Page 7

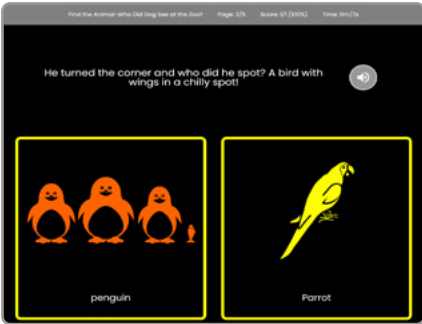
Help Dog Remember Who He Saw.

Use this activity alongside Games & Activities **Animal Silhouette** Activity. A simple quiz that follows on from activity 1 with two choices that uses fun musical sounds.

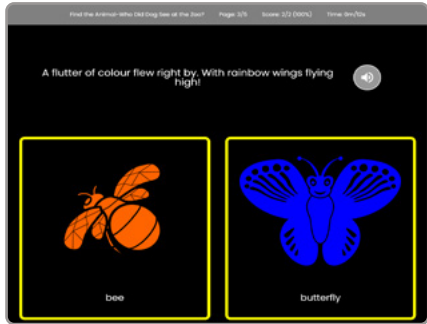
Chooselt Maker Share Code: **K K Y J D A**



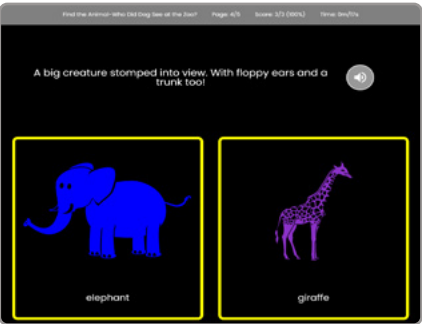
Page 1



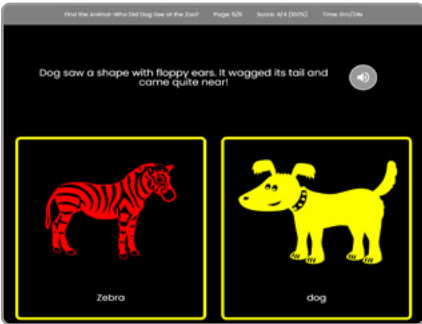
Page 2



Page 3



Page 4

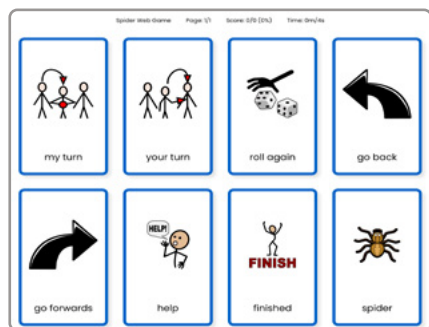


Page 5

Spider Web Communication Board.

Use this Chooselt Maker activity alongside our [Spider Web Board Game](#). You can use our interactive communication board in Chooselt Maker by redeeming our free share code, or print out the version we've included if you prefer something hands-on. It's a great way to support your child's choices whilst playing our Spider Web board game.

Chooselt Maker Share Code: Y K D N Y G



Page 1



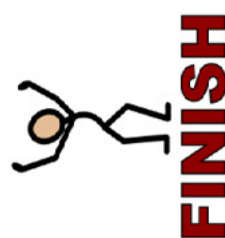
go back



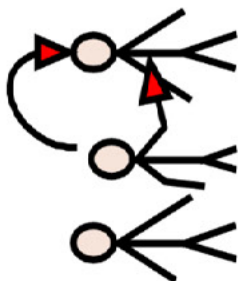
spider



roll again



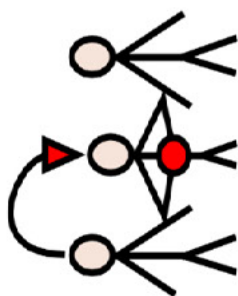
finished



your turn



help



my turn



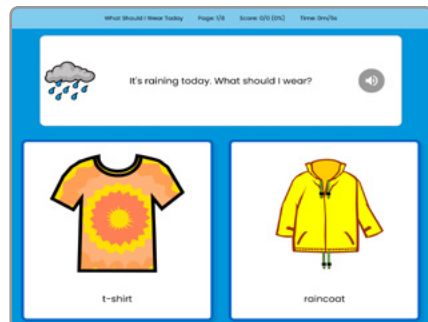
go forwards

What Should I Wear Today?

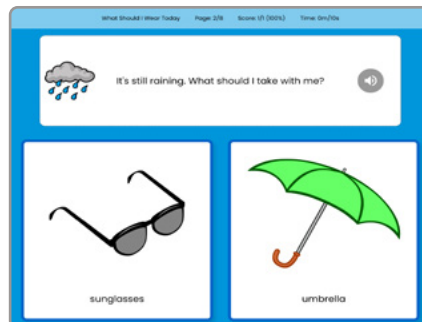
Use this Chooselt Maker activity alongside the **Rainy Day** activity from Games & Activities. This interactive version uses colourful images, clear audio, and fun feedback to help your learner choose the right clothing for rainy or sunny days.

- Two choices per page.
- Totally accessible activity.
- Great for decision making, weather awareness and early sentence building.

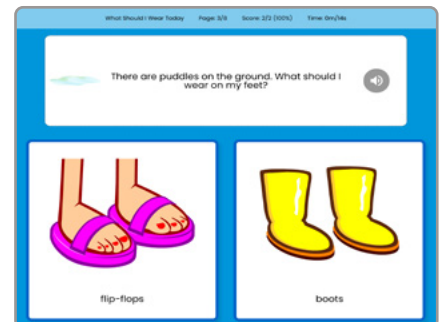
Chooselt Maker Share Code: R R A W M W



Page 1



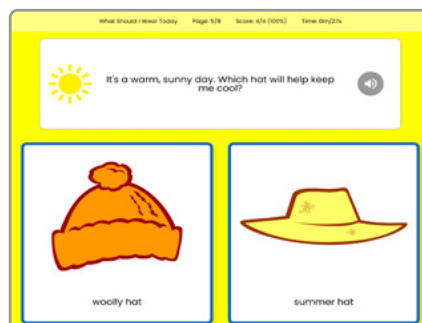
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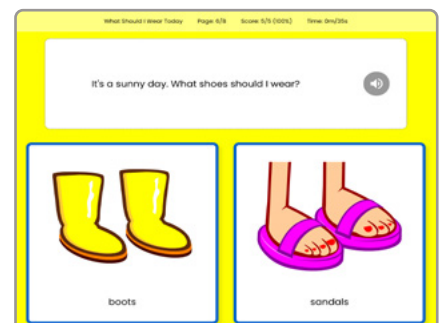
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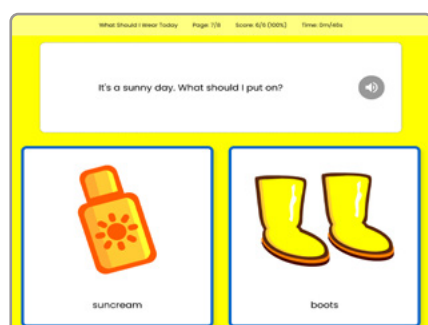
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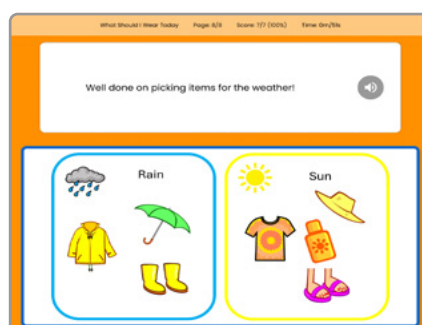
Page 5



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Page 7

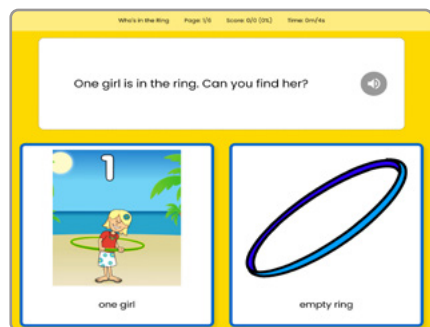


Page 8

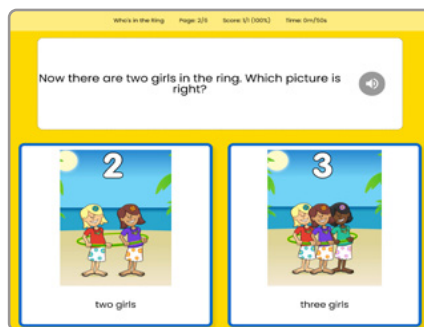
Who's in the Ring?

Use this Chooselt Maker activity alongside the **Five Girls in the Ring** activity from Games & Activities. Let's help the girls jump into the hoop on the beach one by one! Each time we add a new friend, we celebrate with part of the song until the ring is full and POPs! Everyone falls out!

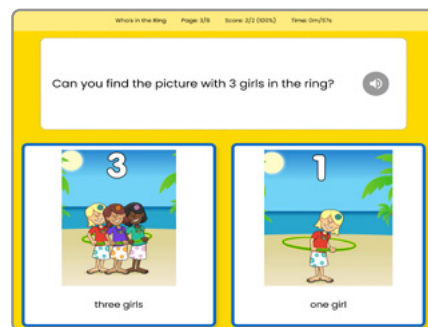
Chooselt Maker Share Code: R M G W E V



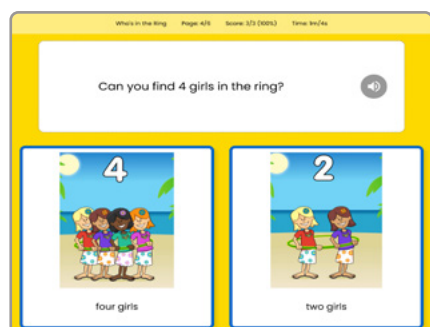
Page 1



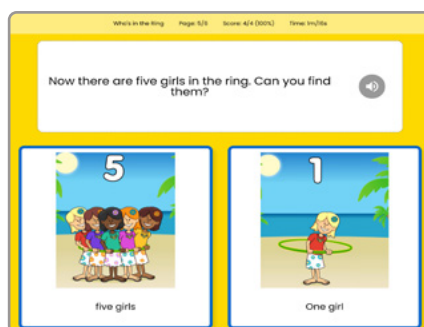
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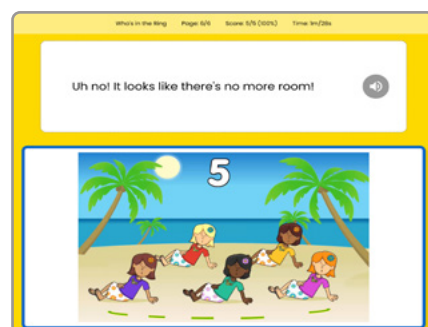
Page 3



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Page 6


Millie Mermaids Comprehension.

Use this Chooselt Maker activity alongside the [Millie the Mermaid Who Couldn't Swim](#) from Inclusive Stories. It asks comprehension questions to understand your learners knowledge. Can be done during the story or as an extension activity.


Chooselt Maker Share Code: L T J M U Y

Millie Mermaids Comprehension Page: 1/11 Score: 0/5 (0%) Time: 0m/20s

What was the lady sitting on?



a deckchair




a rock


Page 1

Millie Mermaids Comprehension Page: 2/11 Score: 0/1 (00%) Time: 0m/20s

The lady had long what?



fingernails




hair


Page 2

Millie Mermaids Comprehension Page: 3/11 Score: 2/2 (100%) Time: 0m/20s

What did the lady have?



fish's tail

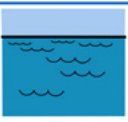


legs


Page 3

Millie Mermaids Comprehension Page: 4/11 Score: 3/3 (100%) Time: 0m/20s

What was Millie frightened of?



the sea




a ghost


Page 4

Millie Mermaids Comprehension Page: 5/11 Score: 4/4 (100%) Time: 0m/20s

What horrible things did Millie say were in the sea?



brussel sprouts




waste


Page 5

Millie Mermaids Comprehension Page: 6/11 Score: 5/5 (100%) Time: 0m/20s

What could Millie not do?



sing




swim


Page 6

Millie Mermaids Comprehension Page: 7/11 Score: 6/6 (100%) Time: 0m/20s

What did Millie hear?



a shipwreck




a whale

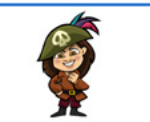
Page 7

Millie Mermaids Comprehension Page: 8/11 Score: 1/1 (100%) Time: 0m/20s

Who was driving the ship?



Two Eyepatch McMurphy

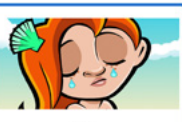


Captain Peggy Leggy

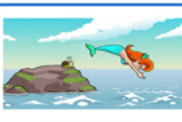
Page 8

Millie Mermaids Comprehension Page: 9/11 Score: 6/6 (100%) Time: 0m/20s

What did Millie do when the ship was sinking?



Cry!




Dive into the sea!


Page 9

Millie Mermaids Comprehension Page: 10/11 Score: 6/6 (100%) Time: 0m/20s

Who did Millie save?



The pirates?




The fish?


Page 10

Millie Mermaids Comprehension Page: 11/11 Score: 10/10 (100%) Time: 0m/20s

What did the pirates drink at the pirate party?



Rum?



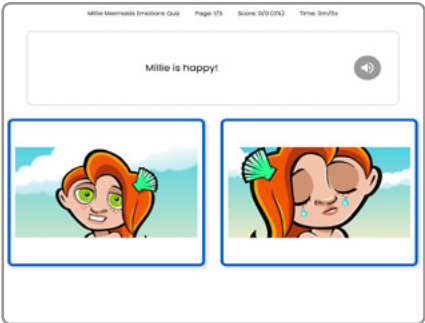
Chocolate milk?

Page 11

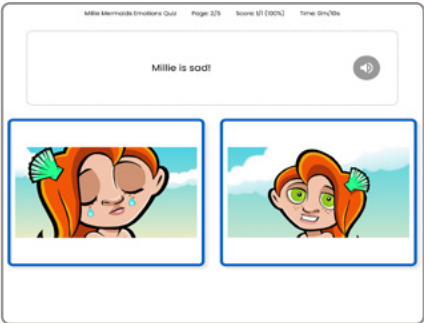
Millie Mermaids Emotions Quiz.

Use this Chooselt Maker activity alongside the [Millie the Mermaid Who Couldn't Swim](#) from Inclusive Stories to understand how Millie is feeling.

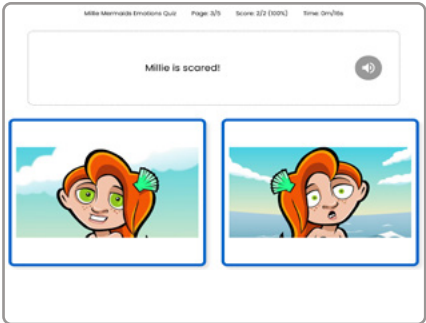
Chooselt Maker Share Code: T T C G A K



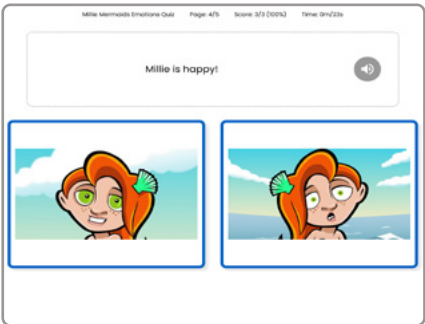
Page 1



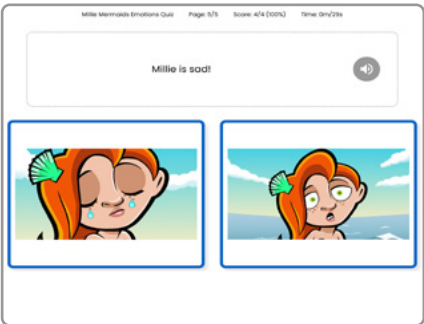
Page 2



Page 3



Page 4

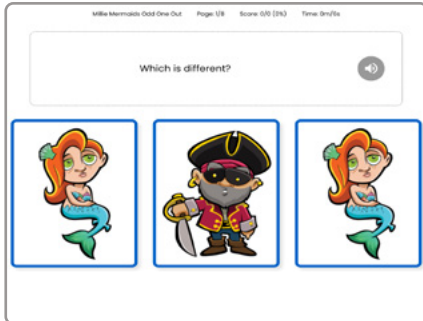


Page 5

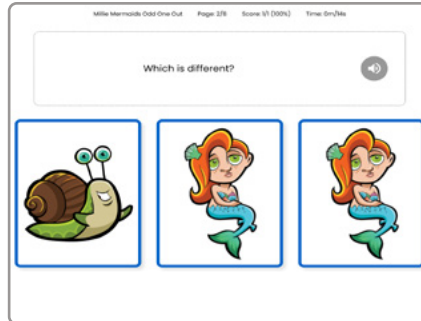
Millie Mermaids Odd One Out.

Use this Chooselt Maker activity alongside the [Millie the Mermaid Who Couldn't Swim](#) from Inclusive Stories. Can you find which character is the odd one out?

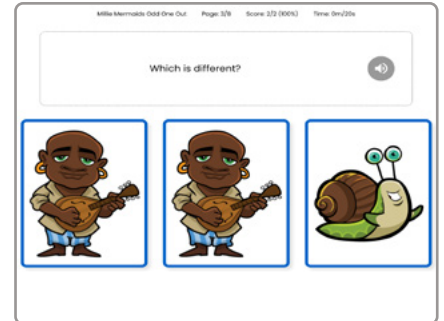
Chooselt Maker Share Code: Q Q V L C J



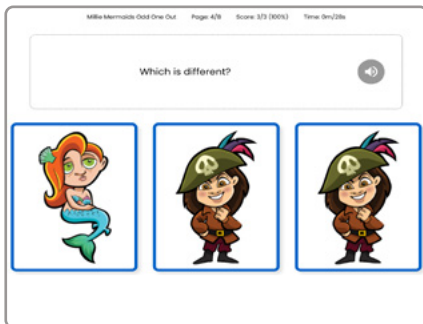
Page 1



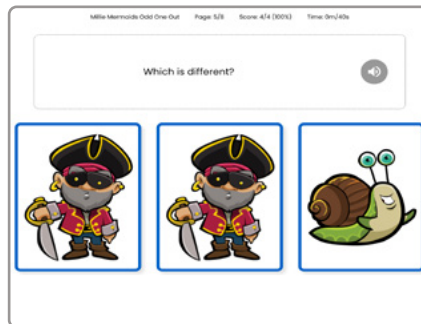
Page 2



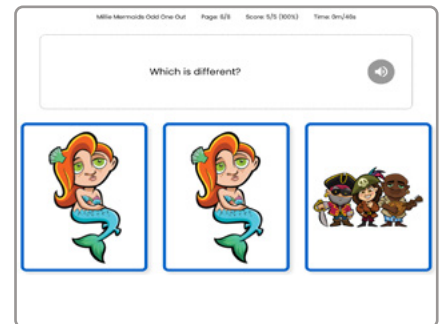
Page 3



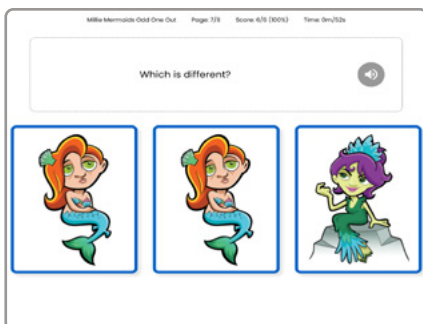
Page 4



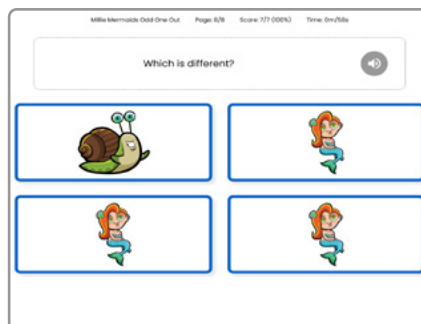
Page 5



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Page 8


Sheldon Snails Comprehension.

Use this Chooselt Maker activity alongside the [Sheldon Snail's Sunbathing Session](#) from Inclusive Stories.


Chooselt Maker Share Code: W E H D M M

Sheldon Snails Comprehension Page 1/12 Score: 0/10 (0%) Time: 0m/1s

What is the weather like?



Sunny




Rainy


Page 1

Sheldon Snails Comprehension Page 2/12 Score: 1/1 (100%) Time: 0m/1s

Where is Sheldon going?



Forest




Beach


Page 2

Sheldon Snails Comprehension Page 3/12 Score: 2/2 (100%) Time: 0m/1s

What does Sheldon pack?



Wheelbarrow




Bag


Page 3

Sheldon Snails Comprehension Page 4/12 Score: 3/3 (100%) Time: 0m/1s

What does Sheldon put on his eyes?



Sunglasses




An eye patch


Page 4

Sheldon Snails Comprehension Page 5/12 Score: 4/4 (100%) Time: 0m/1s

What does Sheldon listen to?



A drill




A radio


Page 5

Sheldon Snails Comprehension Page 6/12 Score: 5/5 (100%) Time: 0m/1s

What does Sheldon drink?



Lemonade




Beer


Page 6

Sheldon Snails Comprehension Page 7/12 Score: 6/6 (100%) Time: 0m/1s

What does Sheldon use to protect him from the sun?



Sun cream




Umbrella


Page 7

Sheldon Snails Comprehension Page 8/12 Score: 17/16 (100%) Time: 1m/1s

What is Sheldon's trail like?



Slimy




Stinky


Page 8

Sheldon Snails Comprehension Page 9/12 Score: 8/8 (100%) Time: 1m/1s

What does Sheldon hear?



Seagulls




Sharks


Page 9

Sheldon Snails Comprehension Page 10/12 Score: 9/9 (100%) Time: 1m/2s

What does Sheldon feel on his foot?



Snow




Sand


Page 10

Sheldon Snails Comprehension Page 11/12 Score: 10/10 (100%) Time: 1m/2s

What does Sheldon feel?



Sea




Rocks


Page 11

Sheldon Snails Comprehension Page 12/12 Score: 10/10 (100%) Time: 1m/4s

What had come out by the time Sheldon made it to the beach?



Sun



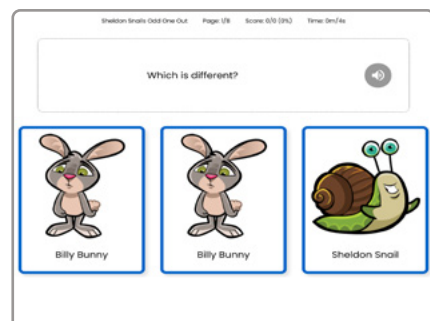
Moon

Page 12

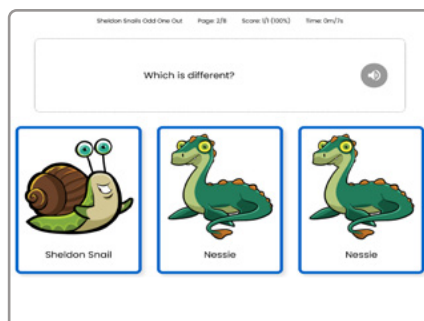
Sheldon Snails Odd One Out.

Use this Chooselt Maker activity alongside the [Sheldon Snail's Sunbathing Session](#) activity from Inclusive Stories.

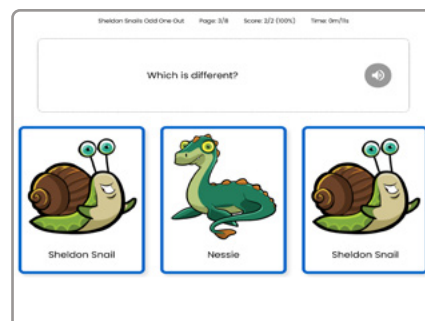
Chooselt Maker Share Code: K B U R R J



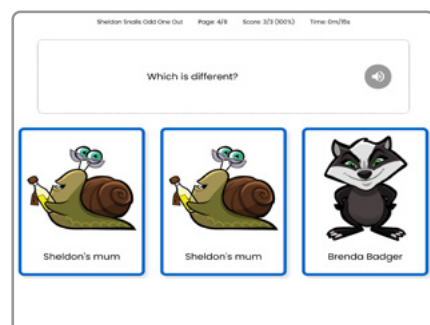
Page 1



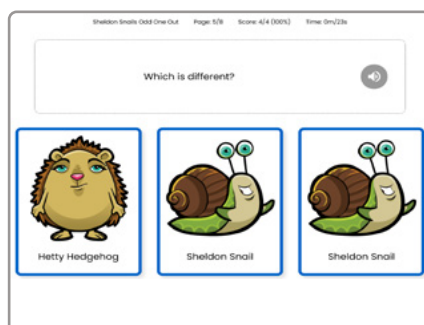
Page 2



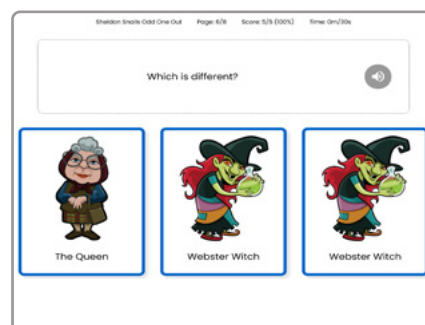
Page 3



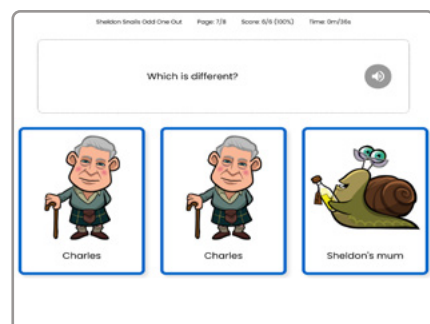
Page 4



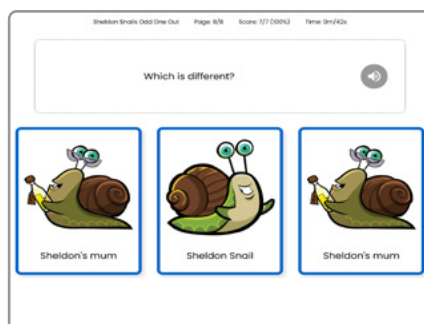
Page 5



Page 6

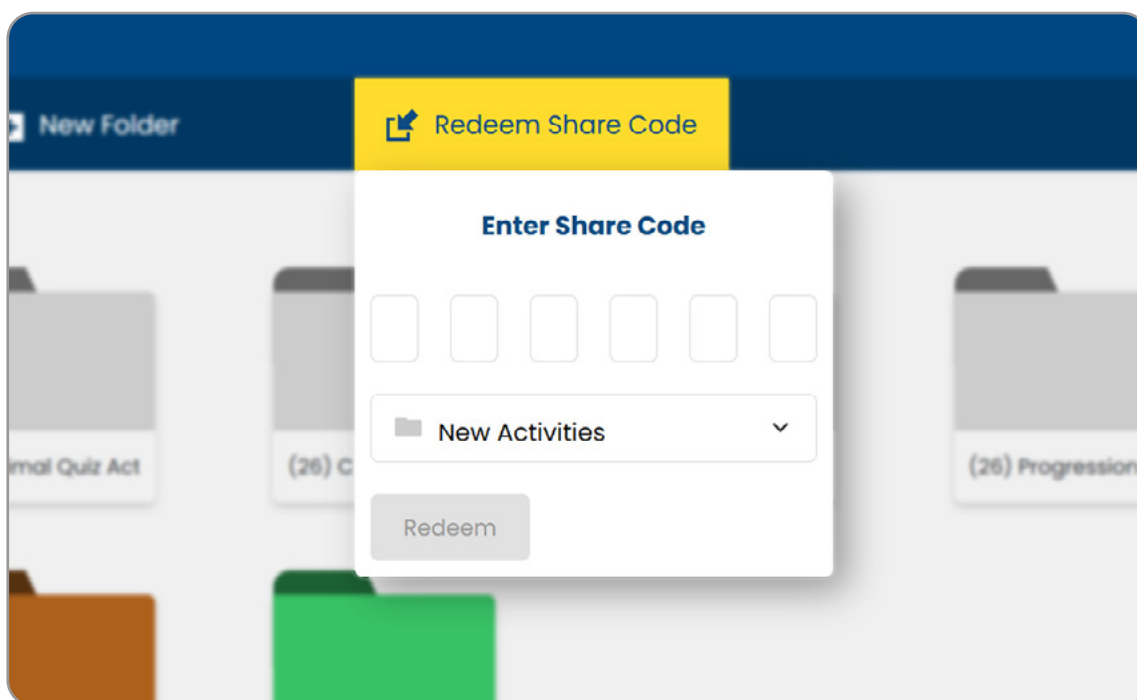


Page 7



Page 8

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.

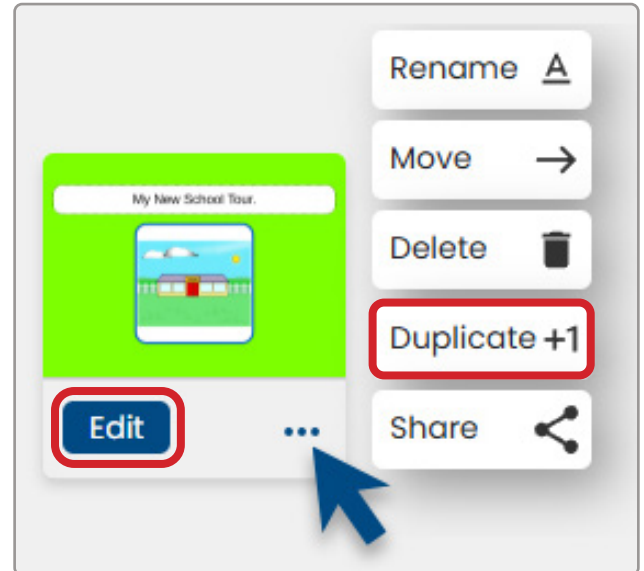
Step 4: Click the **Redeem button** and the activity will be downloaded and ready to play.

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.

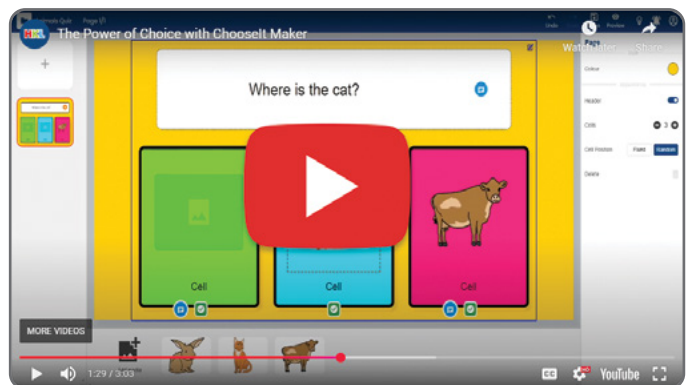
You can also easily duplicate and rename the activities to create them for each learner.



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.

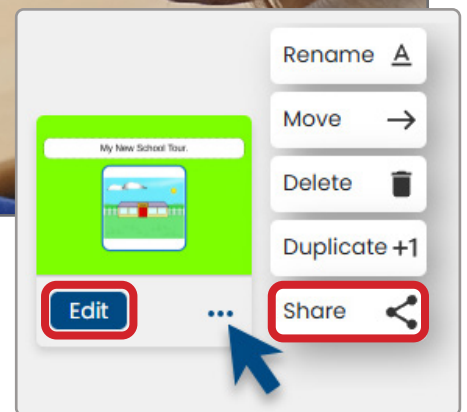


Watch the tutorial

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.



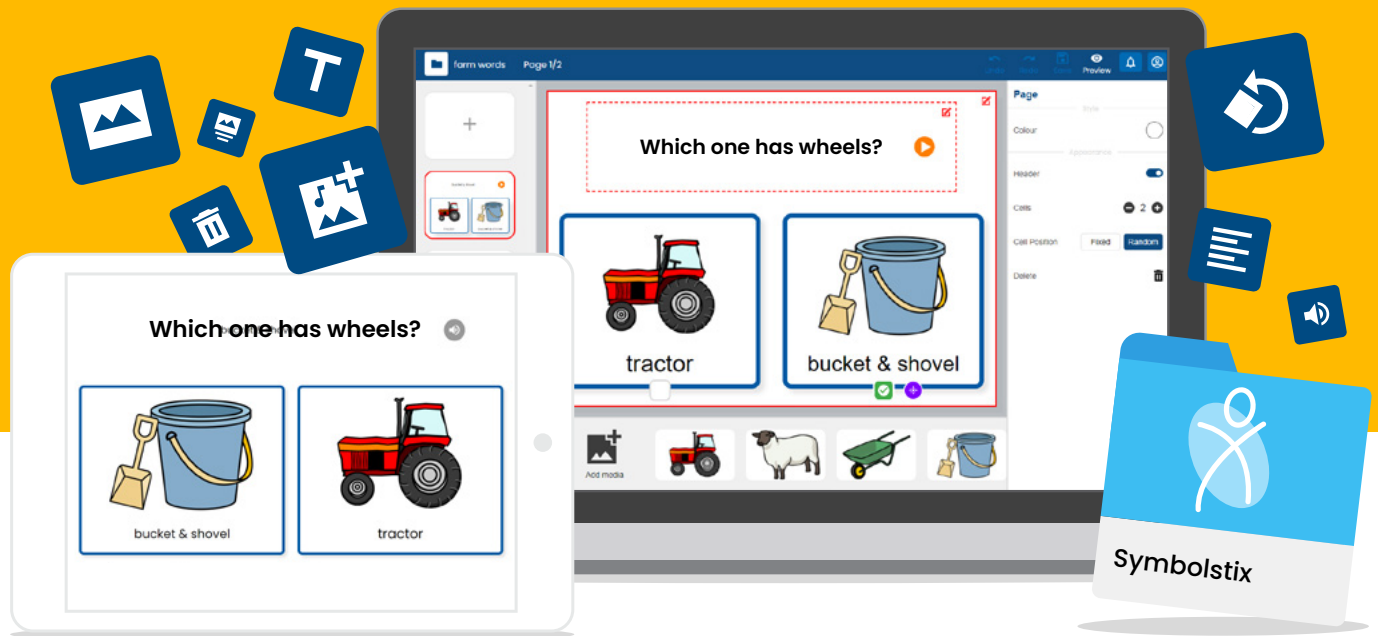
Getting started on iPad is easy – and completely free!

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?



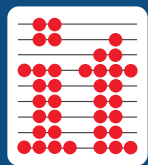
Chooselt Maker

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



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Share your creations!

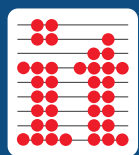


We hope you and your child have lots of fun exploring the activities in this summer pack. Whether you're playing, creating, or just enjoying time together, these moments can make a big difference in your child's learning and confidence. If you'd like to share how you're getting on, we would love to see your photos!

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 summer from all of us
at HelpKidzLearn.**

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