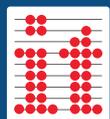


HelpKidzLearn™

SPRING

Activity Pack



HelpKidzLearn™

www.helpkidzlearn.com

Contents.

Page 3: Welcome.

Page 4: Sensory Space Themed Activities.

Page 5: Butterflies.

Page 6: Dance.

Page 7: Sensory Space Free Trial.

Page 8: Games & Activities Themed Activities.

Page 9: Nature.

Page 11: Beautiful Rainbow.

Page 18: Hay Fever.

Page 30: Five Little Speckled Frogs.

Page 49: Five Little Ducks.

Page 55: Frog Life Cycle.

Page 68: Watering Can.

Page 73: Games & Activities Free Trial.

Page 74: Inclusive Stories Themed Activities.

Page 75: Lolli Ladybird's Got Spots.

Page 81: Sheldon and the Hare.

Page 87: The Fairies of Windy Wood.

Page 94: Inclusive Stories Free Trial.

Page 95: Chooselt Maker Themed Activities.

Page 96: Five Little Ducks.

Page 96: Five Speckled Frogs.

Page 96: Little Tadpole's Big Adventure.

Page 97: Peek a Boo eggs.

Page 97: What happens in Spring.

Page 97: Counting Flowers.

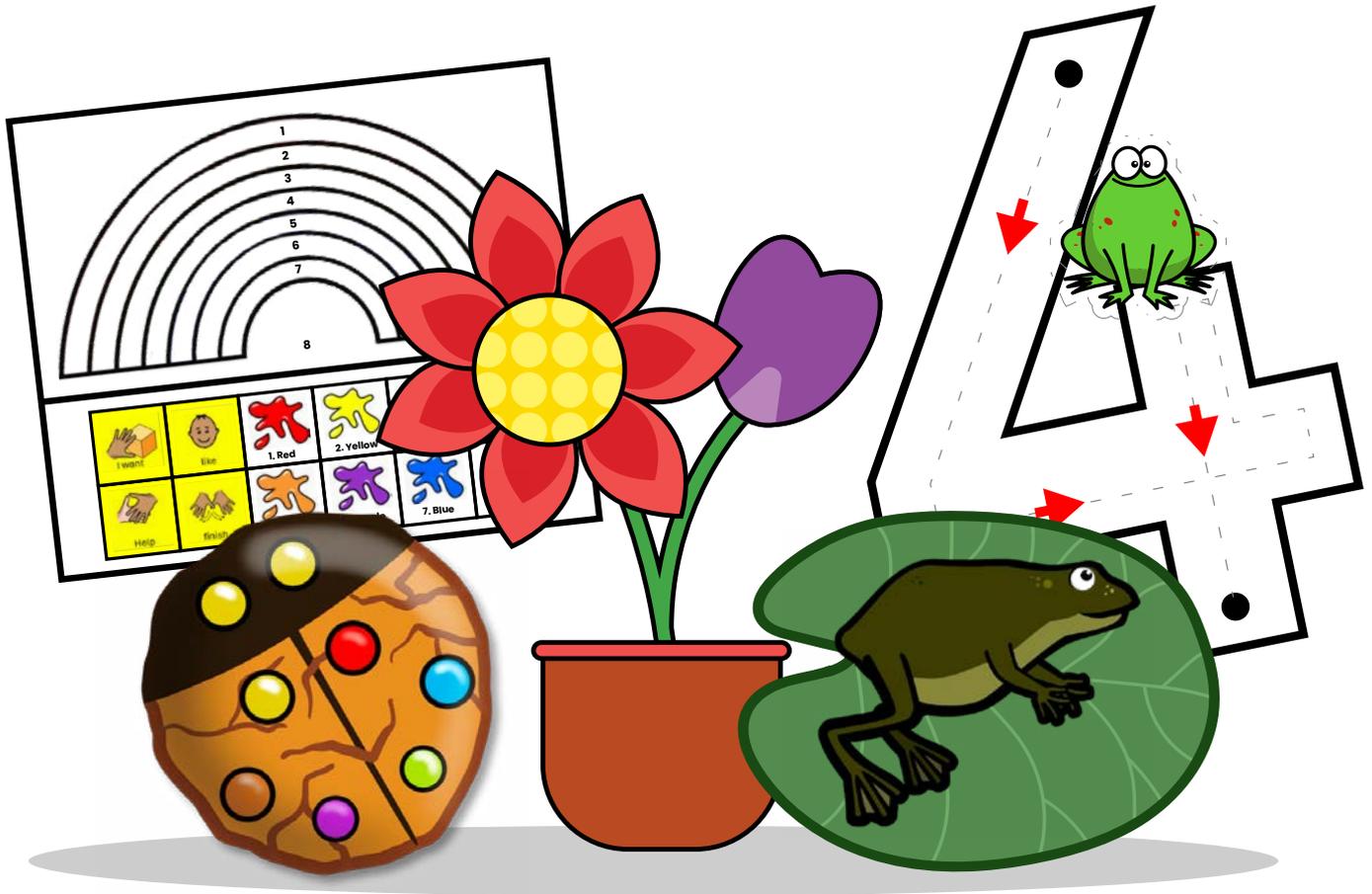
Page 98: How to redeem activities.

Page 99: How to Download the Chooselt Maker iPad App.

Page 100: Chooselt Maker Free Trial.

Page 101: Spring Playlist.

Welcome to your Spring Pack!



A ready-to-use Spring themed pack from HelpKidzLearn for educators and parents supporting learners with additional needs. It pairs on-screen activities with simple printables and hands-on ideas, so you can create engaging Spring sessions with less prep.

Inside you will find a mix of activities across **Sensory Space**, **Games & Activities**, **Inclusive Stories**, and **Chooselt Maker**. Themes include colour and sensory exploration, music and movement, animals and minibeasts, early counting, sequencing, and seasonal change. Activities support key priorities such as cause and effect, engagement, communication, attention and timing, turn taking, early concepts, and regulation.

How to use it:

- Pick one activity for a quick win.
- Build a short session around a theme (colour, animals, movement).
- Use the Spring playlist flow to create a consistent routine learners can anticipate.



Spring Themed Activities

Online sensory activities designed to support sensory exploration, engagement, and cause & effect learning. We've hand-picked a collection of spring themed activities all from our Interact category, which focuses on repeated and flexible interactions, known as "press it again."

www.helpkidzlearn.com/sensory-space

Butterflies.



Category: 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.

Supports: Cause & effect, regulation, colour recognition

How to play:

Start by opening **Butterflies** in Sensory Space. Each activation of the access device causes a new butterfly to gracefully fly around the screen.

Use a selection of lightweight fabrics to represent the butterflies. Choose assorted sizes, colour, and textures, such as sheer, shimmery, silky, or soft fabric. You can also use a parachute.

Move the fabric gently over the learners. Scrunch smaller sheer fabric in your hands. Slowly release them to represent butterfly wings opening. At the last moment, throw the fabric into the air to show the butterfly flying.

Dance.



Category: Switch - Introduce learners to the concept of “on-off” to develop their understanding of cause and effect. In these activities, animations start with a single activation of the access device and continue until another activation stops them.

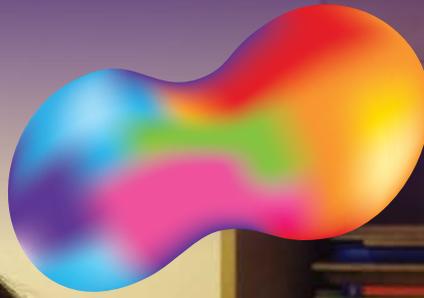
Supports: Cause & effect, anticipation, movement, music, listening, colour recognition, and turn-taking.

How to play:

Use **Dance** from Sensory Space to celebrate the colours and energy of spring through music, colour, and movement.

Provide learners each with a bright, colourful scarf or piece of fabric. They can move it in any way that feels right for them as the music plays, the scarves dance. When the music stops, everyone pauses. Learners can take turns to control the Dance activity.

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

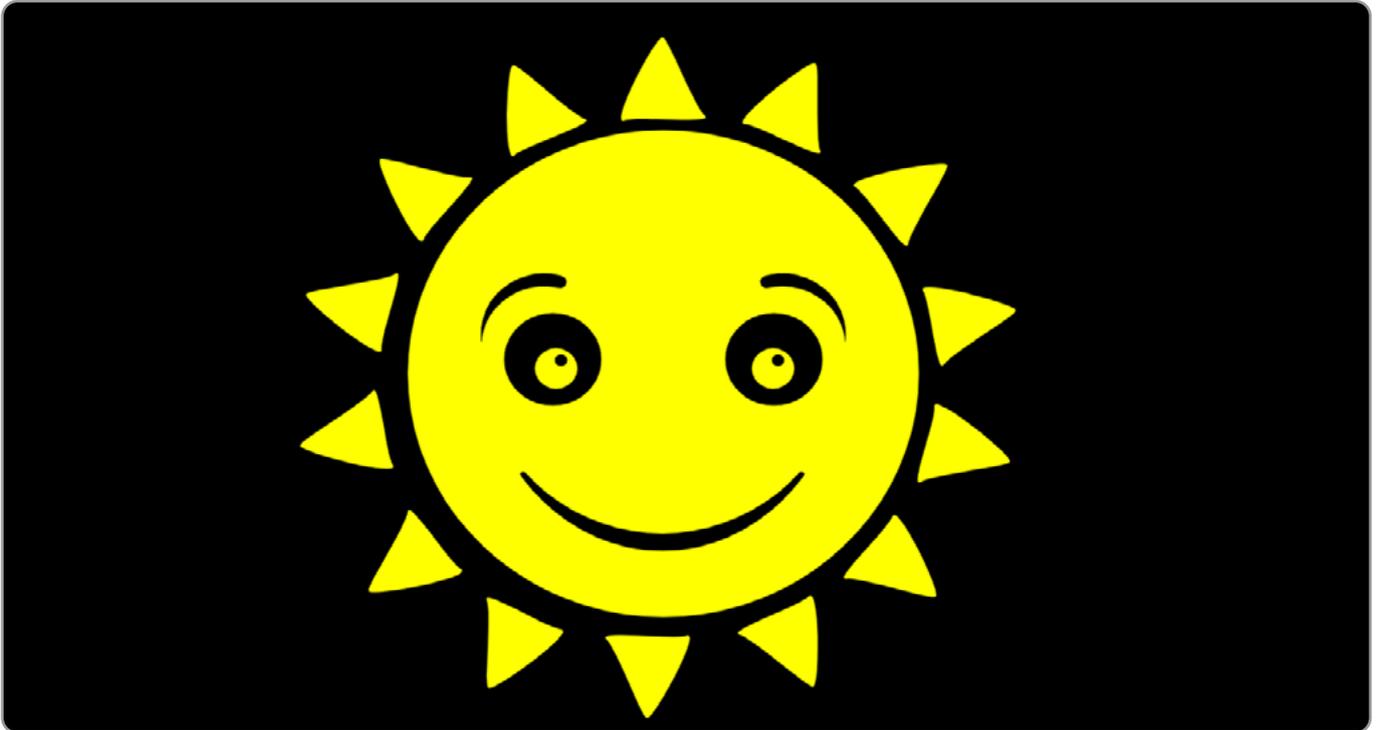


Spring Themed Activities

Games & Activities is full of interactive games that teach a progression of access skills. In this pack, we've chosen a selection of Spring themed activities and paired each one with simple ideas you can use to extend the learning with sensory resources and printables.

www.helpkidzlearn.com/games

Nature.



Learning objective: Cause and Effect.

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

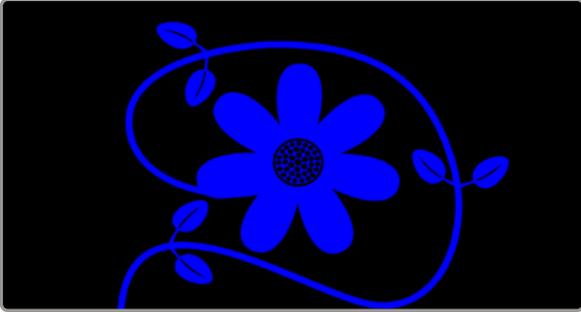
Supports: Processing, anticipation, and cause and effect.

How to play:

Nature uses bold silhouettes to attract attention through nature animations, calming music and sound effects. Use this activity alongside matching sensory items for each new animation that appears on the screen. Allow learners time to explore the sensory items before supporting them to activate their device again.

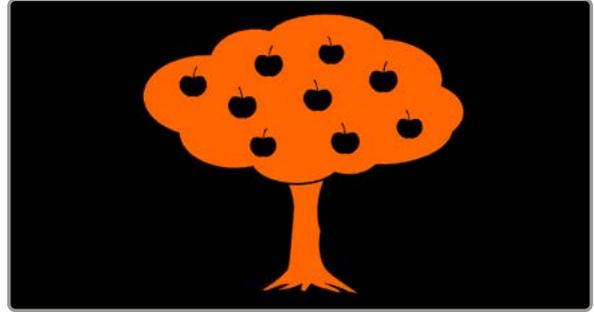
Suggested sensory items:

Flowers



- Use artificial or real flowers, or soft, coloured fabric with a gentle scent such as vanilla, rose or lavender.

Apple Tree



- Artificial or real leaves to touch.
- Apple sauce to taste (if appropriate).
- Apple sauce to smell.

Pine Tree



- Pine sprigs or artificial pine branches.
- Pine-scented fabric or cotton pad.
- Fir cones or textured wooden shapes.

Sun



- Yellow fabric.
- Torch or soft yellow light to explore brightness.

Beautiful Rainbow.



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. This process must be repeated to complete the sequence.

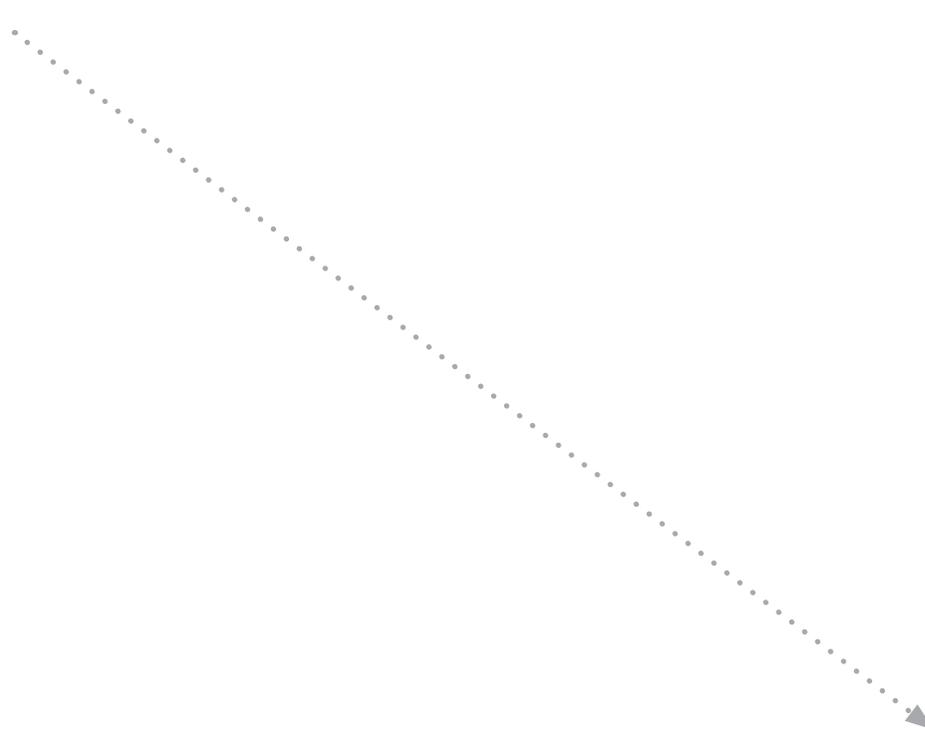
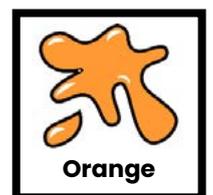
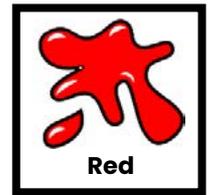
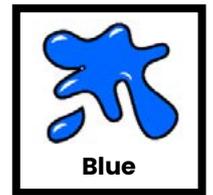
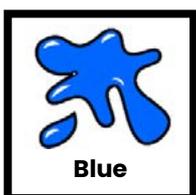
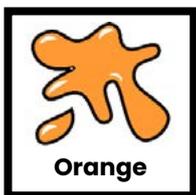
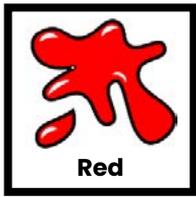
Supports: Sequential learning, colour recognition, colour matching and communication, number recognition, experimentation.

How to play:

We have created printable activities to work alongside the [Beautiful Rainbow](#) activity. First start by playing the activity in Games & Activities and encourage learners to look at the colours of the rainbow. Talk about the colours together before moving on to the hands-on activities.

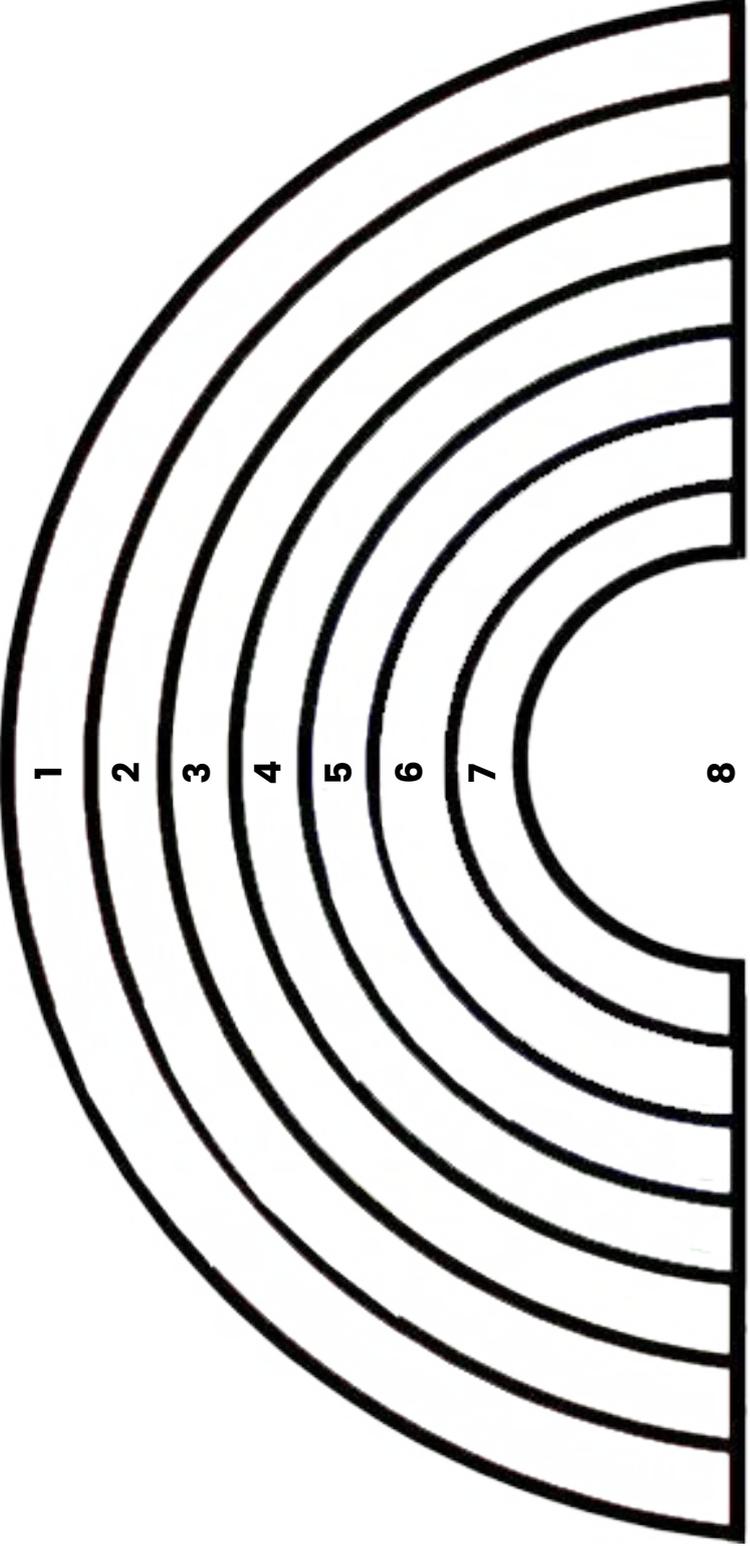
Activity 1: Colour matching.

Draw a line to the matching colour.



Activity 2: Colour by numbers rainbow.

Colour the rainbow using the numbers. We've created a supporting communication board too, or an AAC device could be used.

	
 4. Green	 8. White
 3. Pink	 7. Blue
 2. Yellow	 6. Purple
 1. Red	 5. Orange
 like	 finish
 I want	 Help

Activity 3: Colour Mixing.

This activity helps learners explore what happens when two colours are mixed together. Use paint to mix the two colours together. Use the paint colour and paint inside the empty box.



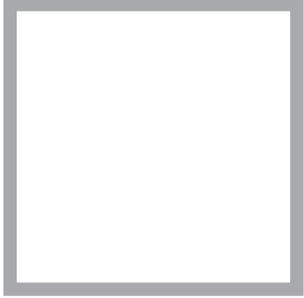
Red

+



Yellow

=



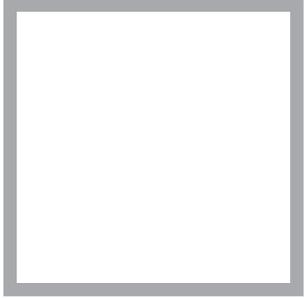
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Yellow

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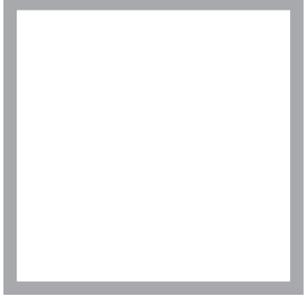
White

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Red

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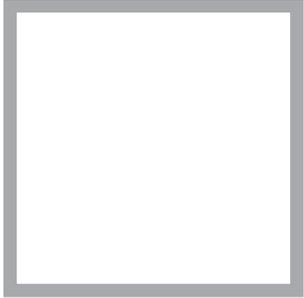
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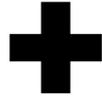
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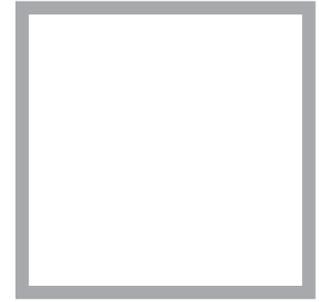




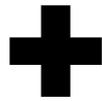
Green



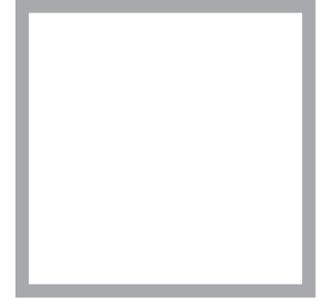
Yellow



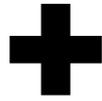
Purple



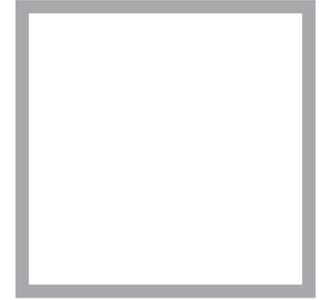
Green



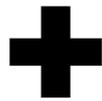
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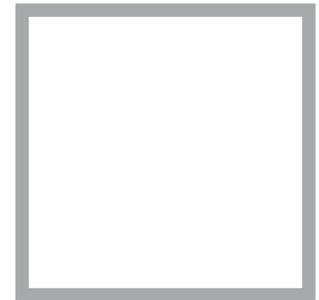
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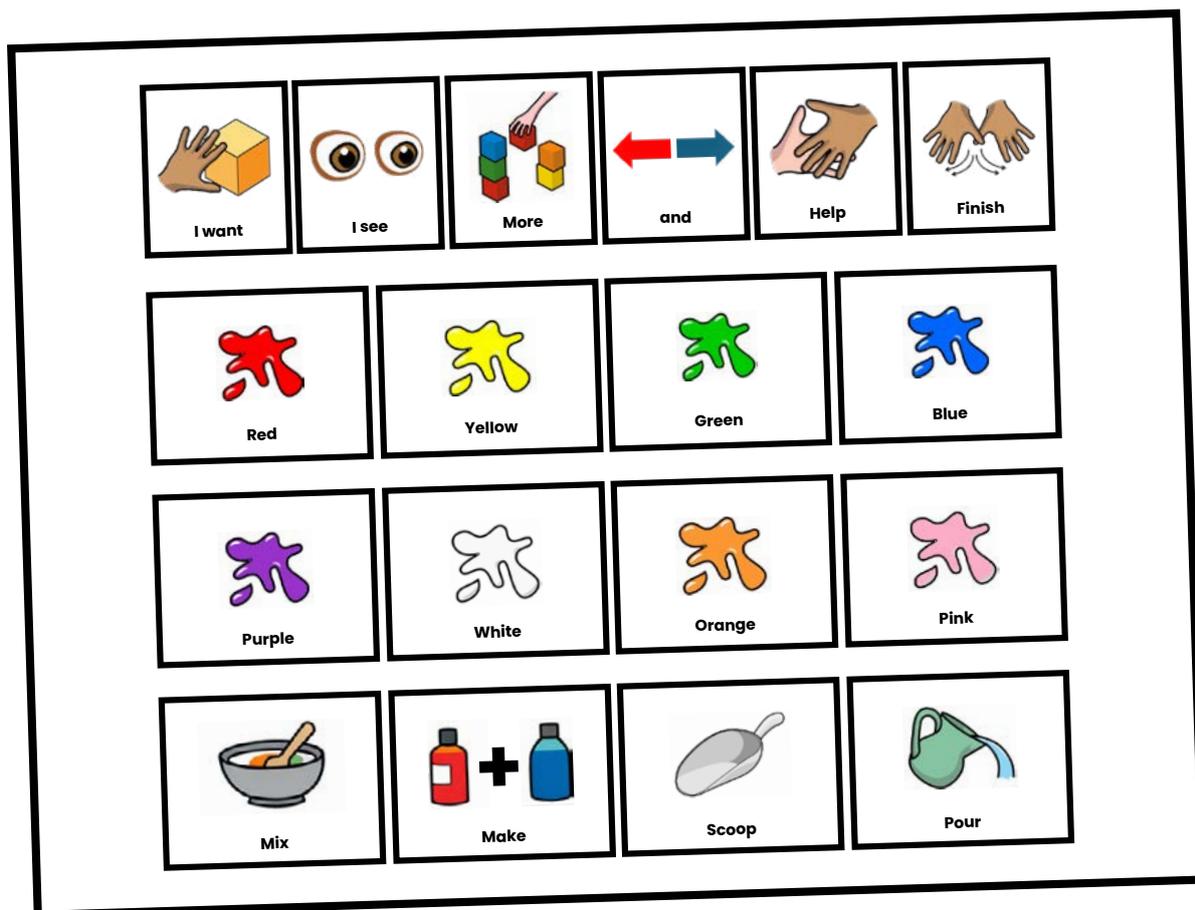
Red



Purple

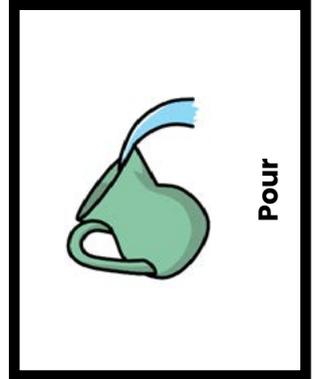
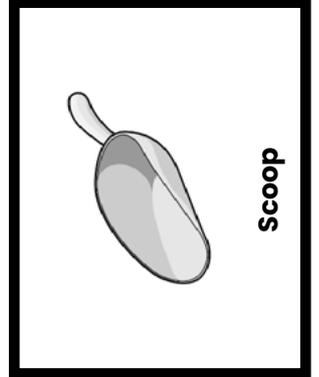
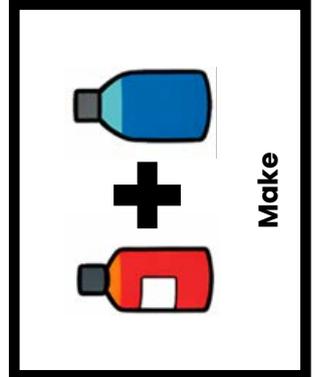
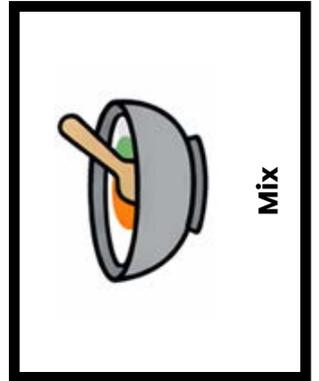
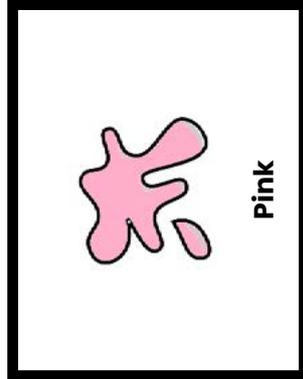
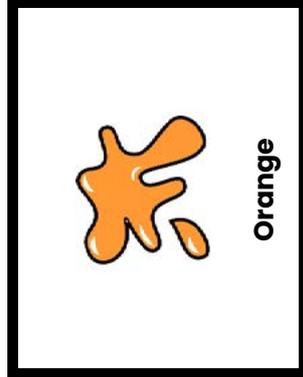
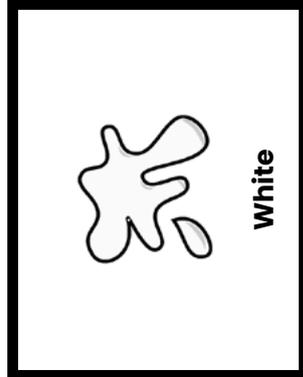
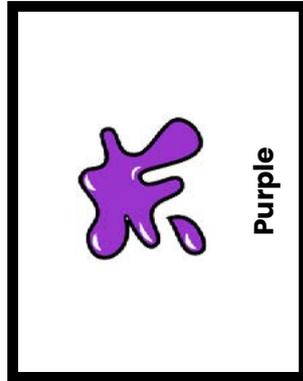
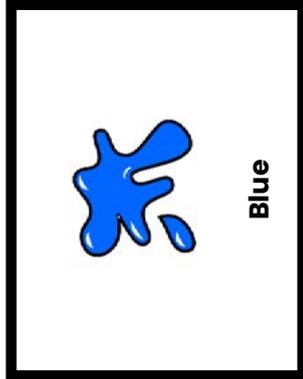
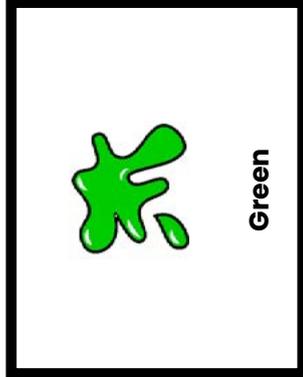
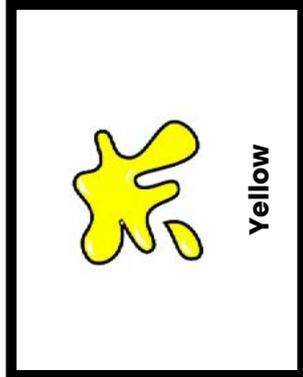
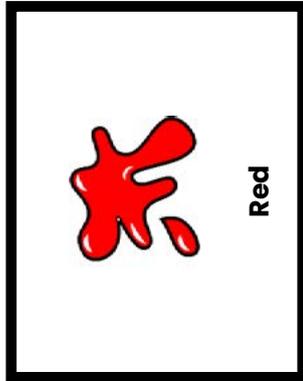
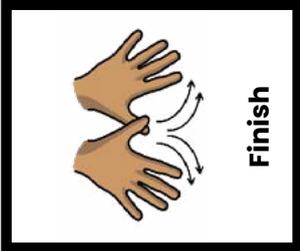
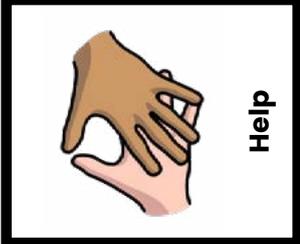
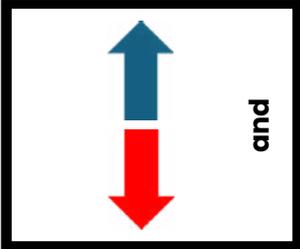
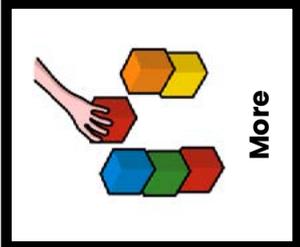
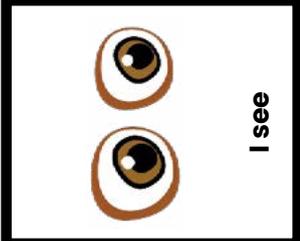
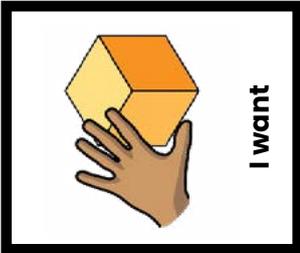


Activity 4: Sensory Colour Exploration Tray.



Give learners a hands-on way to explore colours, textures, and mixing. Set up a large tray with different coloured materials, for example rice, pasta, or kinetic sand. Keep the colours separate to start. Offer small tools like scoops, cups, or spoons. Add sensory items to the tray.

We've created a communication board to use alongside the activity. It supports learners to choose colours, explore mixing, ask for help, and show when they are finished.



Hay Fever.



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. This process must be repeated to complete the sequence.

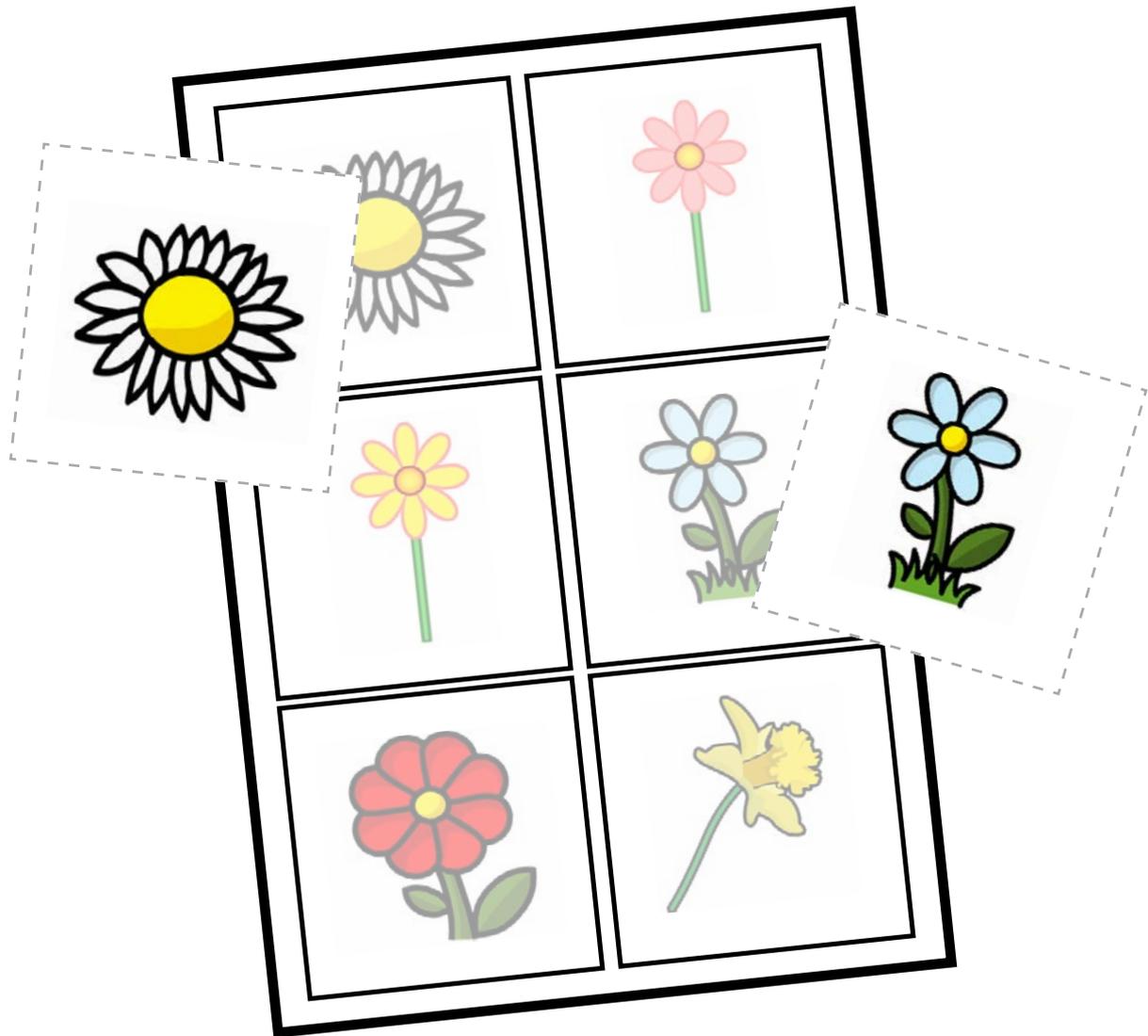
Supports: Sequential learning, early number concepts, communication, fine motor skills.

How to play:

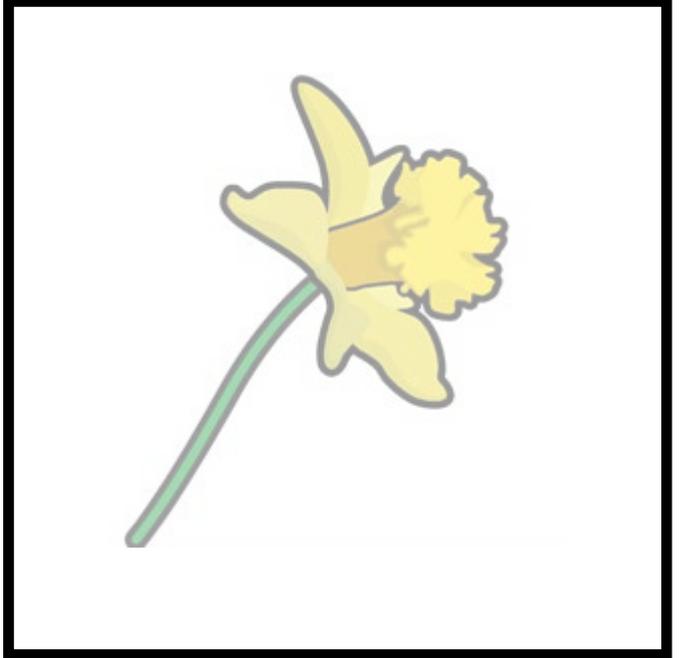
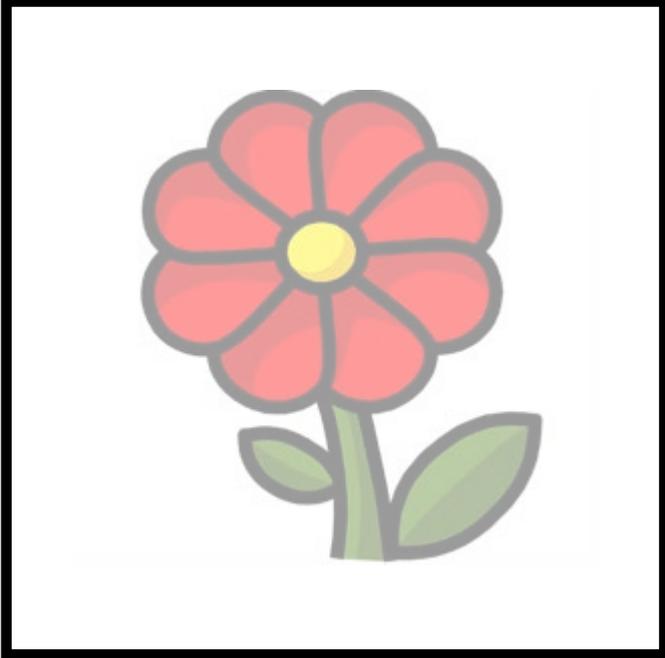
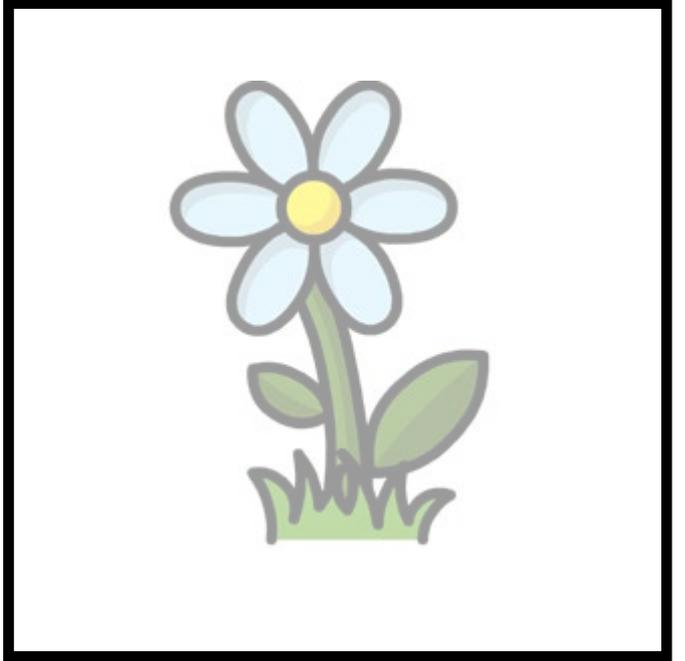
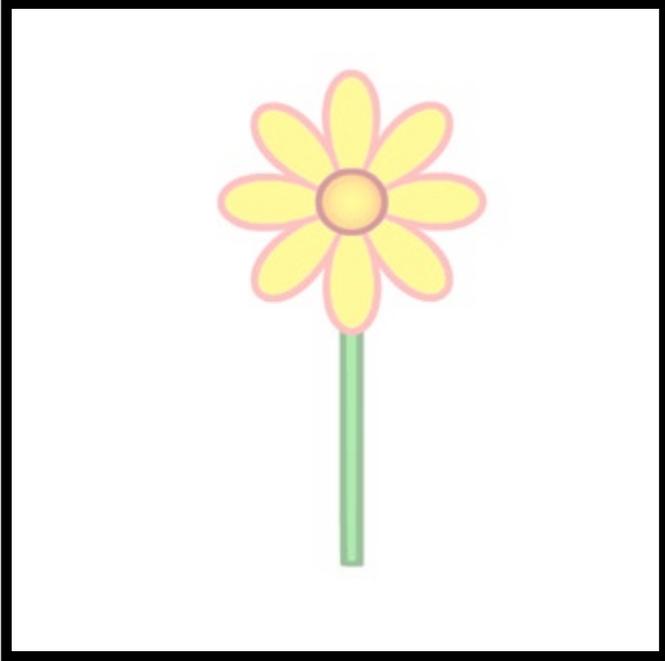
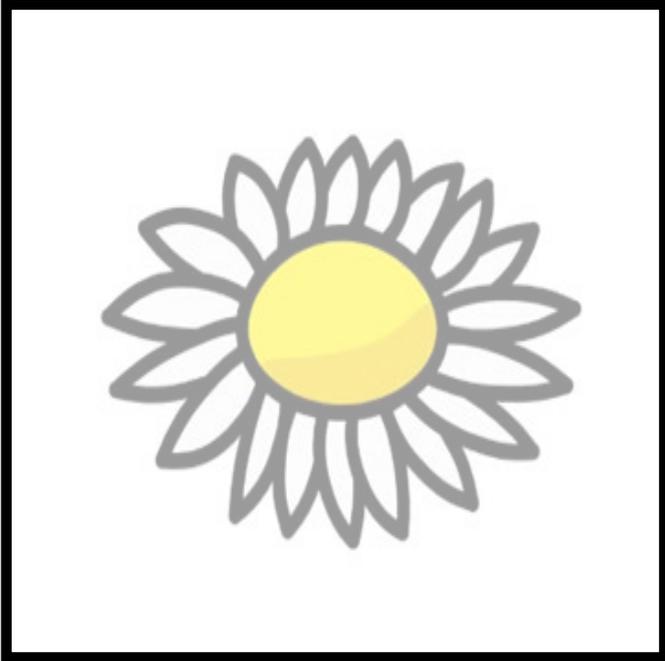
We have created printable activities to work alongside the **Hay Fever** activity. First start by playing the activity in Games & Activities. Talk about the flowers, the spring weather and why the character is sneezing. Then use the provided printable activities.

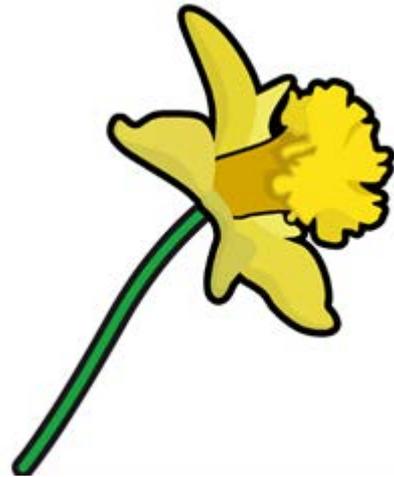
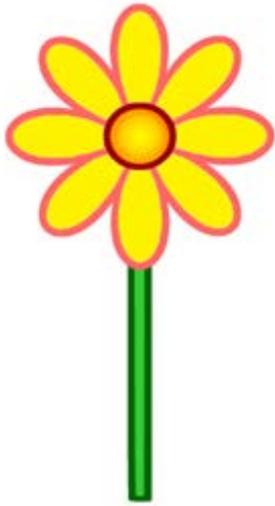
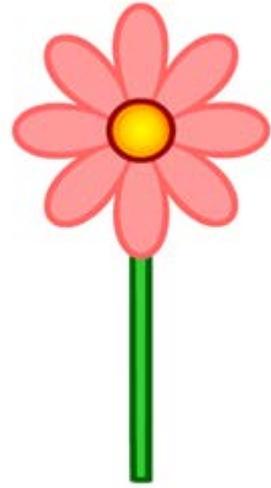
We’ve also created a Chooselt Maker activity called **‘Counting Flowers’** to help with early counting skills.

Activity 1: Flower Matching Activity.



Print out sheet 1 and 2. Learners can cut-out the flowers from sheet 2 and match them to the flowers on sheet 1. Learners can do this independently or with adult support. Alternatively, the activity could be laminated and Velcro could be used to attach the flowers.





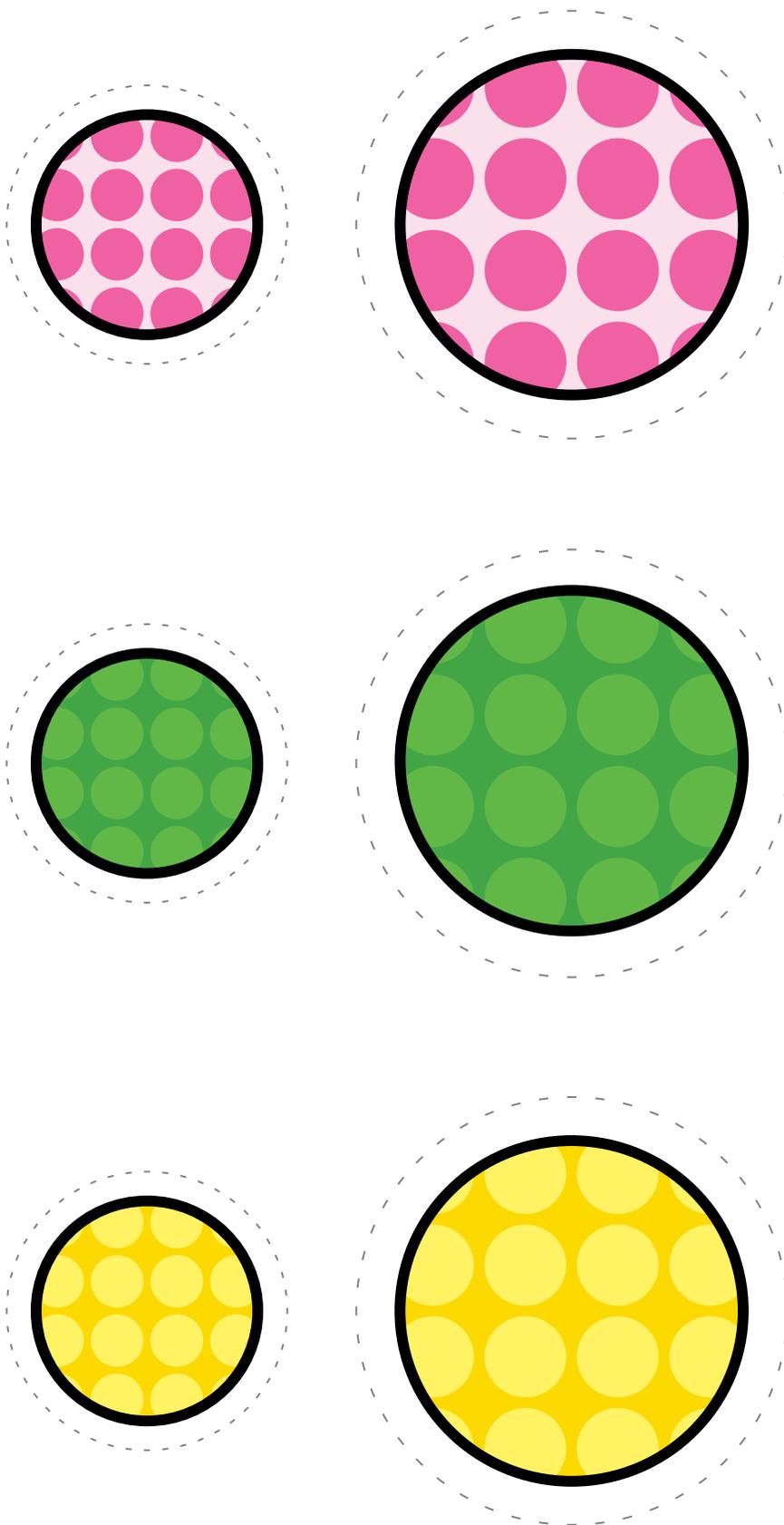
Activity 2: Create a Flower.



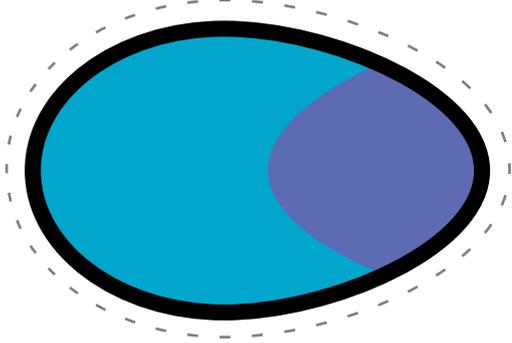
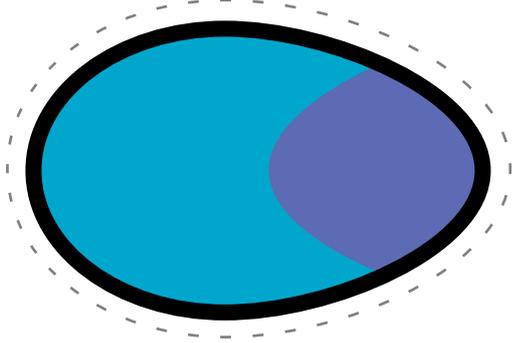
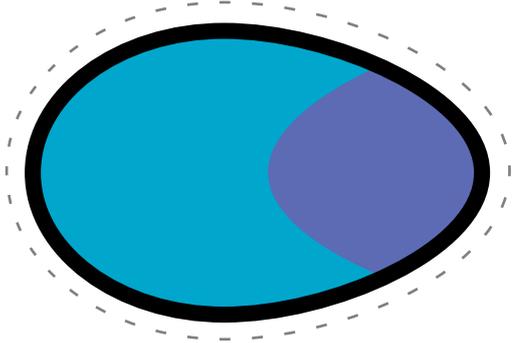
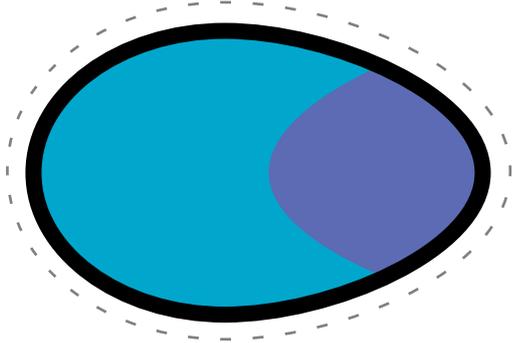
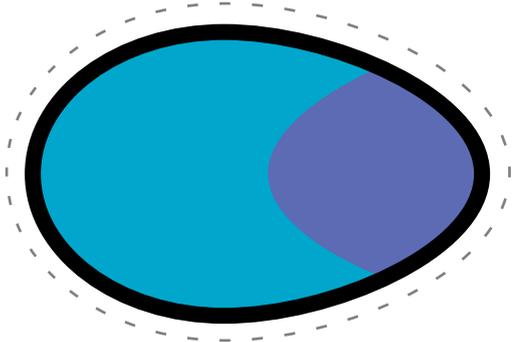
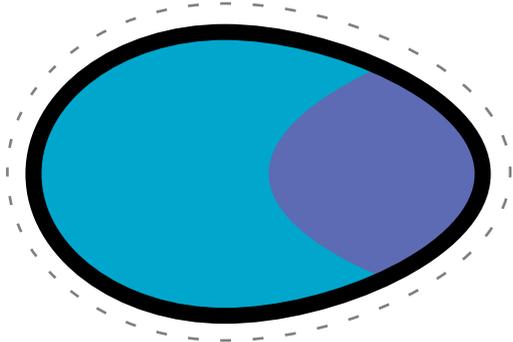
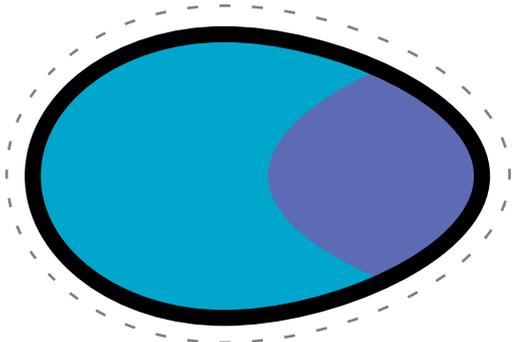
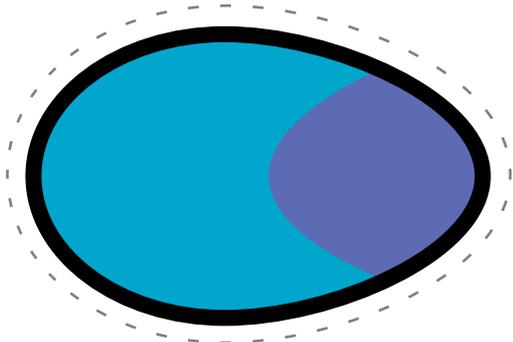
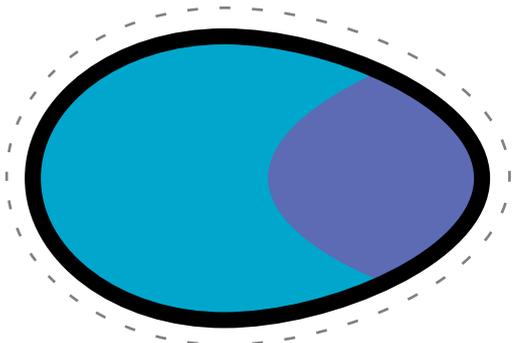
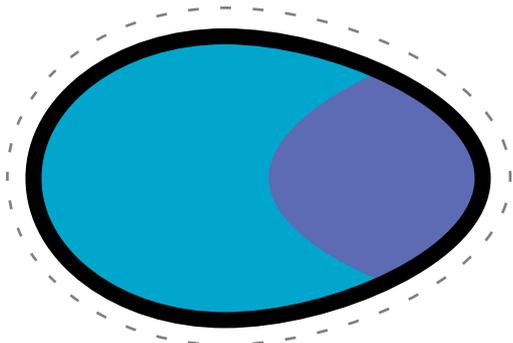
We have provided a simple flower template with separate parts. Learners are given a choice of stems, flower centres, and petals to build their own flower. This activity can either be cut out by the learner for fine motor skill development or can be laminated and cut for repeated use.

To support this activity, we have included a communication board.

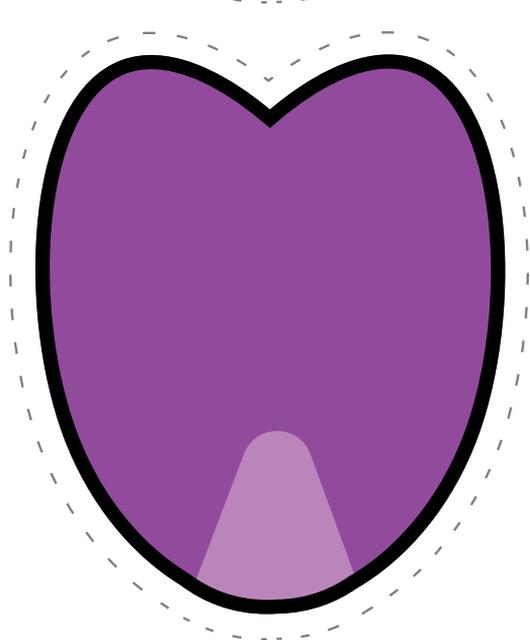
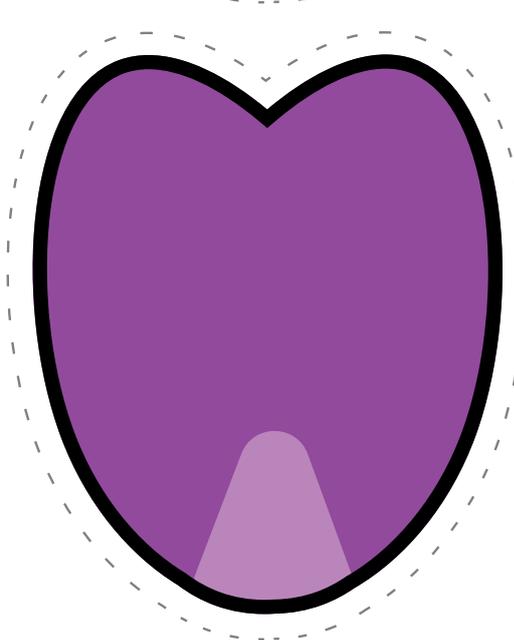
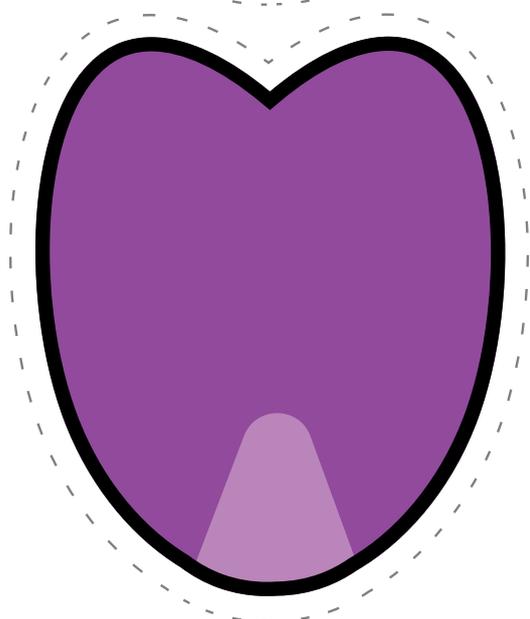
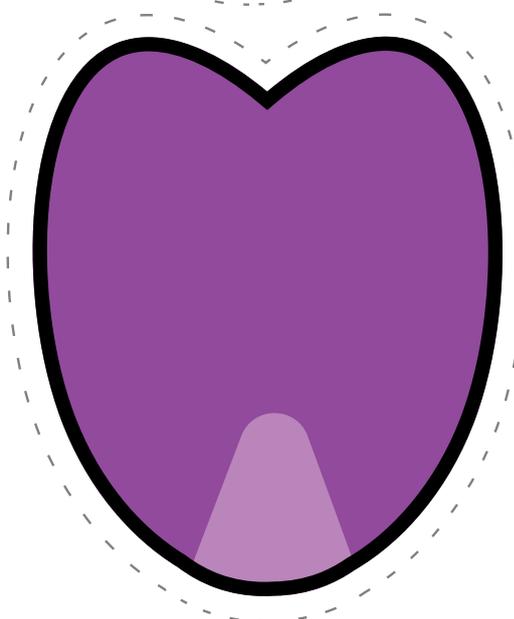
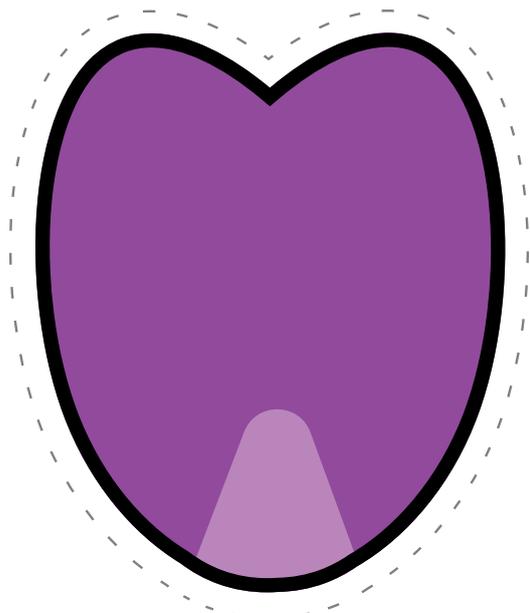
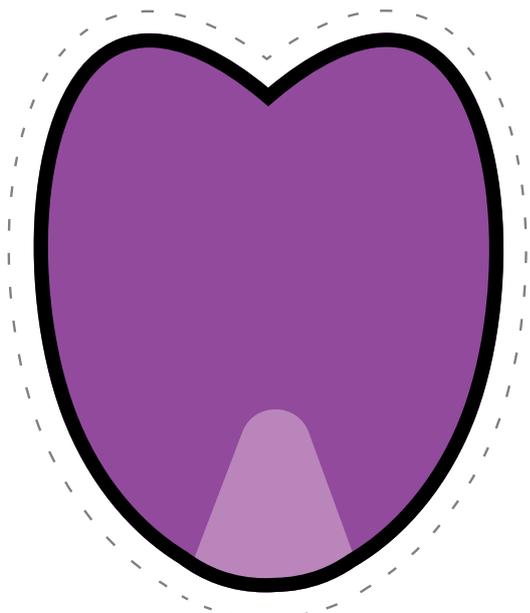
Flower centres.



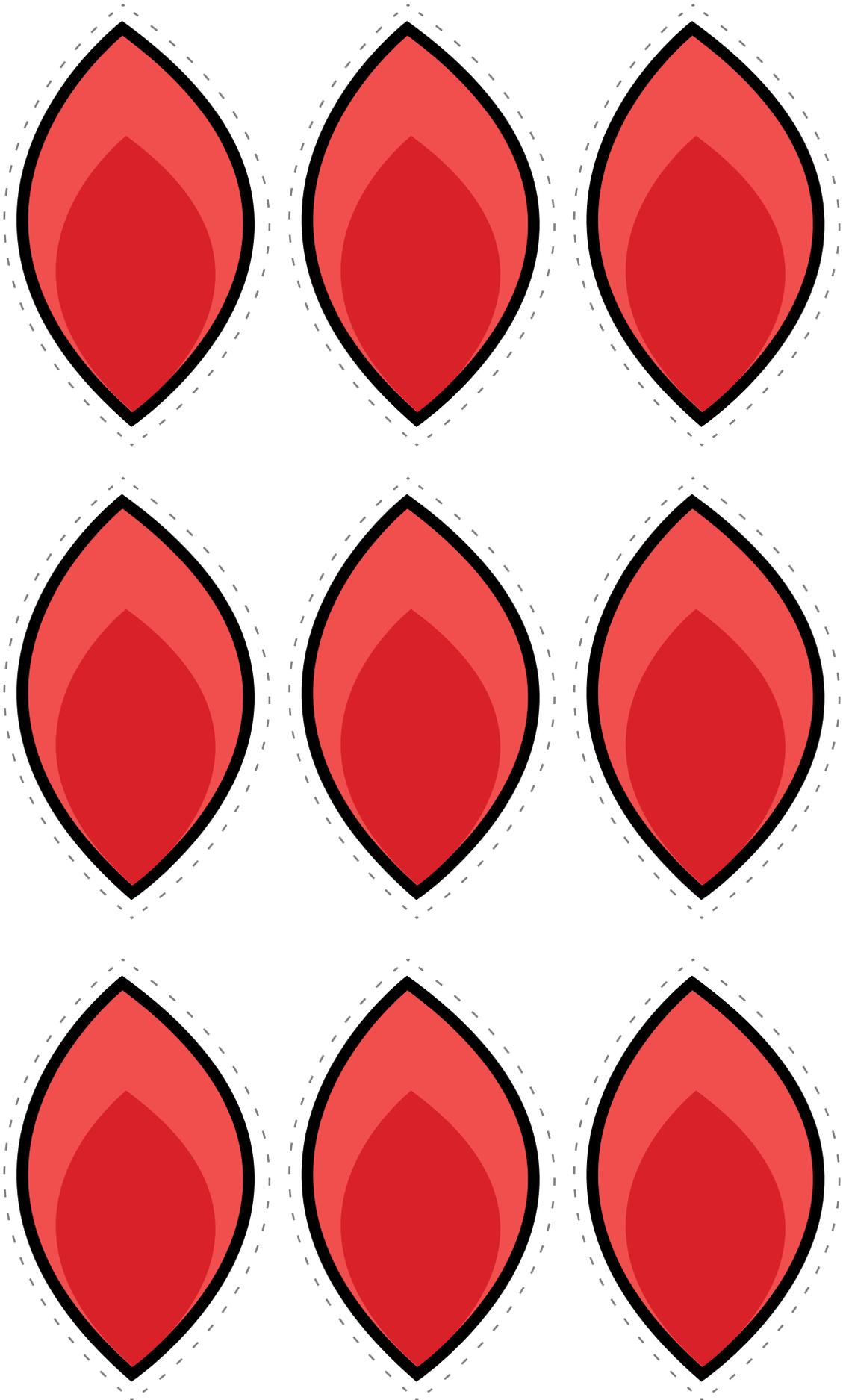
Blue petals.



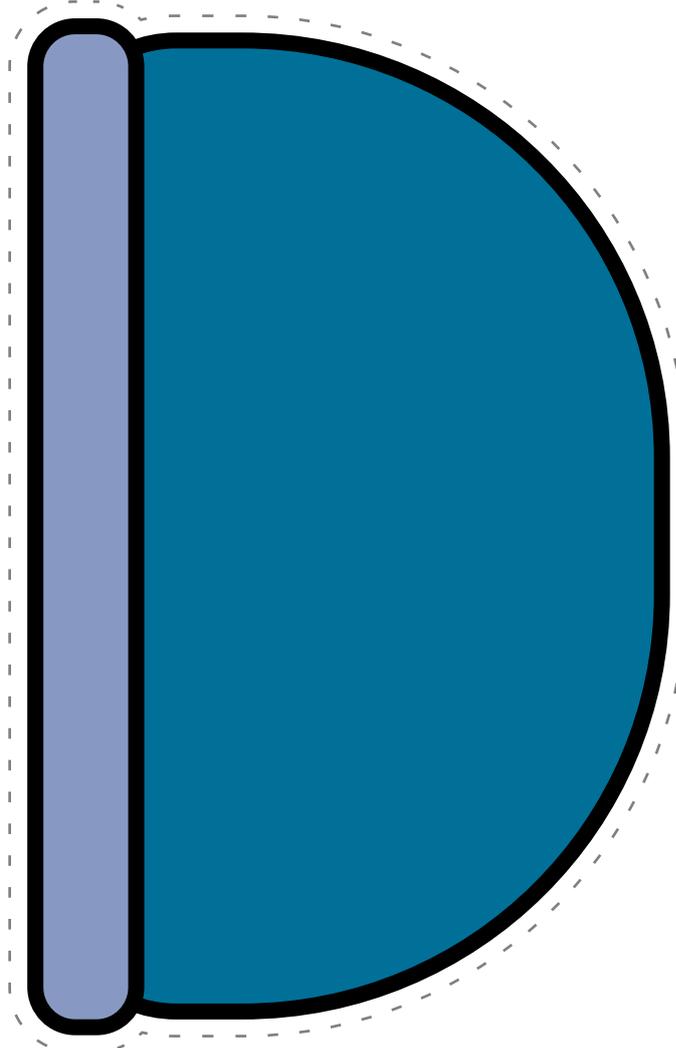
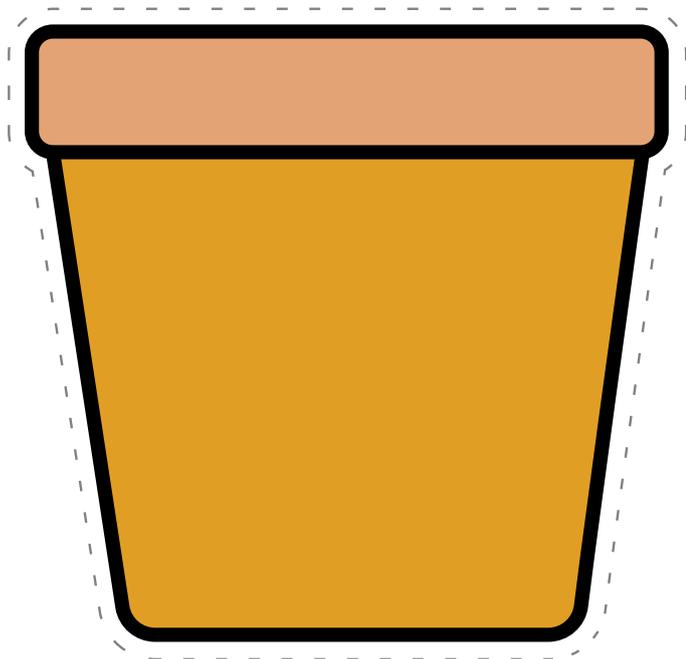
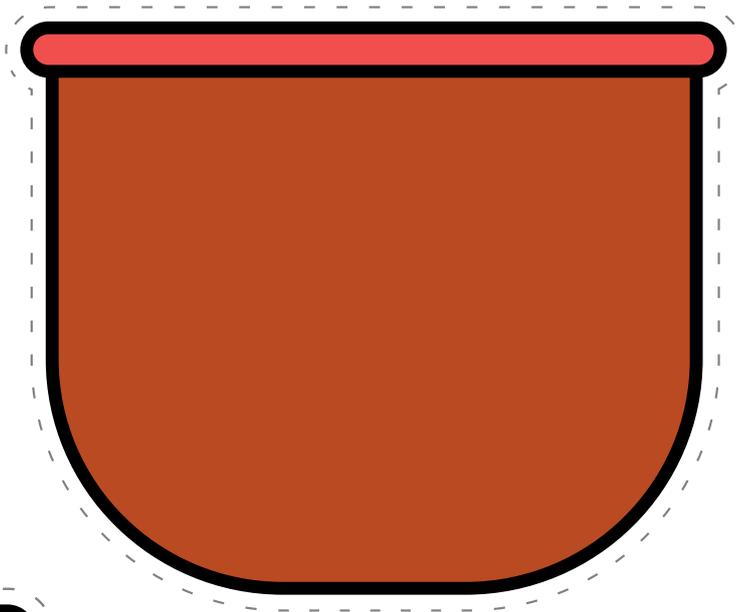
Purple petals.



Red petals.

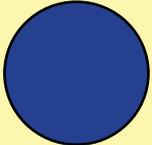
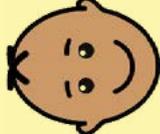
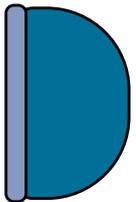
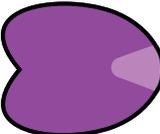
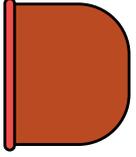
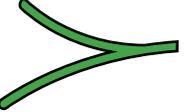
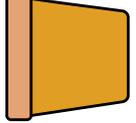


Plant pots.

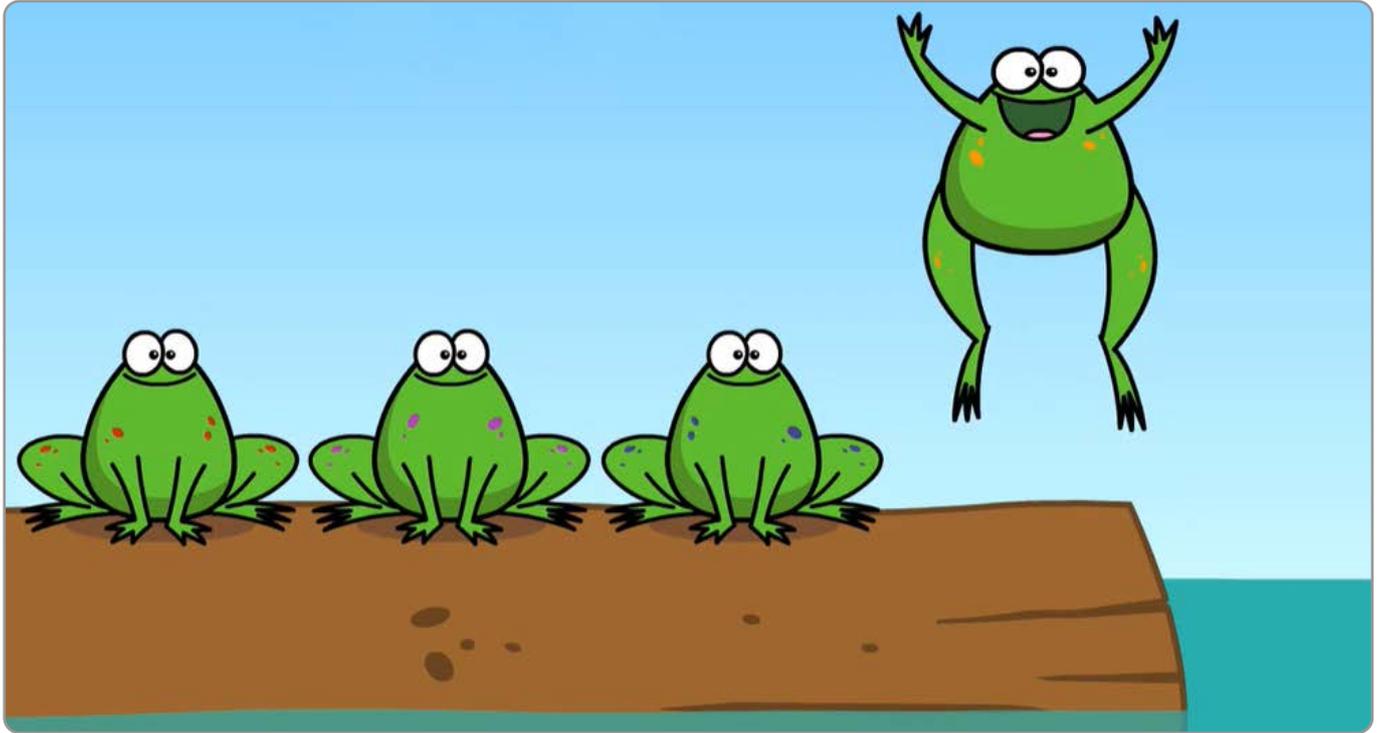


Flower stems.



 <p>I want</p>	 <p>Big</p>	 <p>Yes</p>	 <p>Like</p>	 <p>Cut</p>
 <p>More</p>	 <p>Small</p>	 <p>No</p>	 <p>Don't like</p>	 <p>Glue</p>
 <p>Stem 1</p>	 <p>Pot 1</p>	 <p>Green centre</p>	 <p>Purple petal</p>	 <p>Stick</p>
 <p>Stem 2</p>	 <p>Pot 2</p>	 <p>Yellow centre</p>	 <p>Red petal</p>	 <p>Help</p>
 <p>Stem 3</p>	 <p>Pot 3</p>	 <p>Pink centre</p>	 <p>Blue petal</p>	 <p>Finish</p>

Five Little Speckled Frogs.



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. This process must be repeated to complete the sequence.

Supports: Sequential learning, early number concepts, communication, fine motor skills.

How to play:

We have created a collection of activities to work alongside our **Five Little Speckled Frogs** game. Use the below activities whilst playing the activity in Games & Activities and singing the song to count downwards from 5 to 0.

Activity 1: Sensory frog pond.



You will need:

- A shallow tray.
- Water, blue fabric, or sensory gel to represent the pond.
- 5 Toy frogs.
- One log such as brown playdough shaped into a log, or a real log or piece of bark (clean and safe to handle).

Create your frog pond and position the five frogs on the log. Play Five Speckled Frogs from Games & Activities.

As the song plays, encourage learners to take-turns to move one frog at a time from the log into the pond.

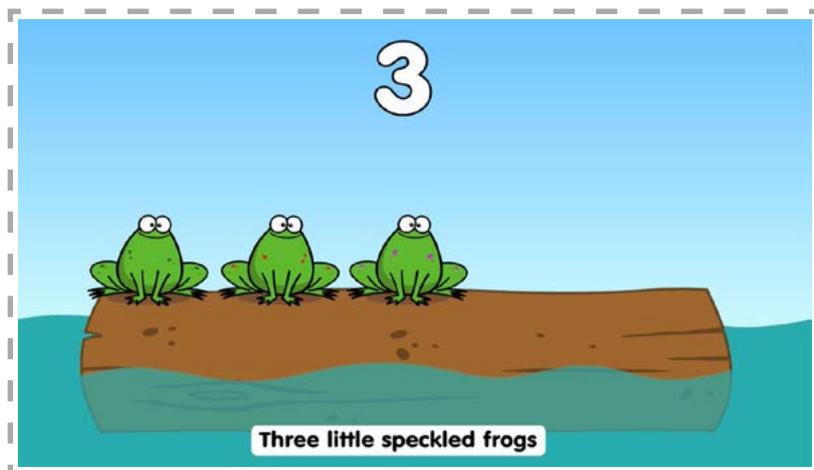
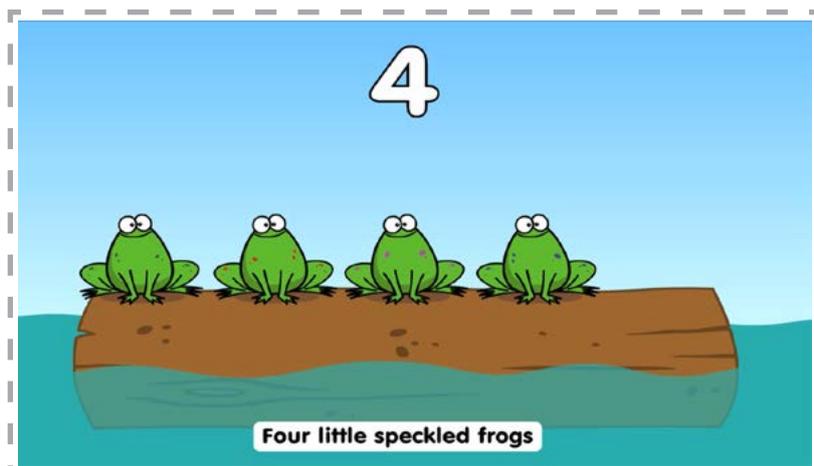
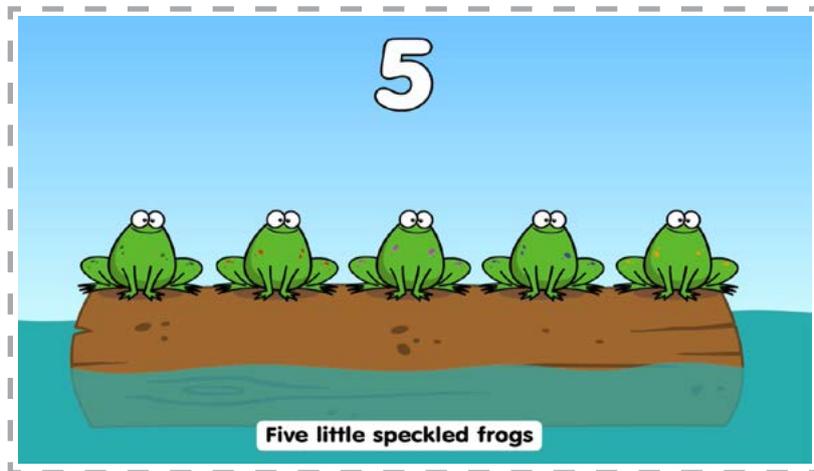
When the song pauses, wait for the learner's response before starting again.

Ask simple questions such as "Do you want more?" and confirm their response using language suited to the learner's needs (e.g. "more song," "you want more").

Encourage learners to explore the sensory tray. Use simple, repeated language such as frog "jump," "splash," "one less."

Activity 2: Sequencing Five Little Speckled Frogs.

Help learners retell the story of the Five Little Speckled Frogs by sequencing the pictures in the correct order. Cut out the pictures from each scene, these could be laminated for repeated use.



2



Two little speckled frogs

1



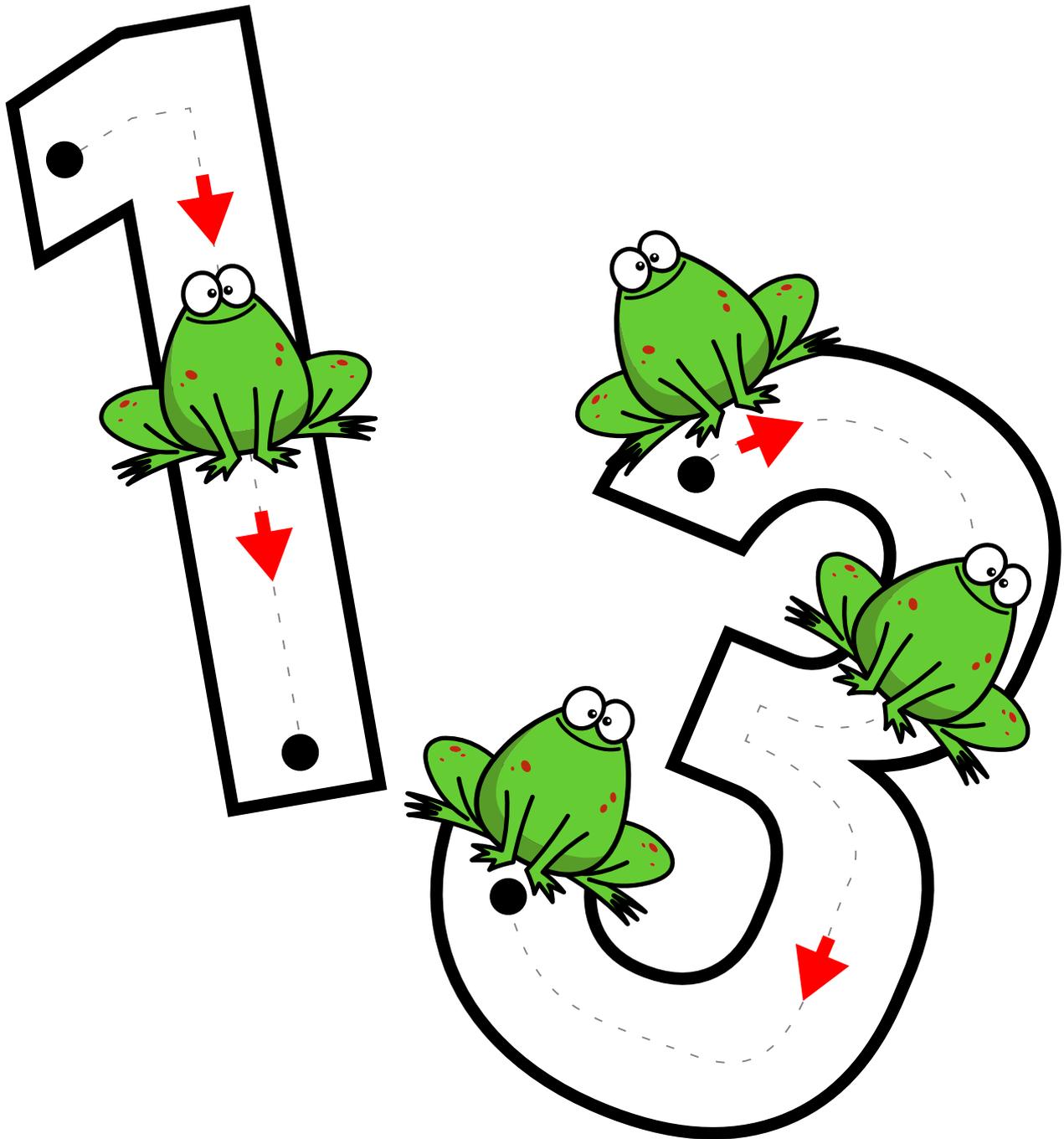
One little speckled frog

0



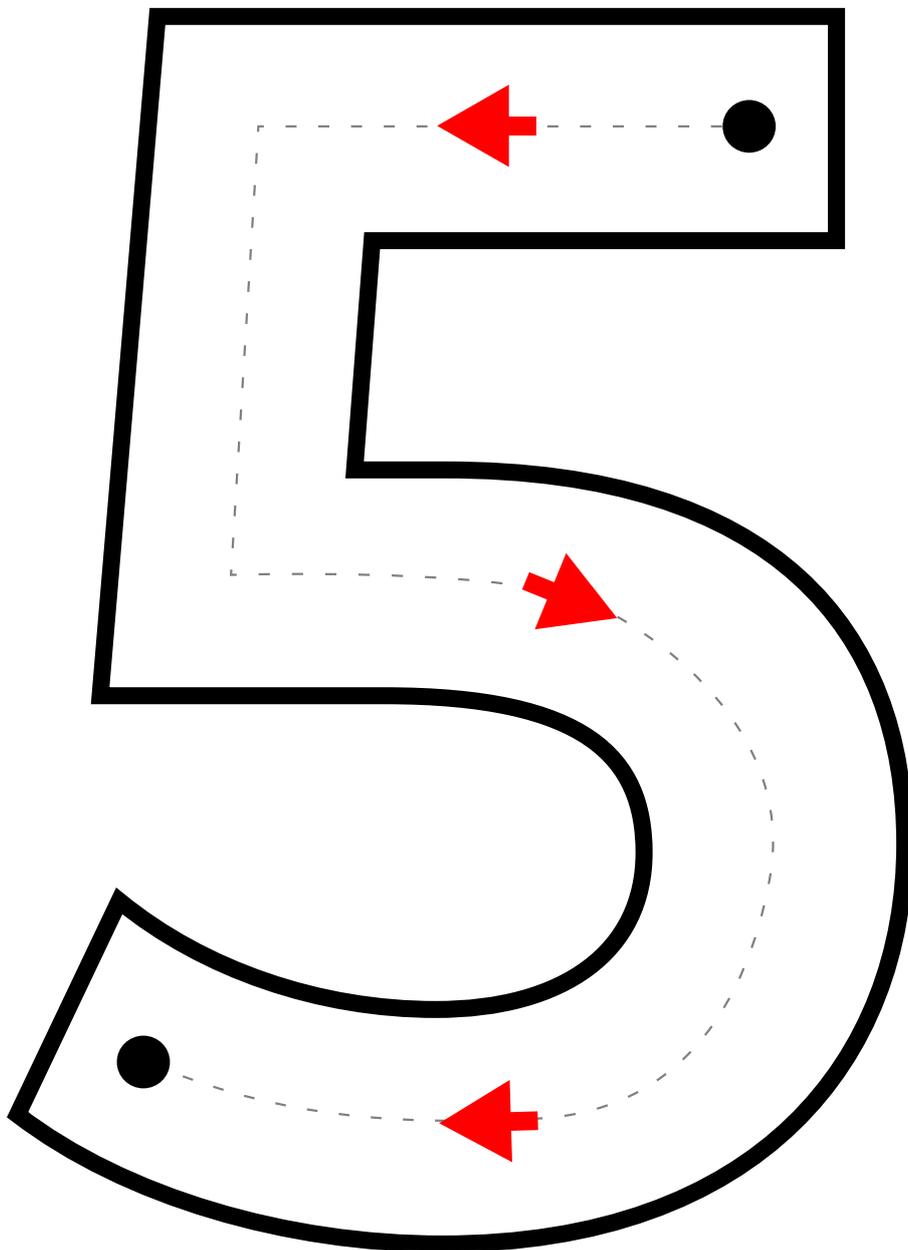
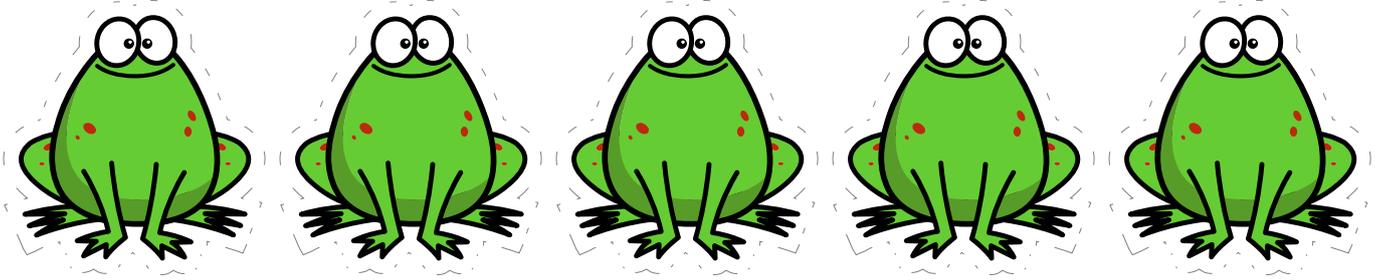
Now there are no green speckled frogs

Activity 3: Number recognition and tracing.

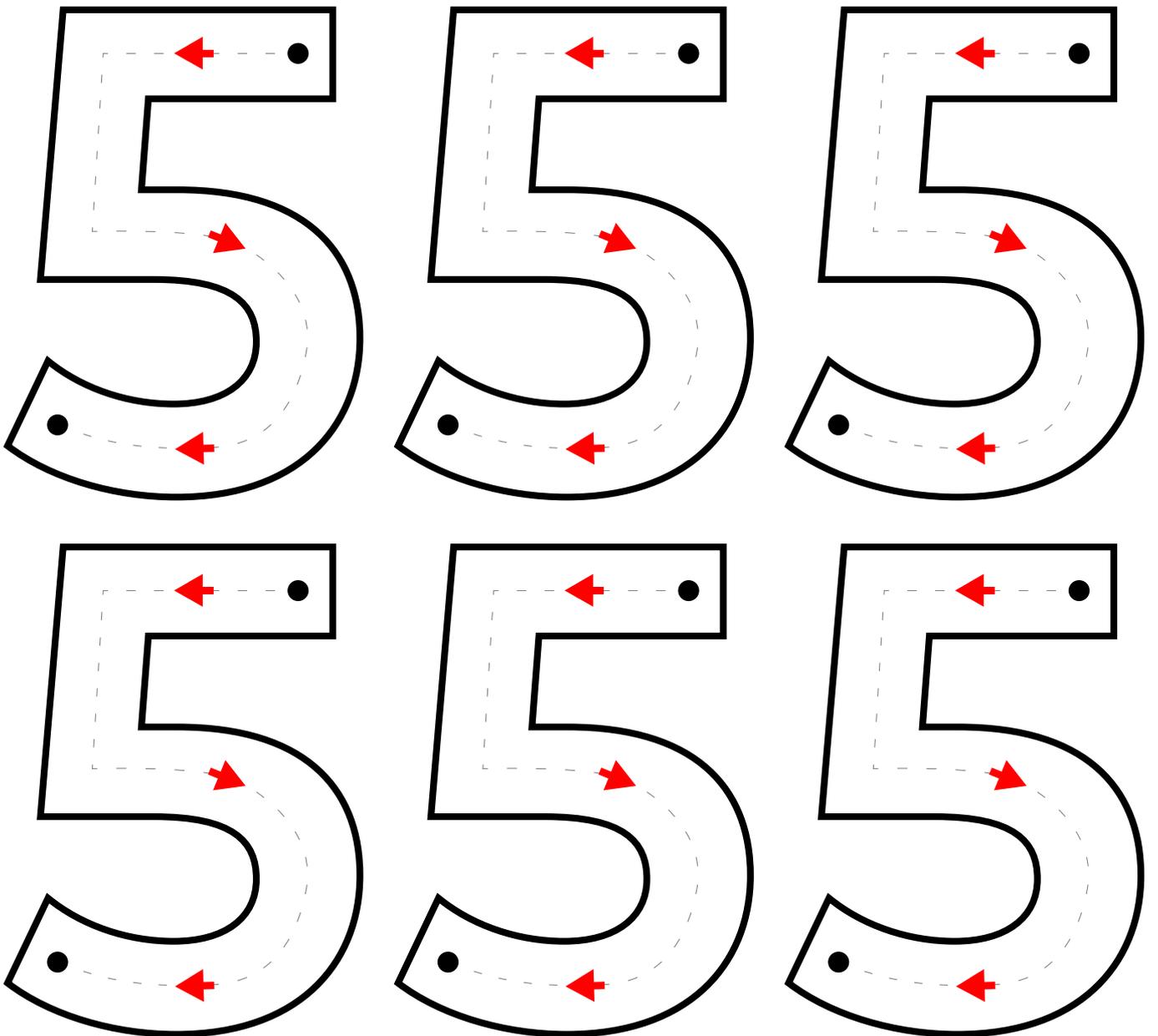
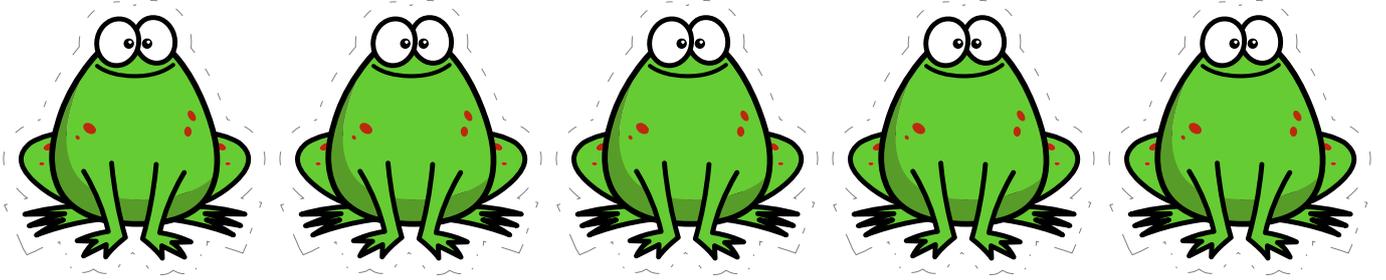


Help your learners practice counting, number recognition, and number formation. Learners can count the number of frogs and trace over the number.

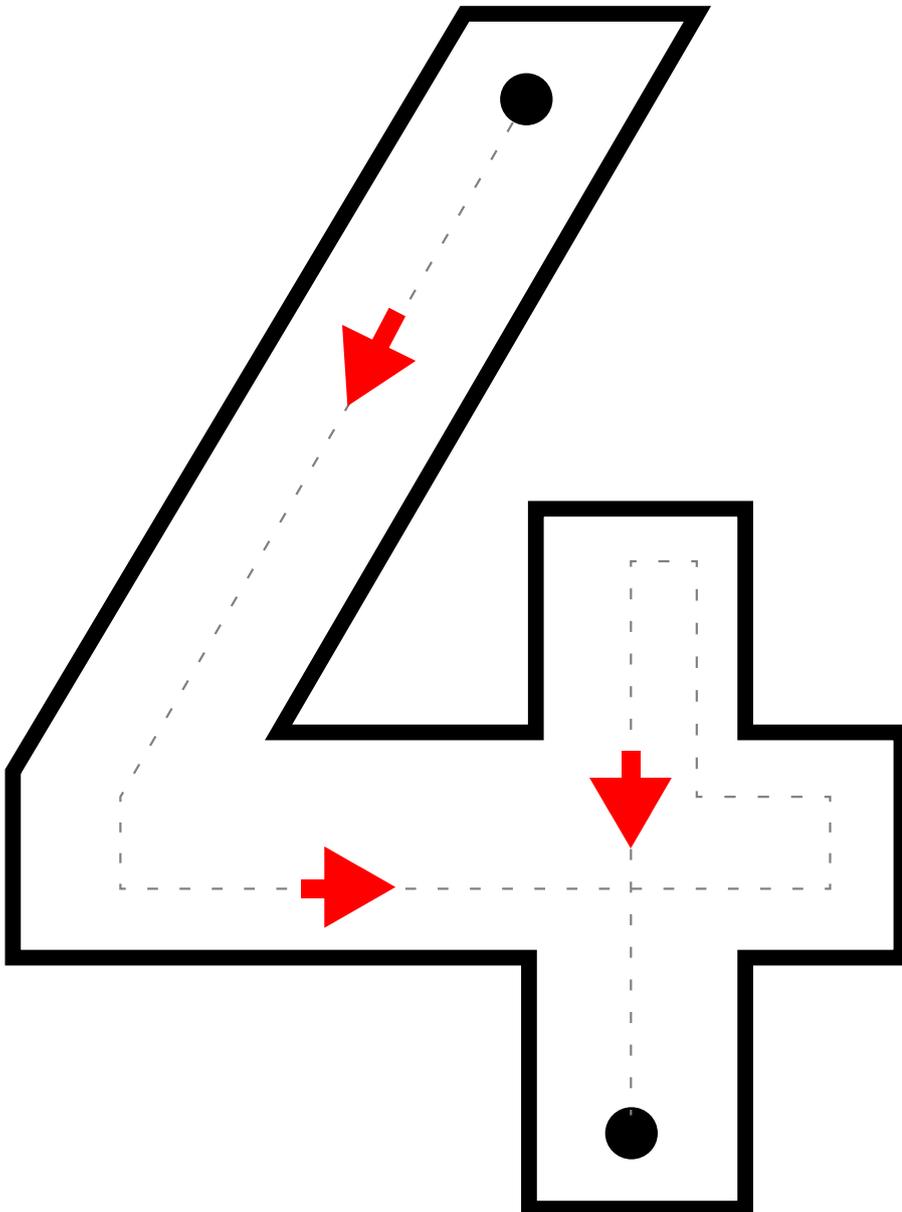
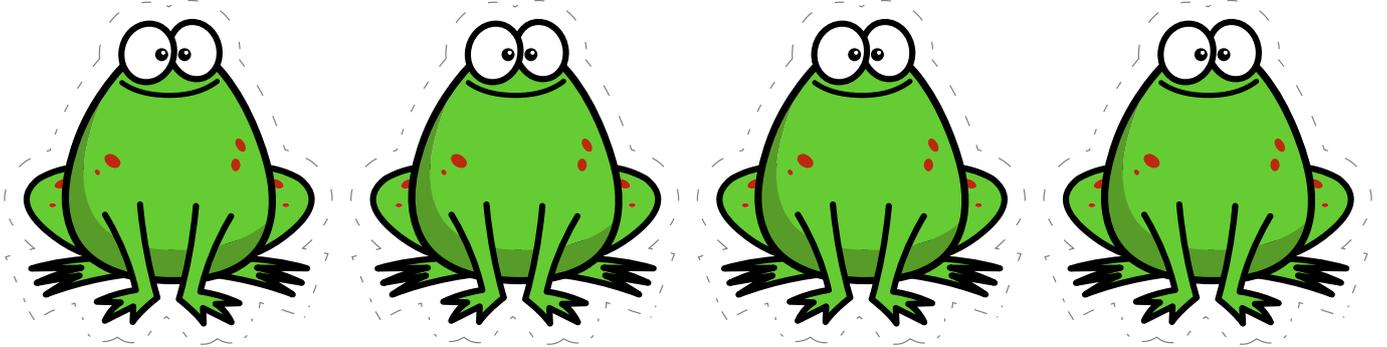
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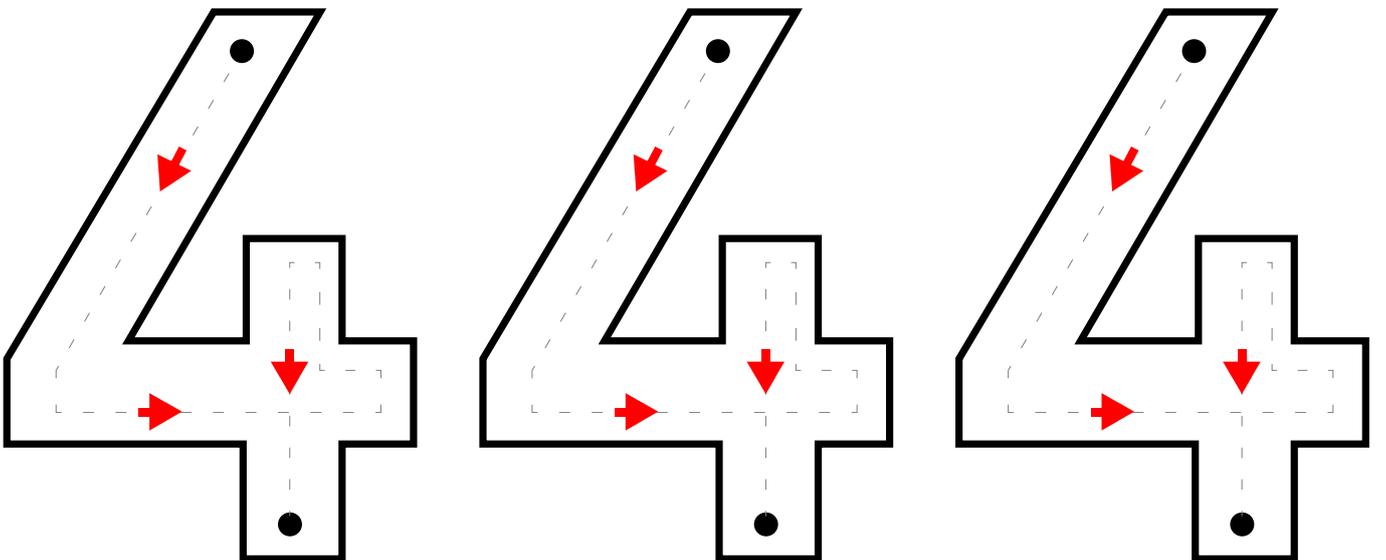
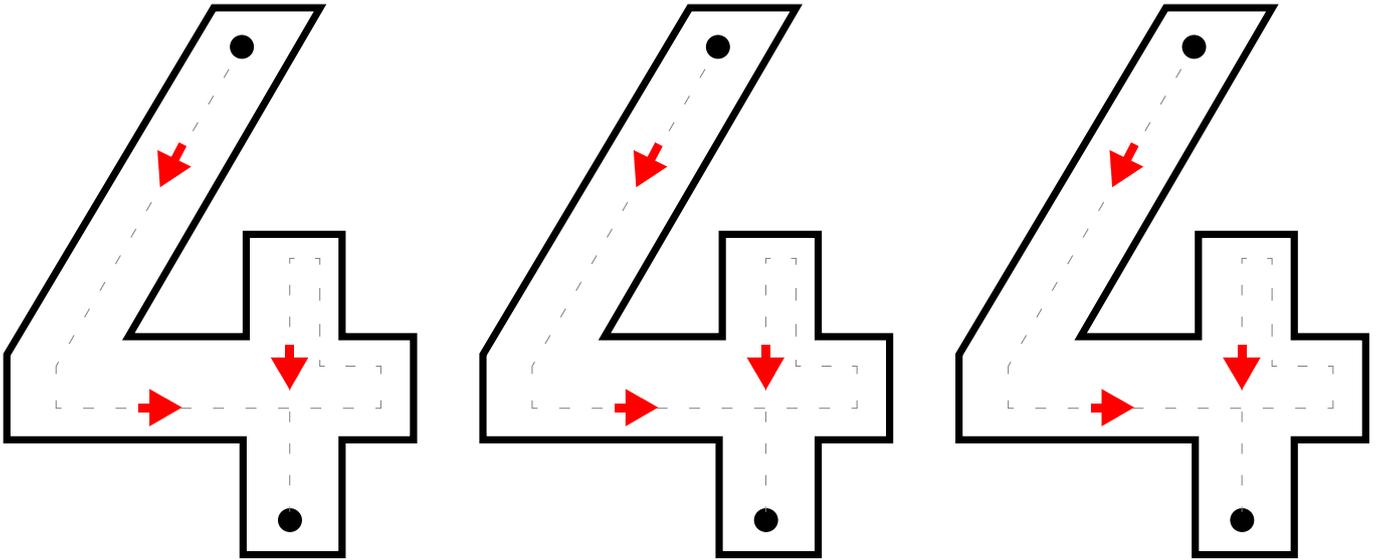
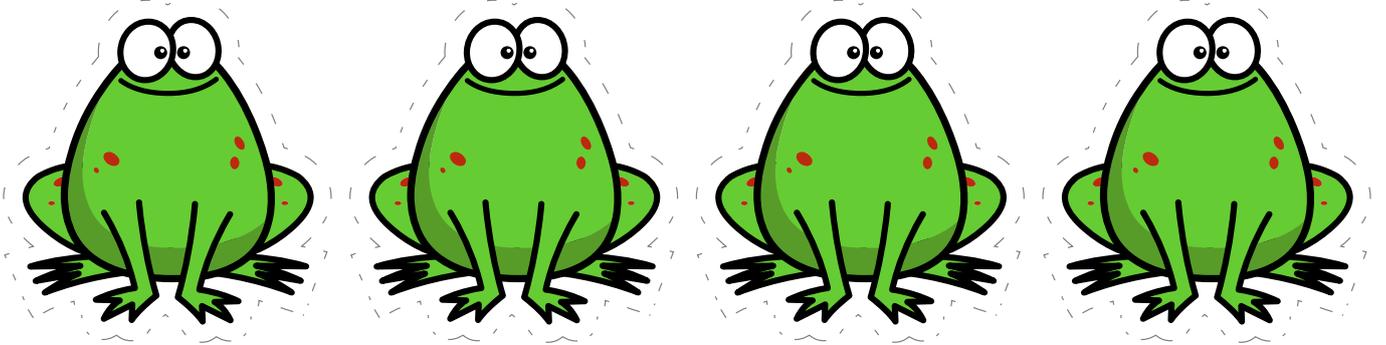
Five



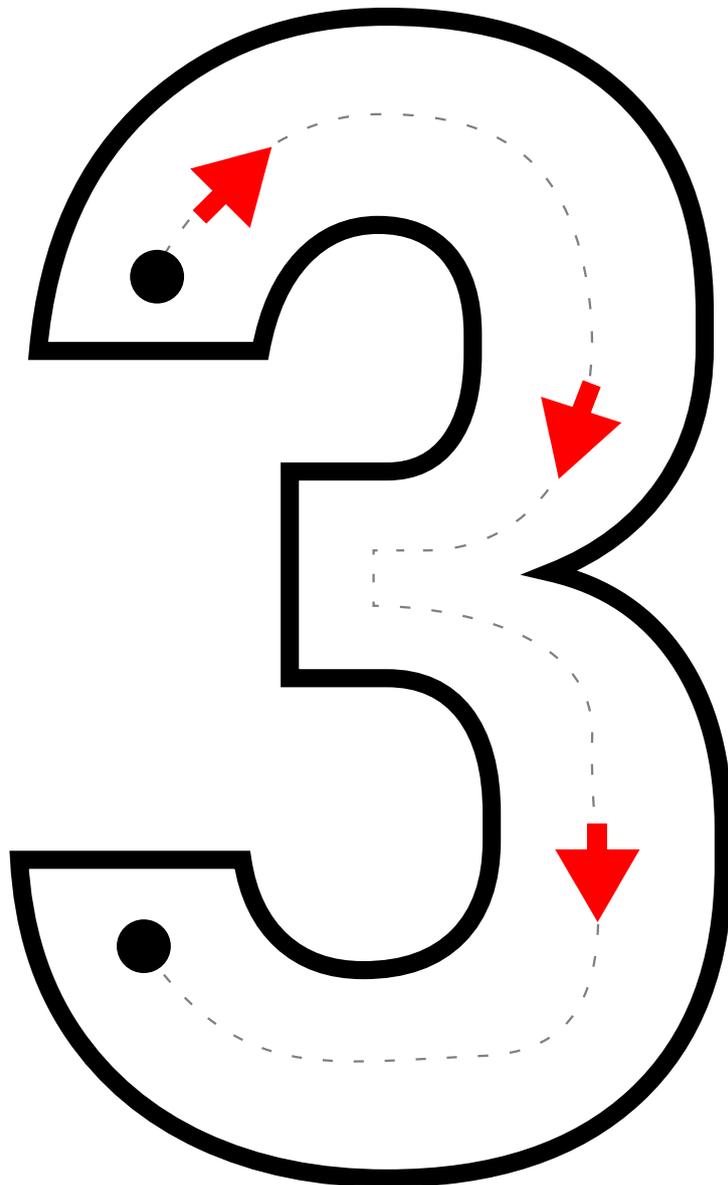
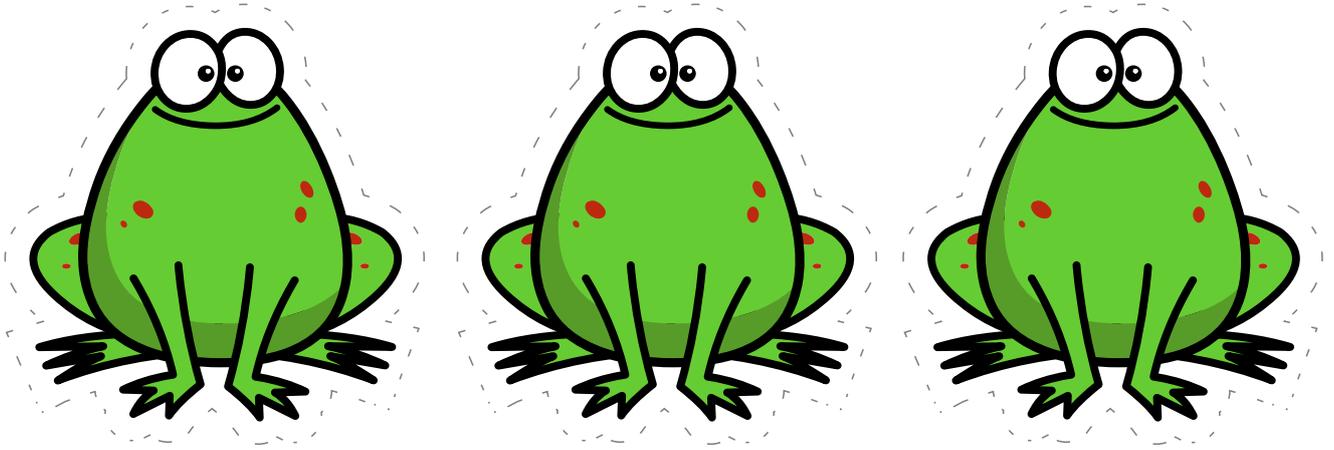
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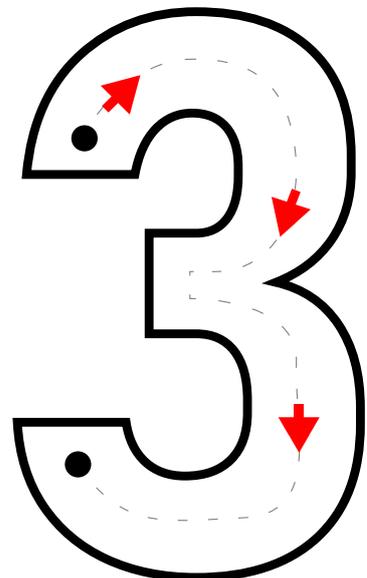
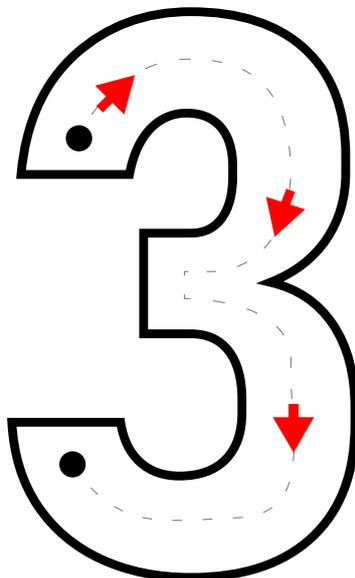
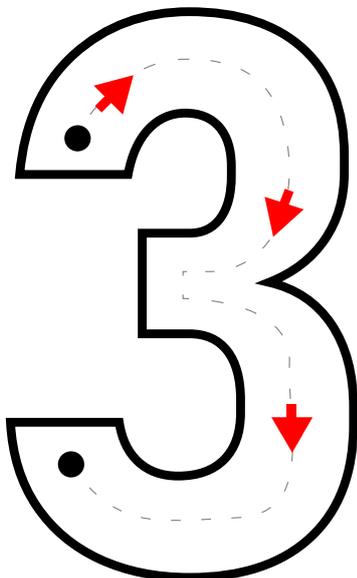
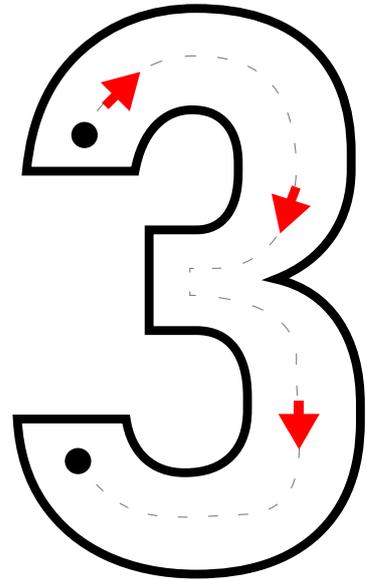
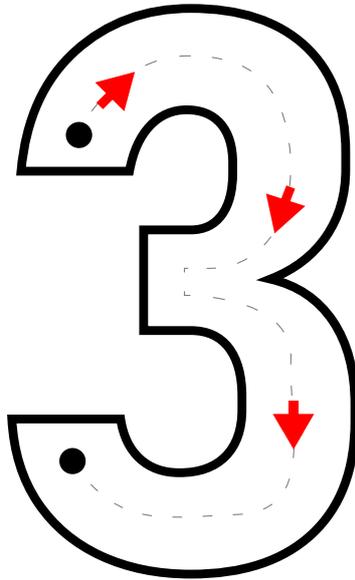
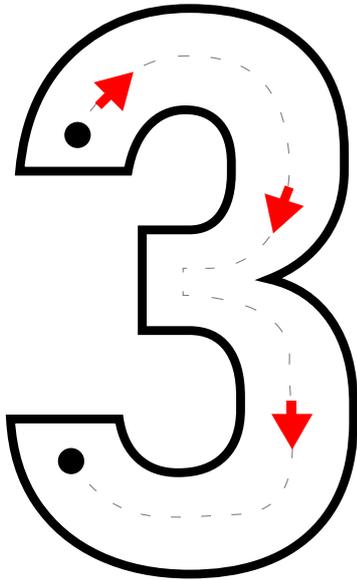
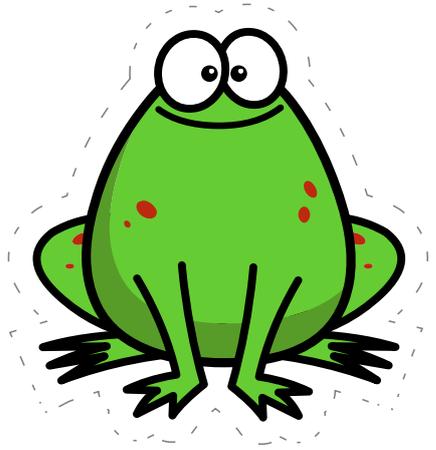
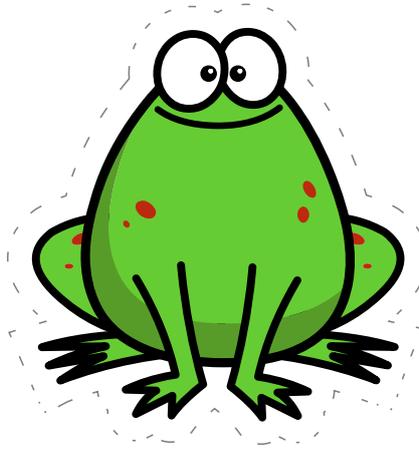
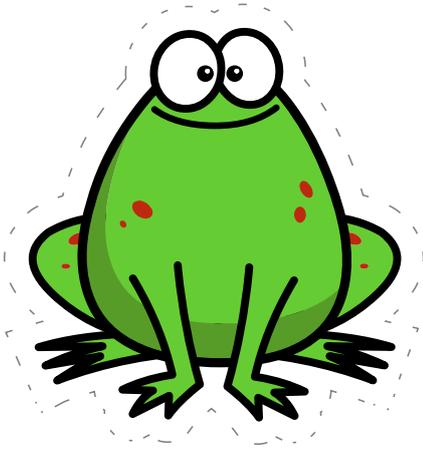
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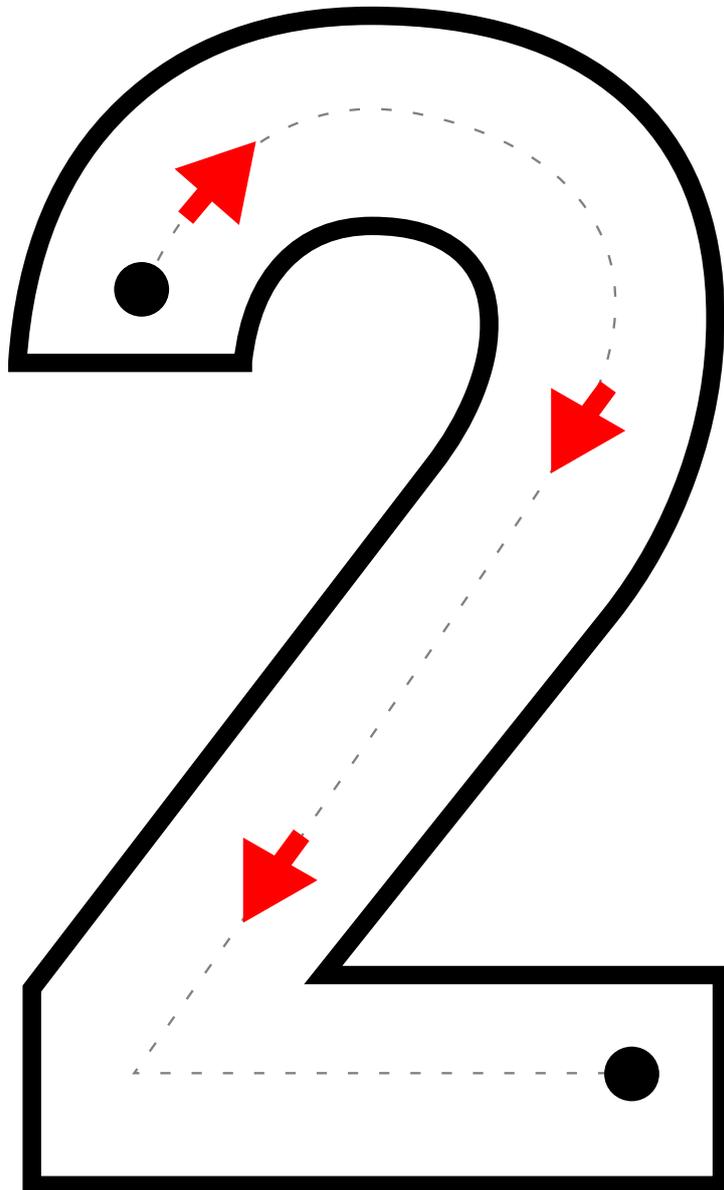
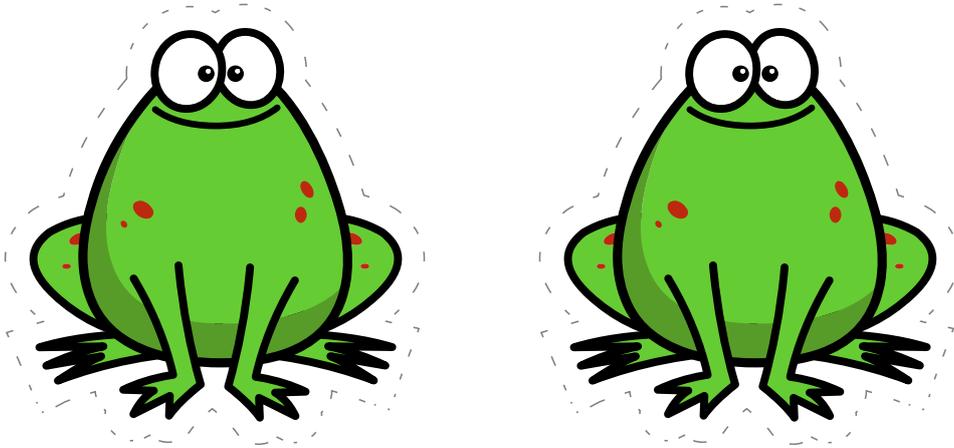
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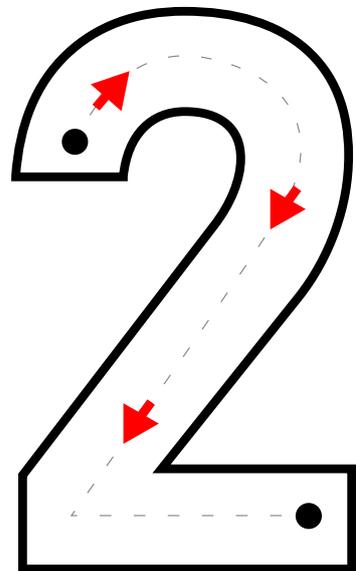
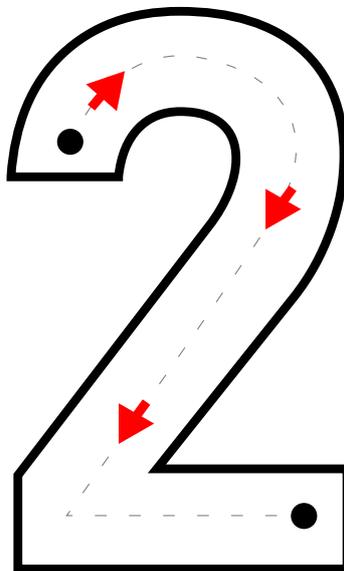
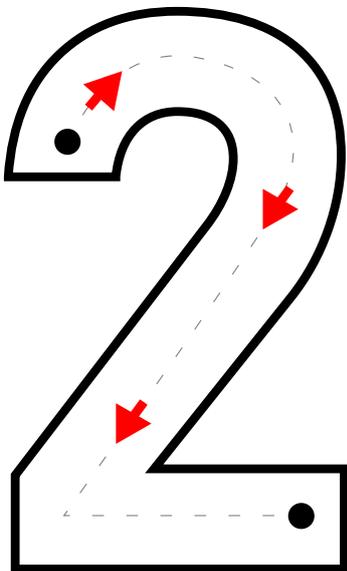
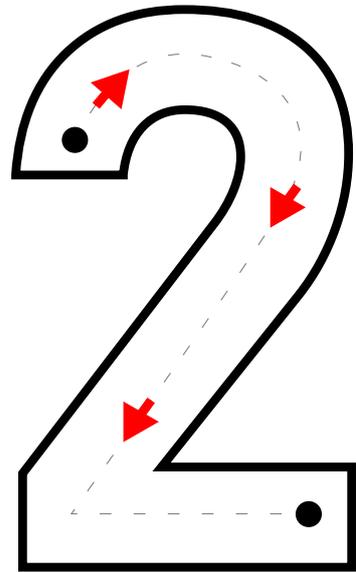
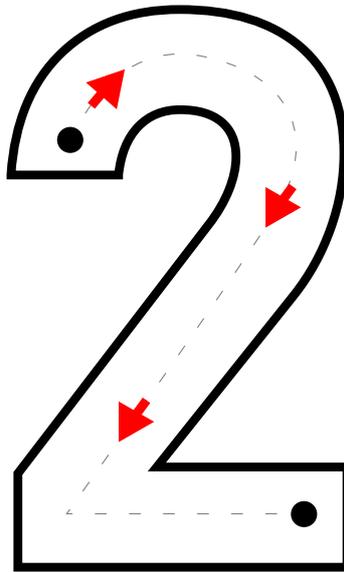
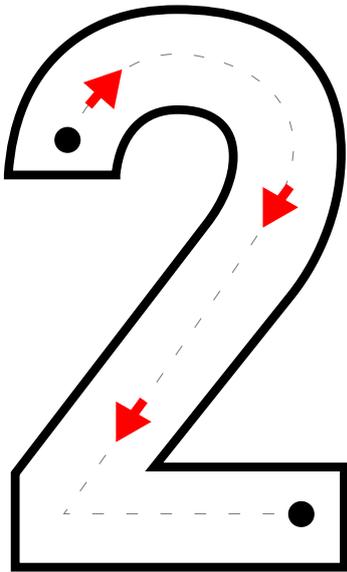
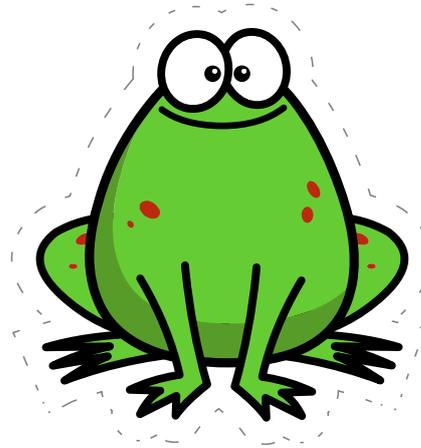
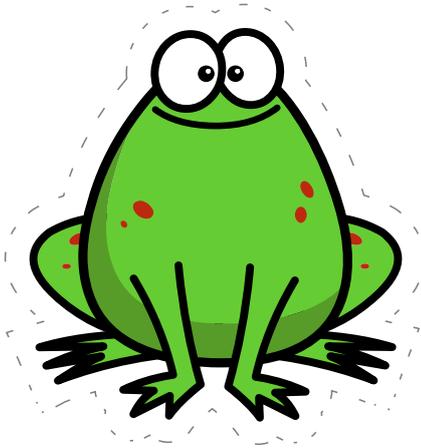
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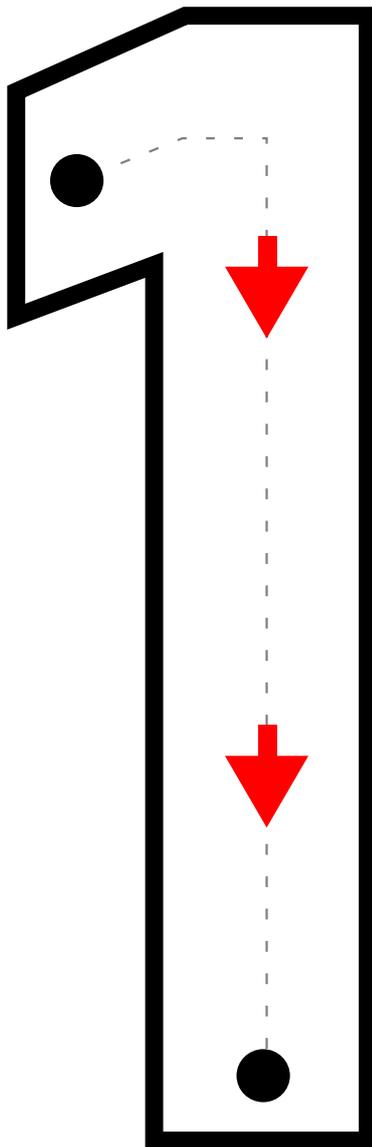
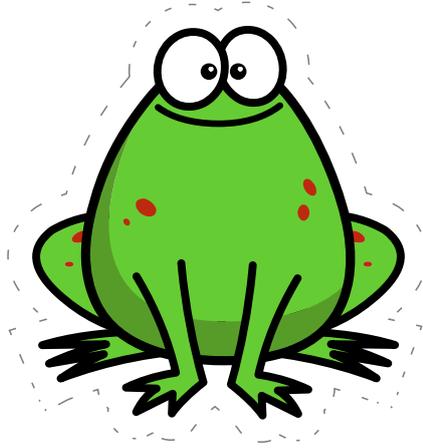
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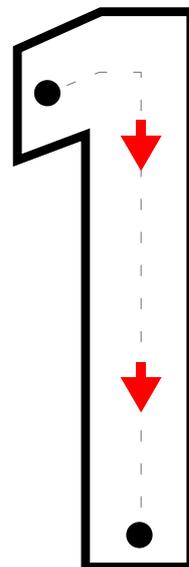
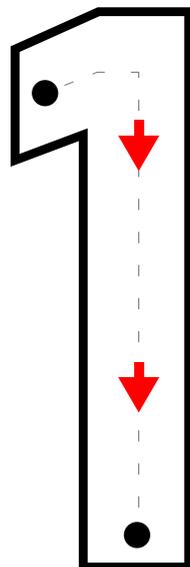
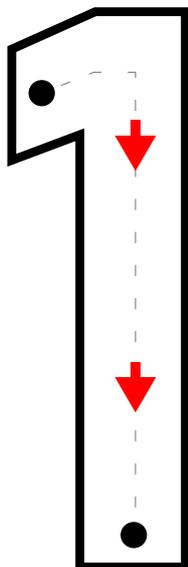
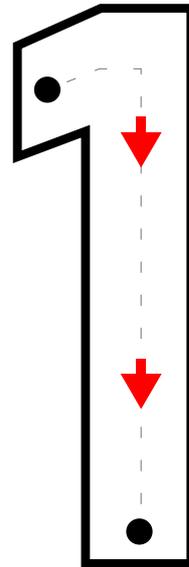
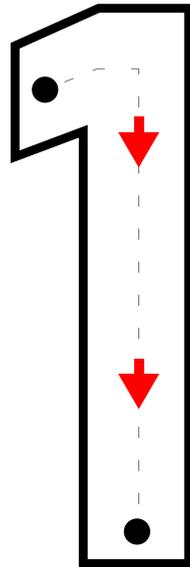
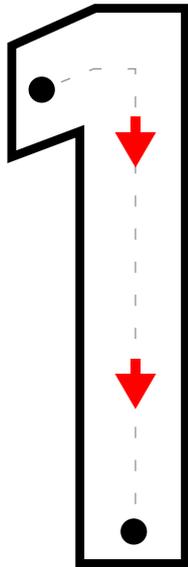
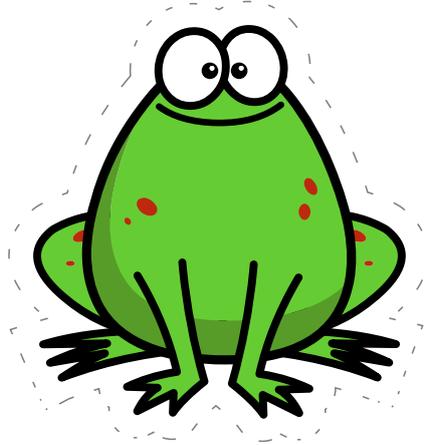
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One

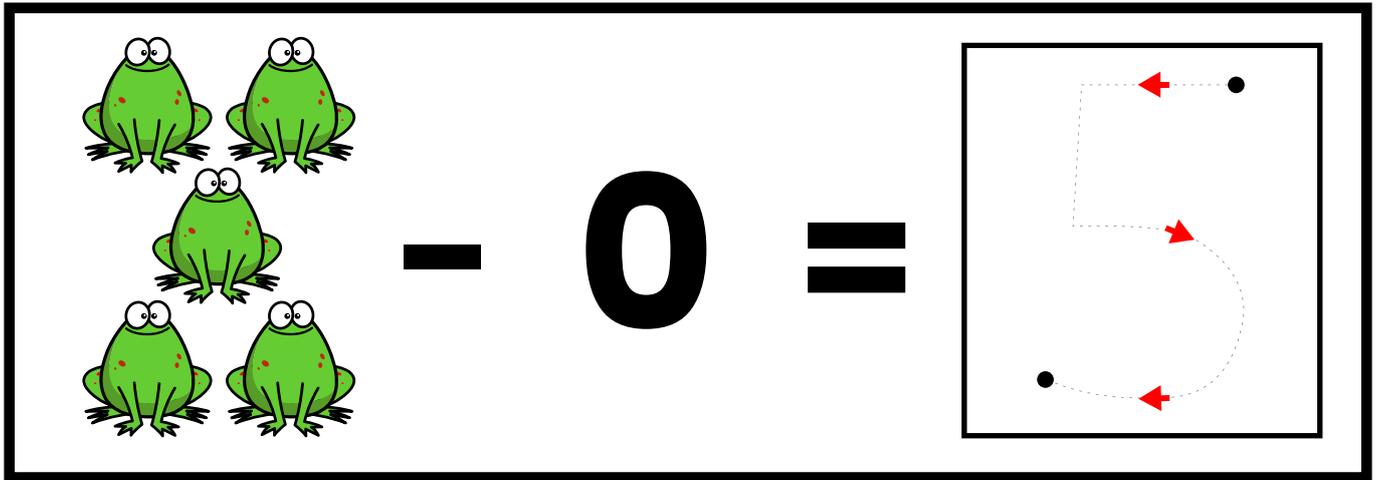


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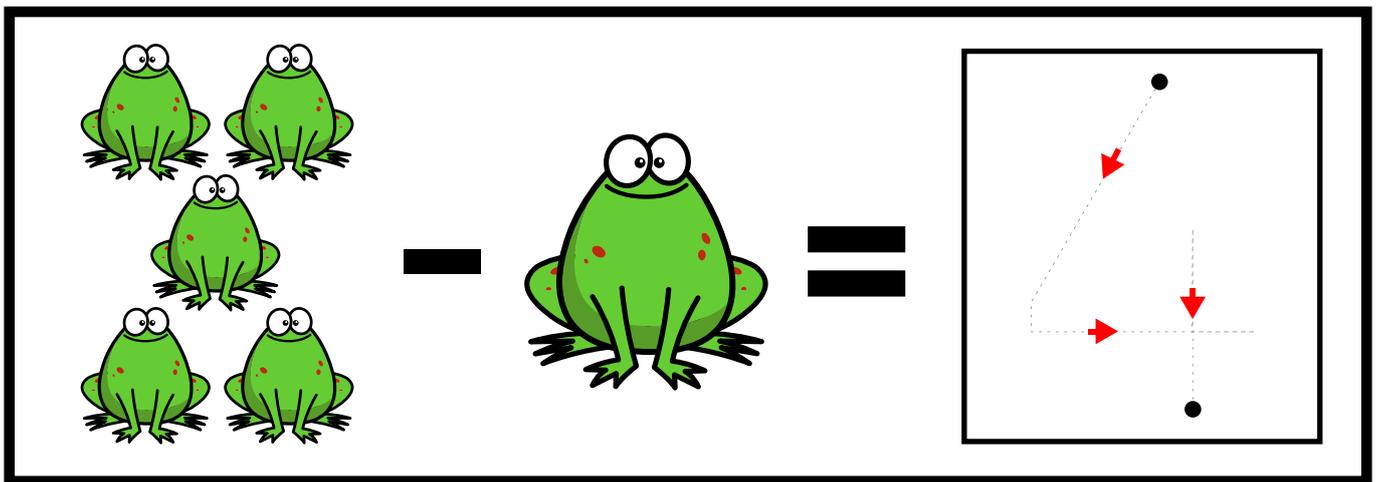
Activity 4: Count the frogs and write.

Use this activity to help learners practice early subtraction and independent number writing. Supports counting and number formation.



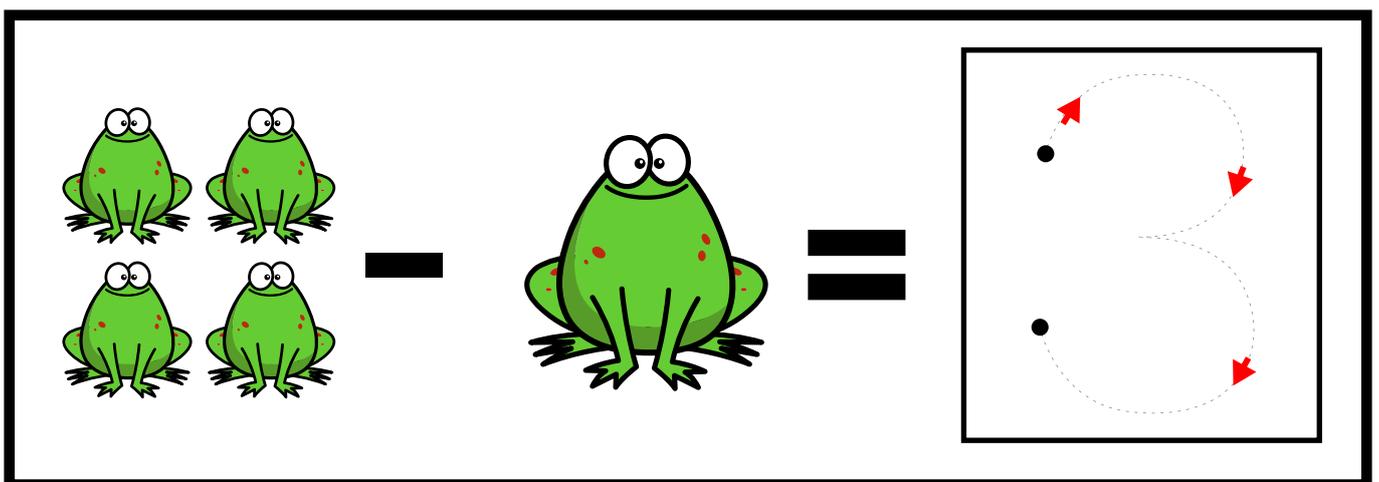
5 - 0 = 5

Tracing guide for the number 5: A dashed outline of the number 5 with red arrows indicating the stroke order: a vertical line down, a horizontal line to the right, and a curved line from the top right to the bottom right.



5 - 1 = 4

Tracing guide for the number 4: A dashed outline of the number 4 with red arrows indicating the stroke order: a vertical line down, a horizontal line to the right, and a diagonal line from the top right to the bottom right.



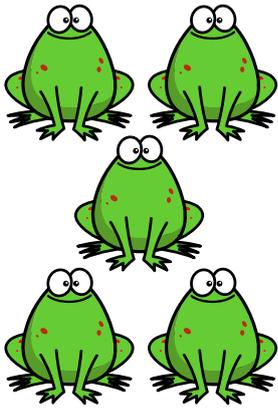
4 - 1 = 3

Tracing guide for the number 3: A dashed outline of the number 3 with red arrows indicating the stroke order: a curved line from the top left to the bottom left, and a curved line from the top right to the bottom right.

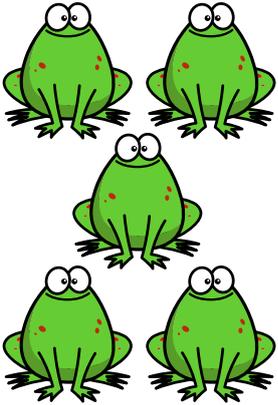
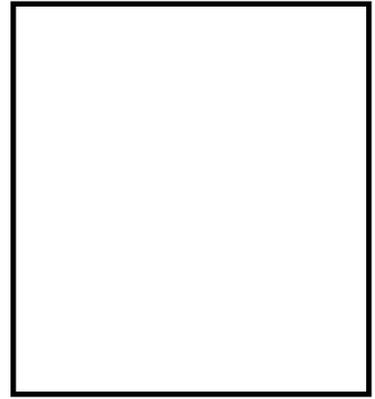
A subtraction problem involving frogs. On the left, three small green frogs are arranged in a triangle. A minus sign is to their right. In the center is one large green frog. An equals sign is to its right. On the far right, a dashed number 2 is shown with red arrows indicating the stroke order: a curved line starting from a black dot at the top left, going up and then down to the right, and a second straight line starting from a black dot at the bottom right, going left to meet the first stroke.

A subtraction problem involving frogs. On the left, two small green frogs are stacked vertically. A minus sign is to their right. In the center is one large green frog. An equals sign is to its right. On the far right, a dashed number 1 is shown with red arrows indicating the stroke order: a short curved line starting from a black dot at the top left, going up and then down to the right, and a long straight line starting from a black dot at the bottom right, going left to meet the first stroke.

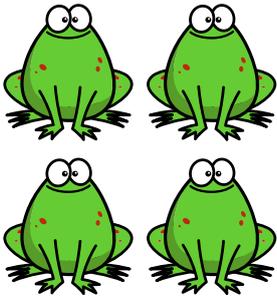
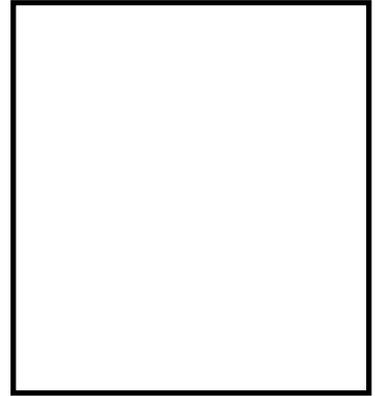
A subtraction problem involving frogs. On the left is one large green frog. A minus sign is to its right. In the center is another large green frog. An equals sign is to its right. On the far right, a dashed number 0 is shown with red arrows indicating the stroke order: a curved line starting from a black dot at the top, going right, then down, then left, and then up to meet the starting point.



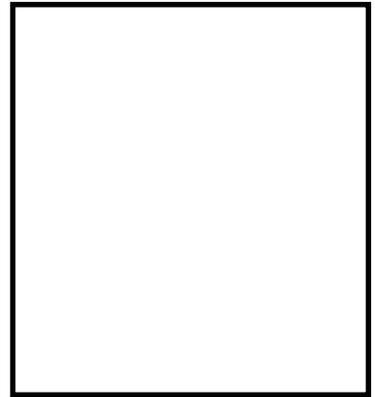
$$- 0 =$$



$$- 1 =$$



$$- 1 =$$

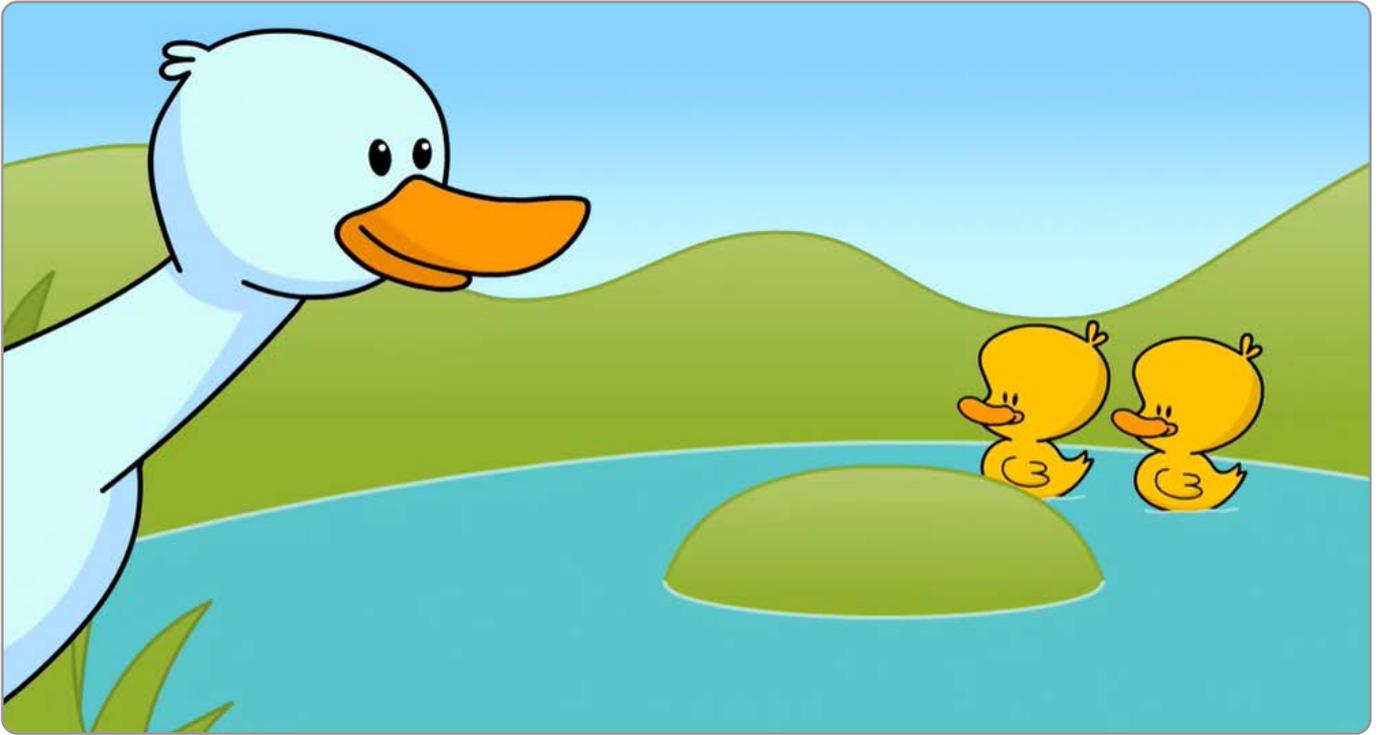


A subtraction problem using frog illustrations. On the left, three small green frogs are arranged in a triangle. A minus sign is to their right. To the right of the minus sign is one large green frog. An equals sign is to the right of the large frog. To the right of the equals sign is a large empty rectangular box for the answer.

A subtraction problem using frog illustrations. On the left, two small green frogs are arranged vertically. A minus sign is to their right. To the right of the minus sign is one large green frog. An equals sign is to the right of the large frog. To the right of the equals sign is a large empty rectangular box for the answer.

A subtraction problem using frog illustrations. On the left is one large green frog. A minus sign is to its right. To the right of the minus sign is another large green frog. An equals sign is to the right of the second large frog. To the right of the equals sign is a large empty rectangular box for the answer.

Five Little Ducks.



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. This process must be repeated to complete the sequence.

Supports: Sequential learning, early number concepts, communication, fine motor skills.

How to play:

We have created a collection of activities to work alongside our **Five Little Ducks** game. Use the below activities whilst playing the activity in Games & Activities and singing the song to count upwards 1 to 5.

Activity 1: Sensory Duck Pond.



Create a sensory tray pond with plastic ducks.

You will need:

- A tray for a sensory duck pond.
- Add water, blue fabric, or sensory gel to represent the pond.
- Include plastic ducks and a larger mummy duck.

Start by playing Five Little Ducks from Games & Activities. All ducks should be removed from the tray at this stage.

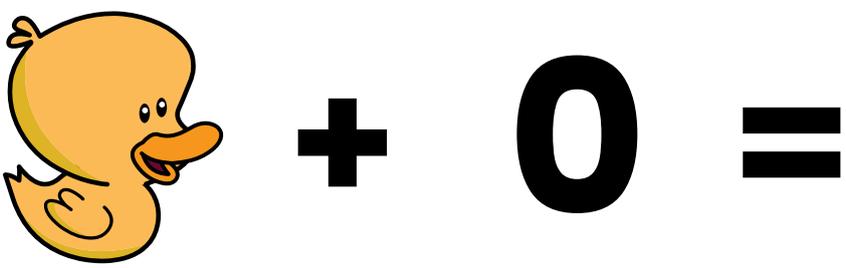
As the song plays, add in one duck at a time. Encourage learners to explore the sensory tray and track their ducks with their eyes.

When the song pauses wait for learners to respond before starting again.

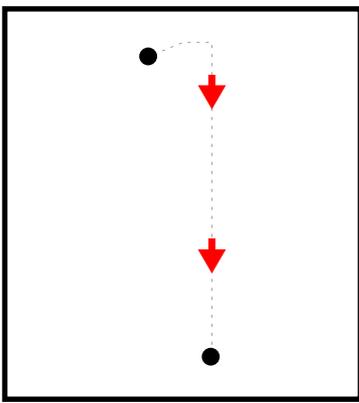
Ask questions such as “Do you want more?” and confirming their response using language suited to learner’s needs. (e.g. “more song,” “you want more”).

Activity 2: Count the ducks and write.

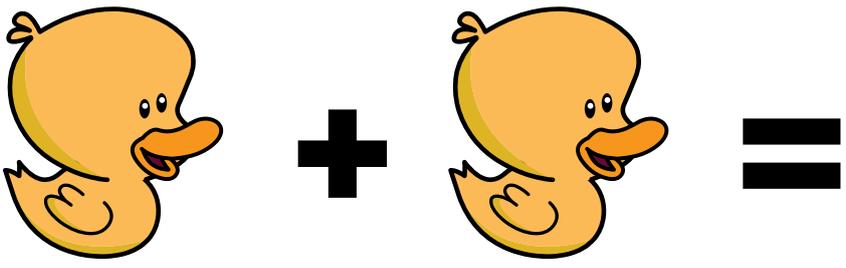
Use this activity to help learners practice early addition and independent number writing. Supports counting and number formation.



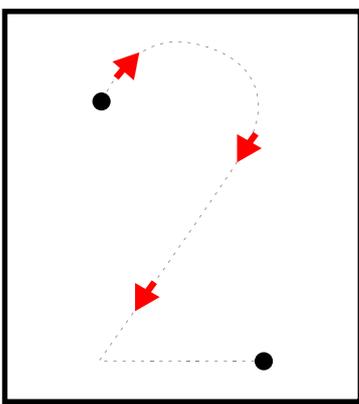
1 duck + 0 =



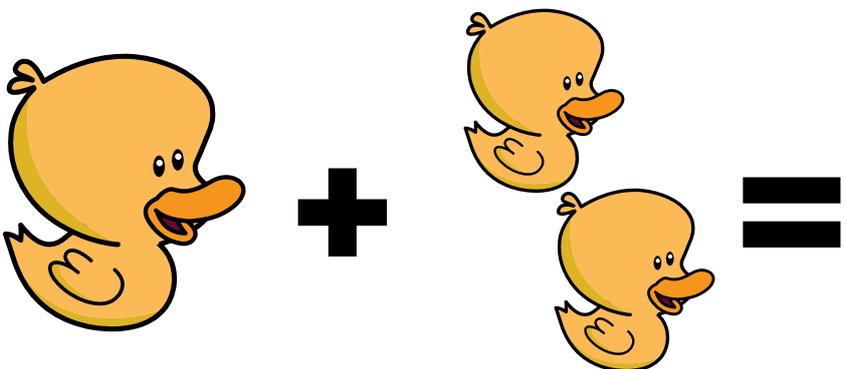
A tracing guide for the number 1. It consists of a vertical dashed line with a black dot at the top and a black dot at the bottom. A red arrow points downwards along the line, starting from the top dot and ending at the bottom dot.



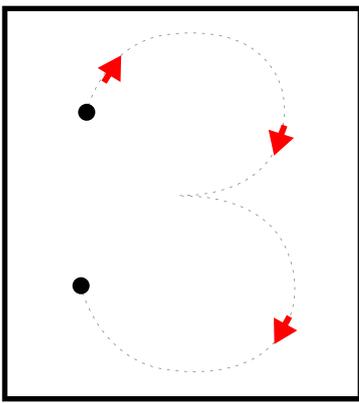
2 ducks + 1 duck =



A tracing guide for the number 2. It consists of a dashed outline of the number 2. A black dot is at the top left, and another black dot is at the bottom right. Red arrows indicate the stroke order: one arrow starts at the top dot, curves to the right, and then down; a second arrow starts at the bottom dot and goes up to meet the first stroke.

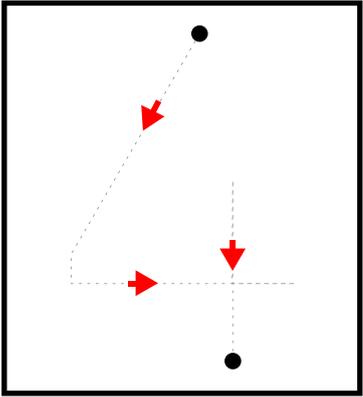


1 duck + 2 ducks =

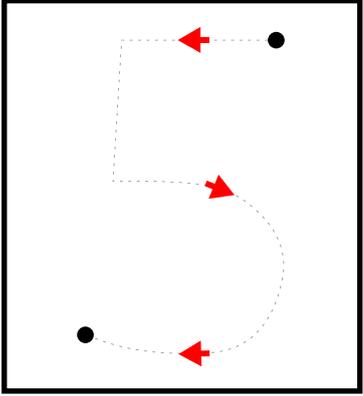


A tracing guide for the number 3. It consists of a dashed outline of the number 3. Two black dots are at the top left and bottom left. Red arrows indicate the stroke order: one arrow starts at the top dot, curves to the right, and then down; a second arrow starts at the bottom dot, curves to the right, and then down.

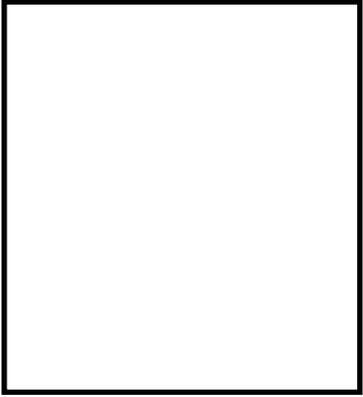
2 ducks + 2 ducks =

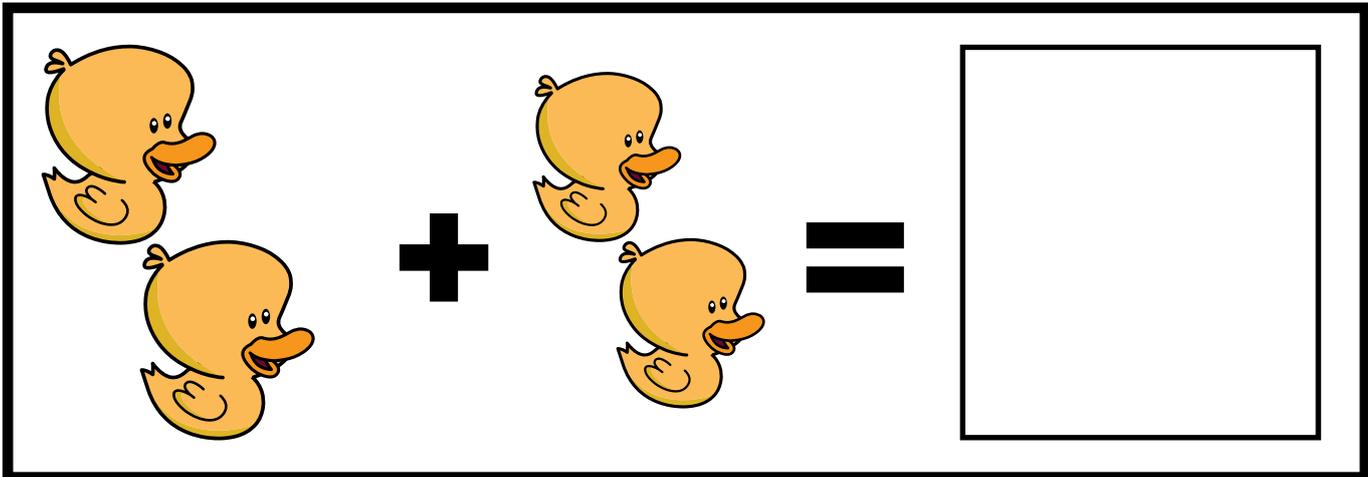
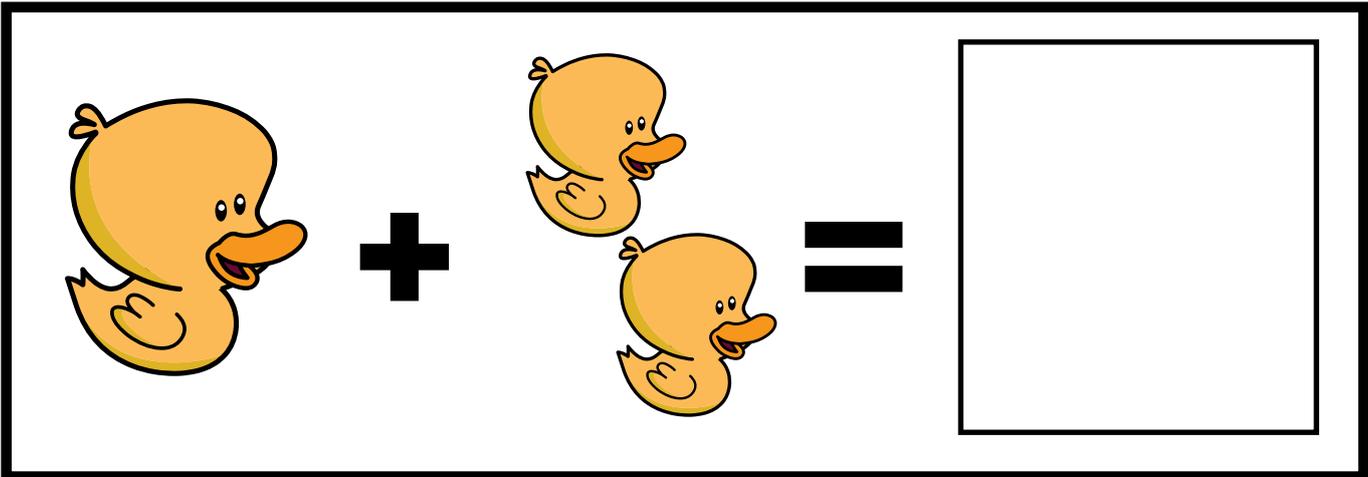
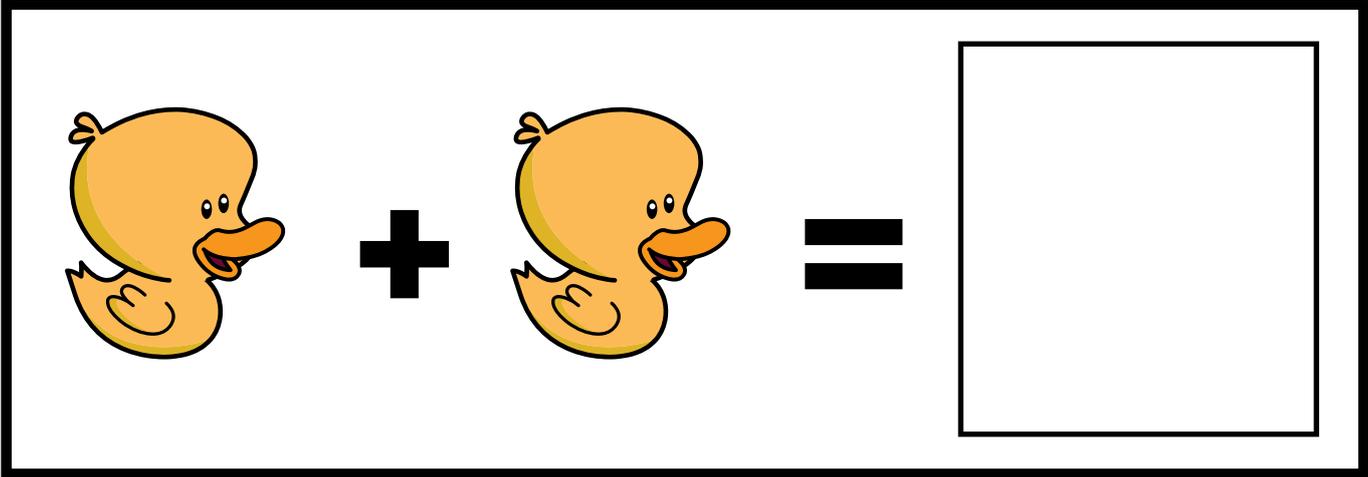


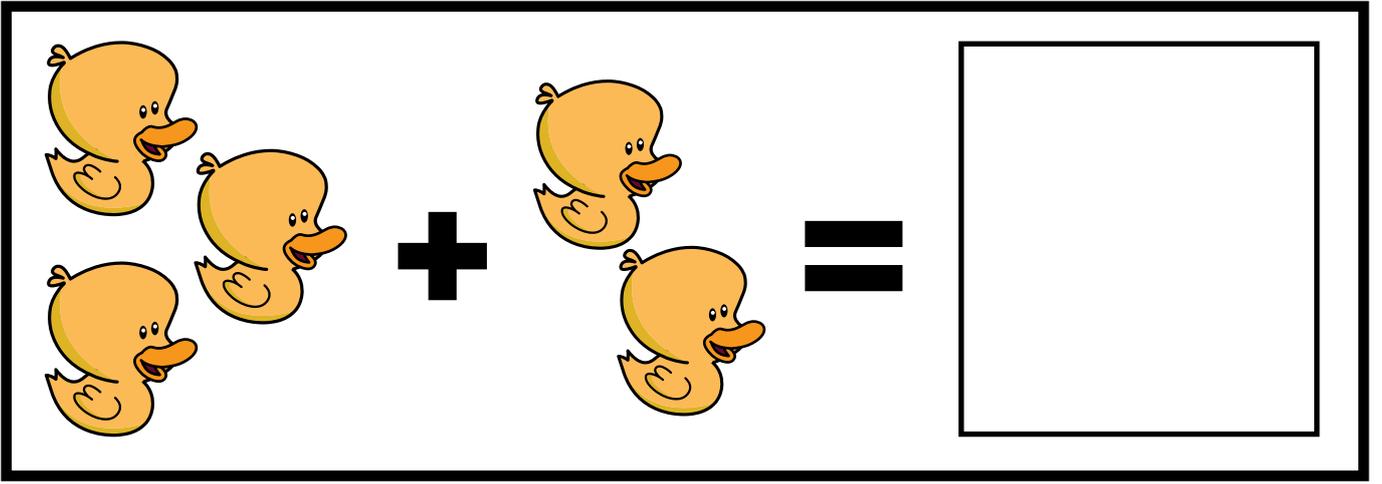
3 ducks + 2 ducks =



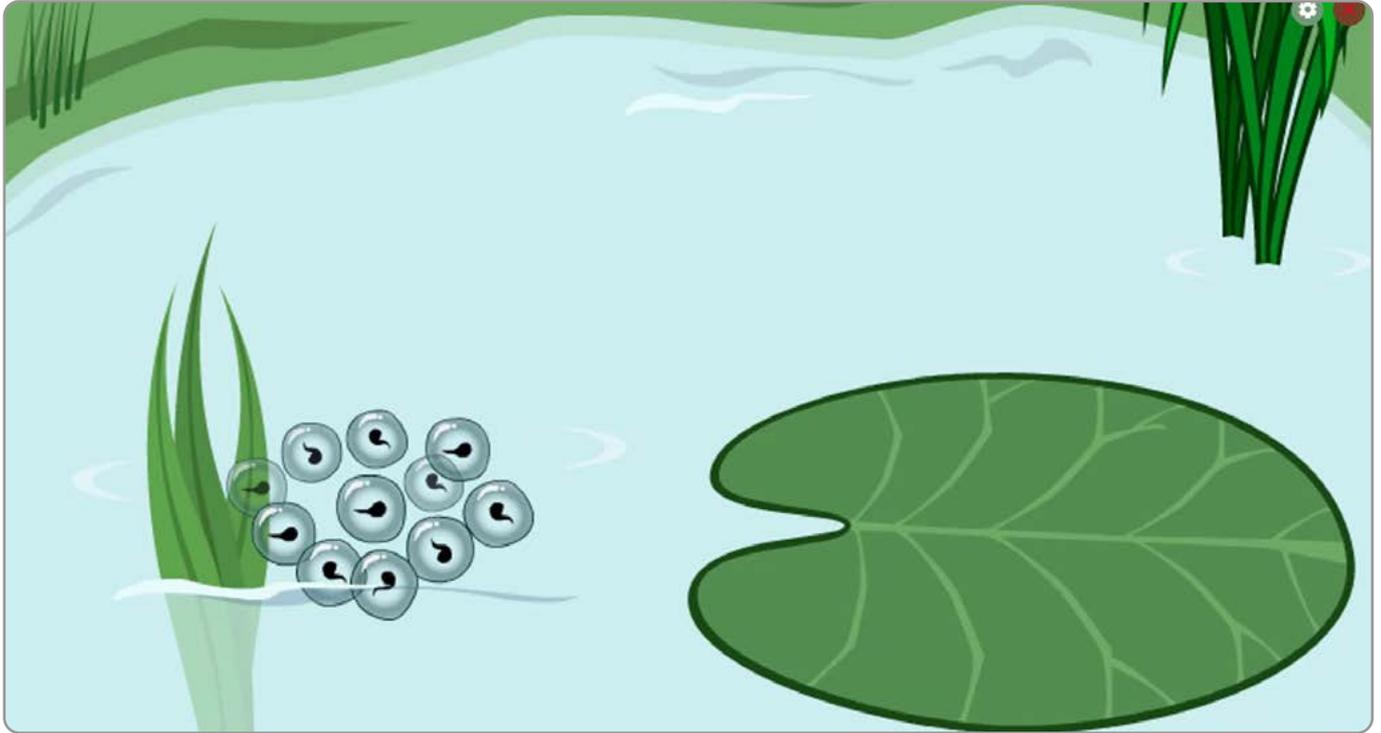
1 duck + 0 =







Frog Life Cycle.



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. This process must be repeated to complete the sequence.

Supports: Sequential learning, sensory exploration, science.

How to play:

Explore the amazing journey of a frog with **Frog Life Cycle** from Games & Activities combined with a sensory tray activity.

Activity 1: Create a frog pond.



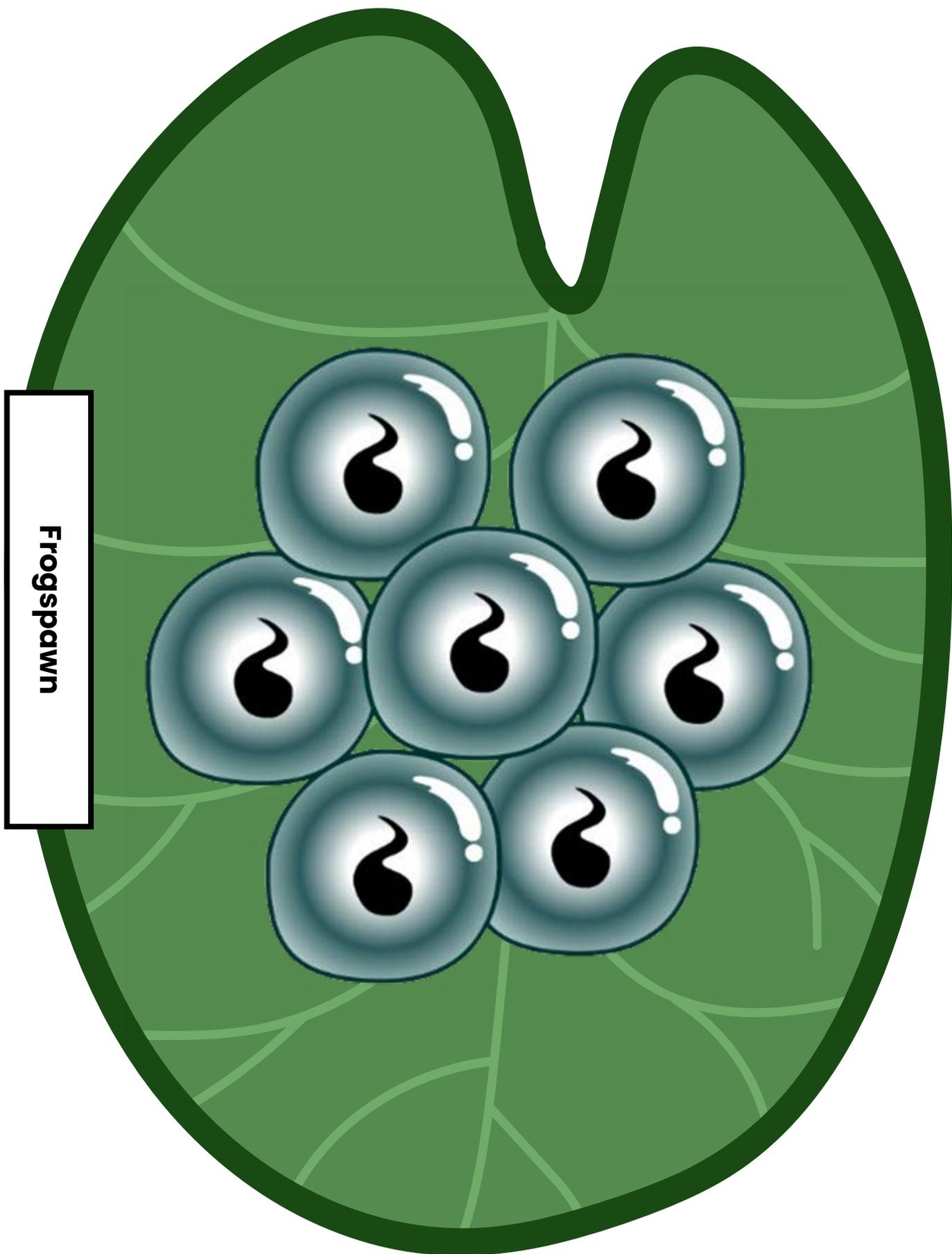
Create a sensory tray pond with plastic frogs.

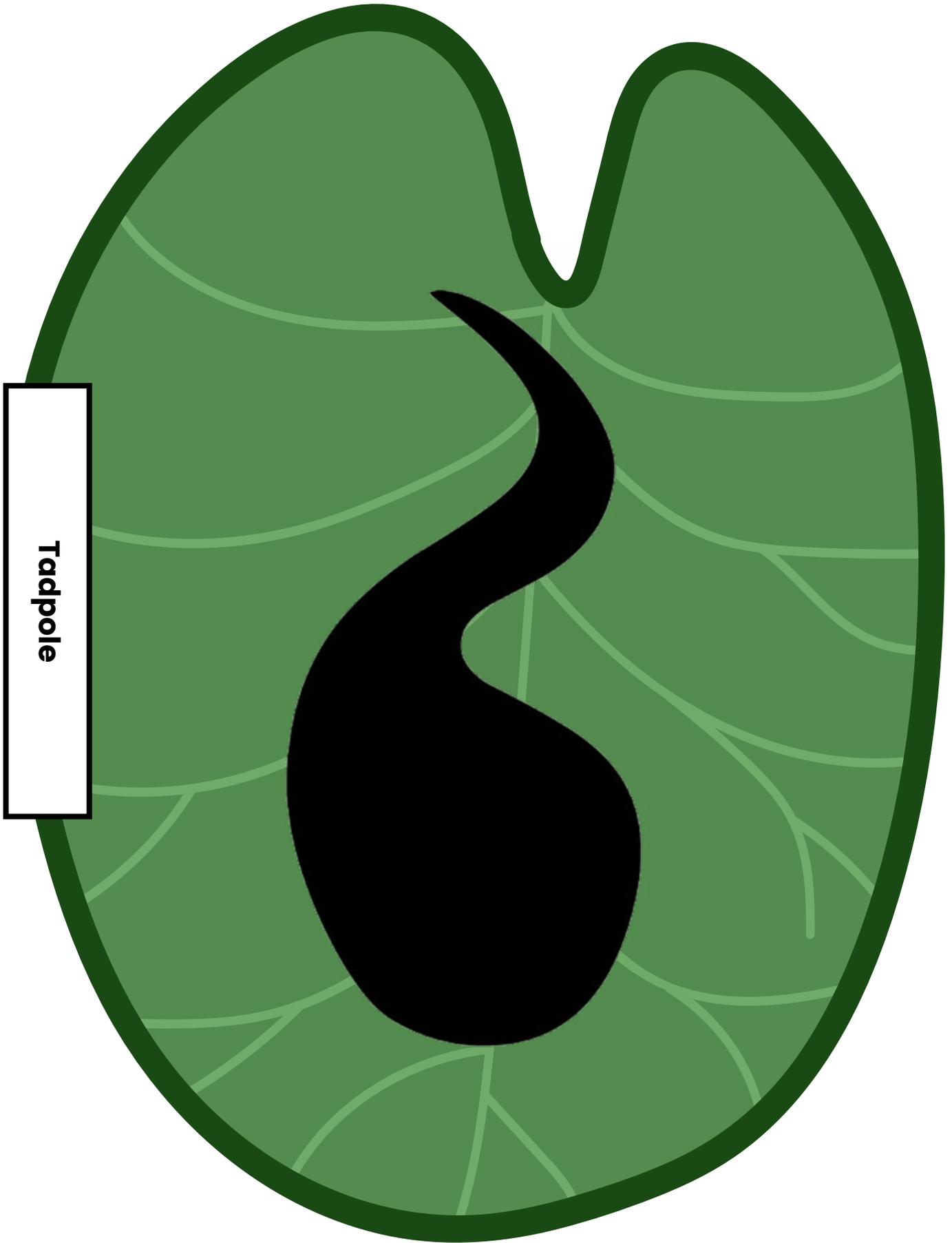
You will need:

- A shallow tray with water beads, water, or blue fabric or blue rice to create a pond.
- Print the Lily Pad Symbol sheets provided and laminate and cut.
- Print the Frog Life Cycle sheets provided and laminate and cut. (Or use toy objects).
- Print Activity 2, laminate and cut out with optional Velcro.

Start by playing Frog Life Cycle from Games & Activities. With your sensory tray, place the Lily Pad Symbols into the tray ready for each life cycle stage. Once each life cycle appears on the screen, add the Frog Life Cycle items onto the Lily Pad Symbol cut outs and encourage learners to explore.

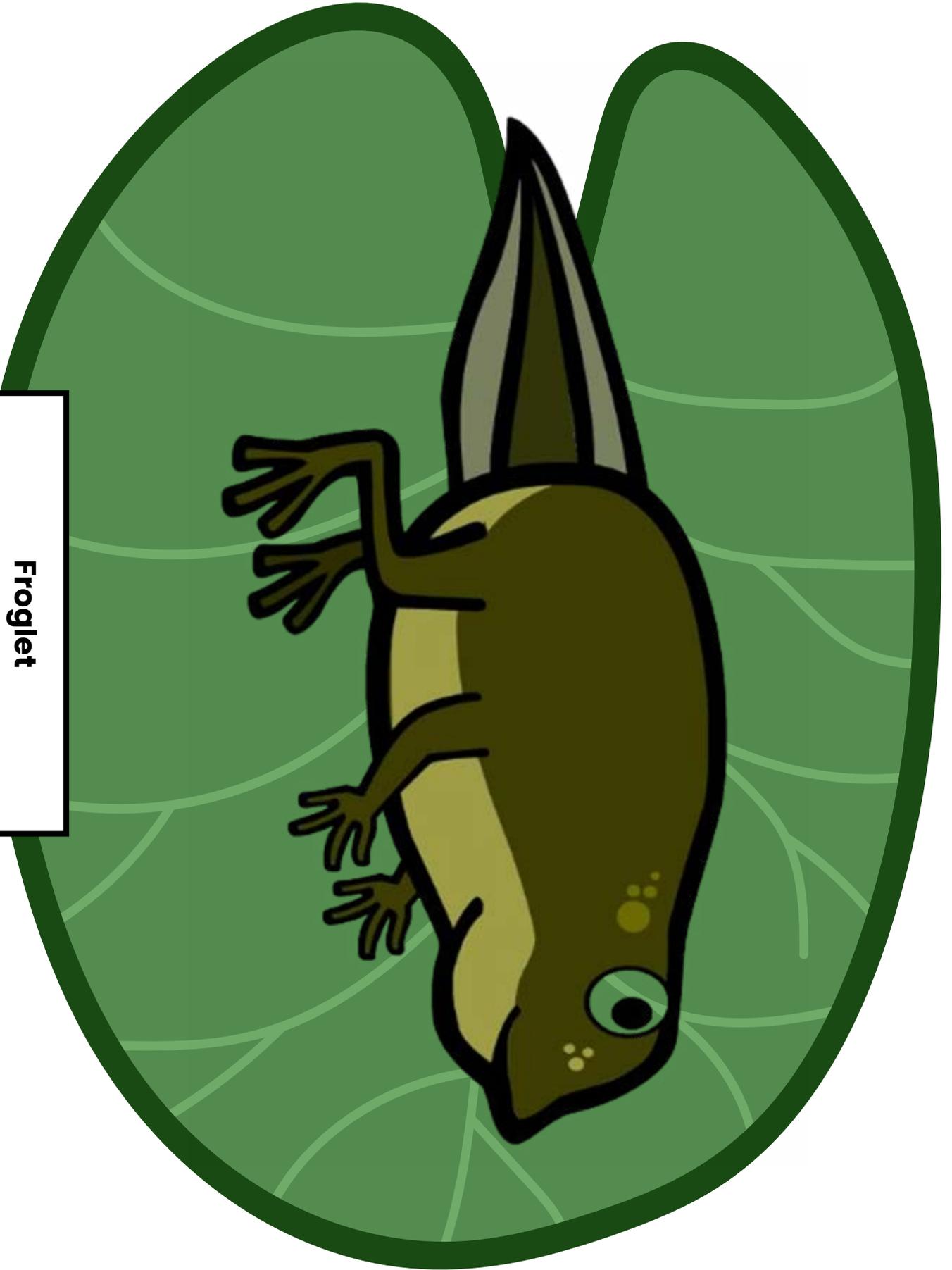
Use Activity 2 to put the frog life cycle items into the correct sequence.



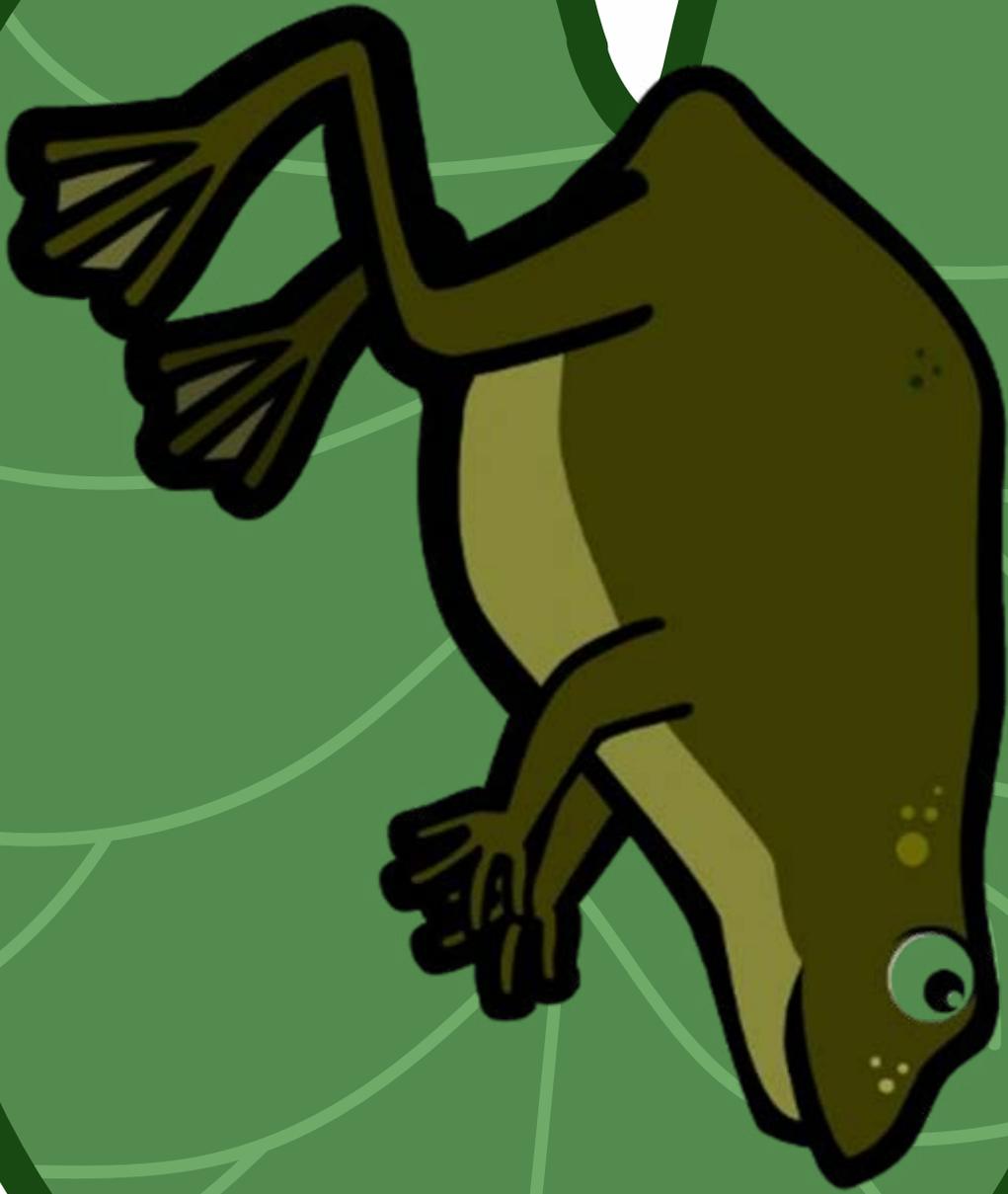


Tadpole

Froglet

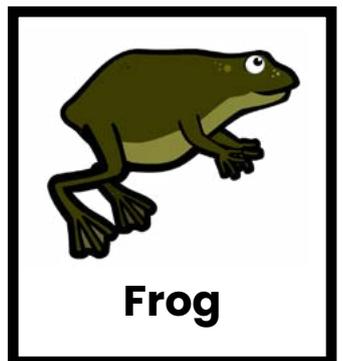
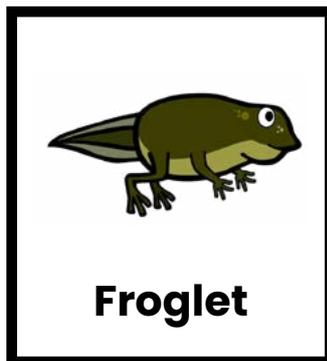
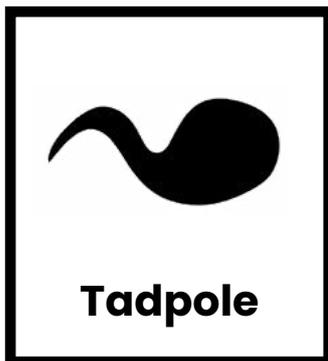
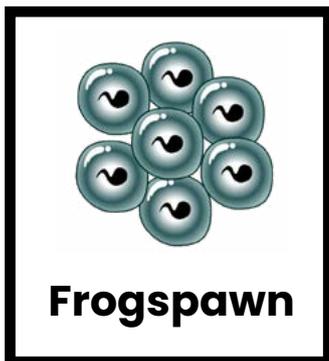
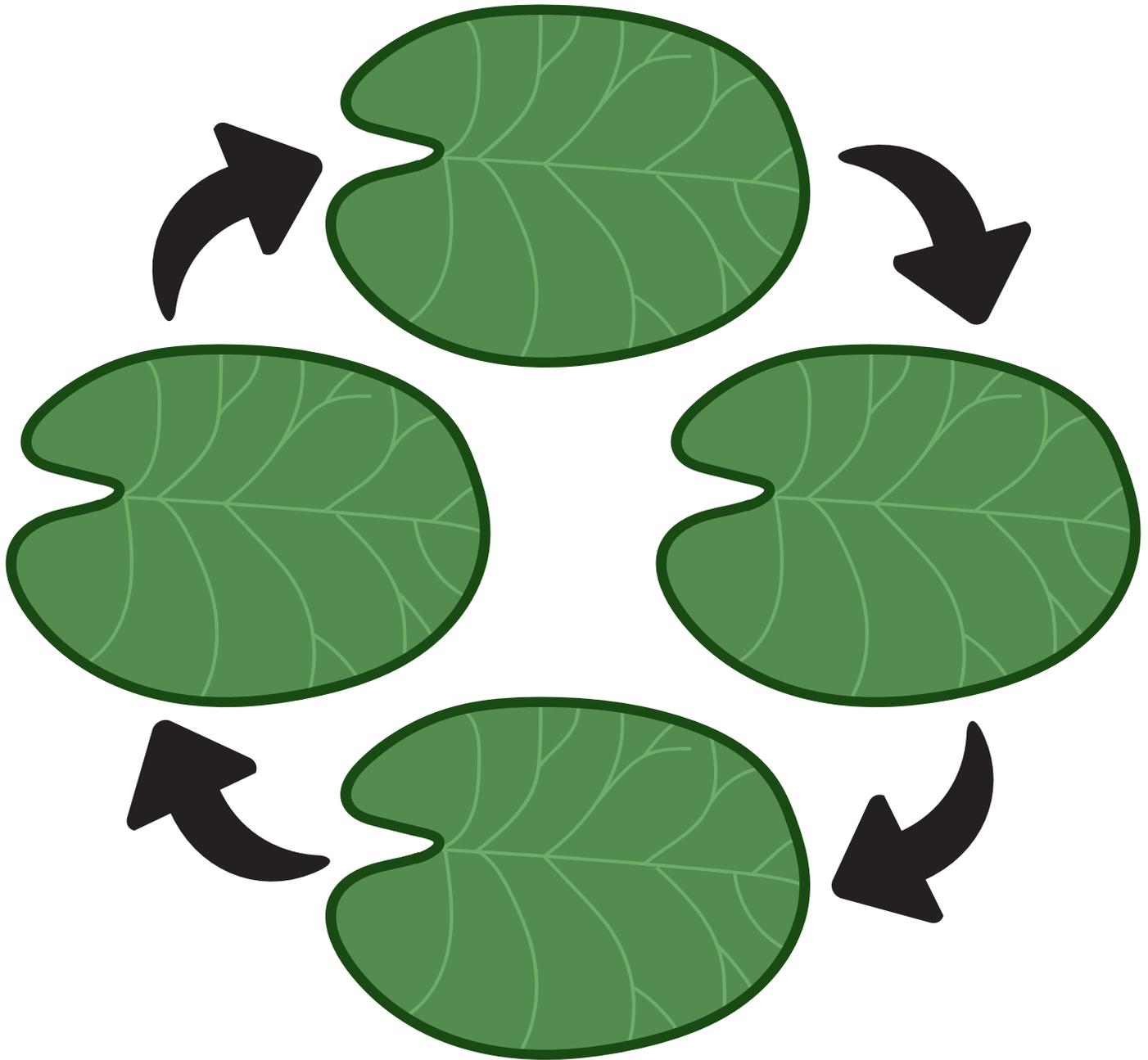


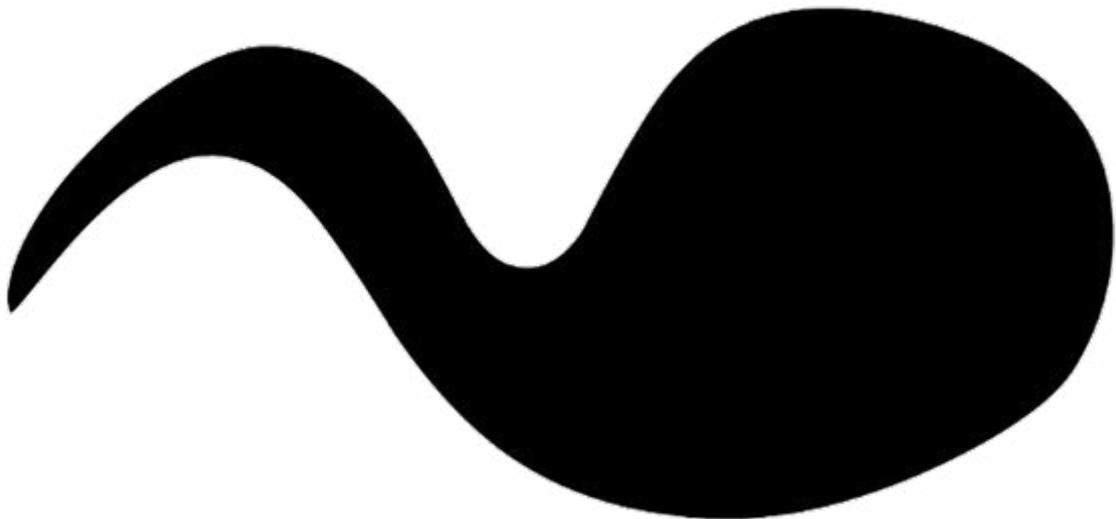
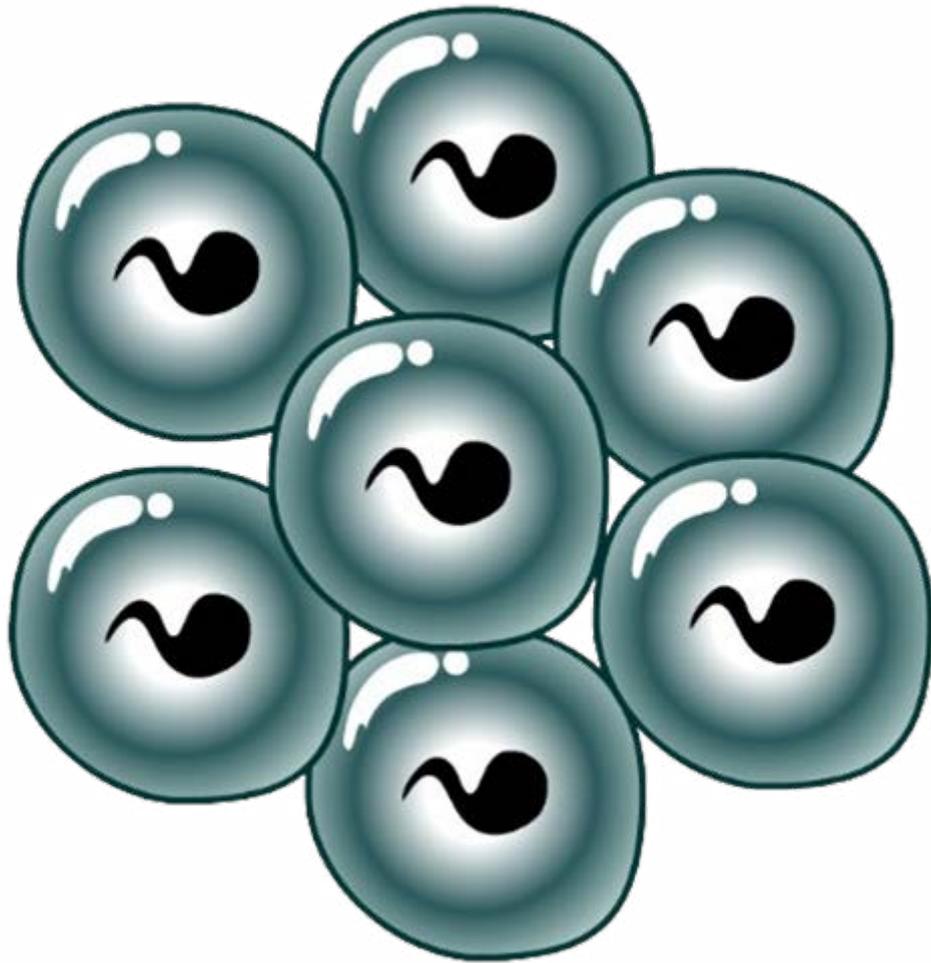
Frog

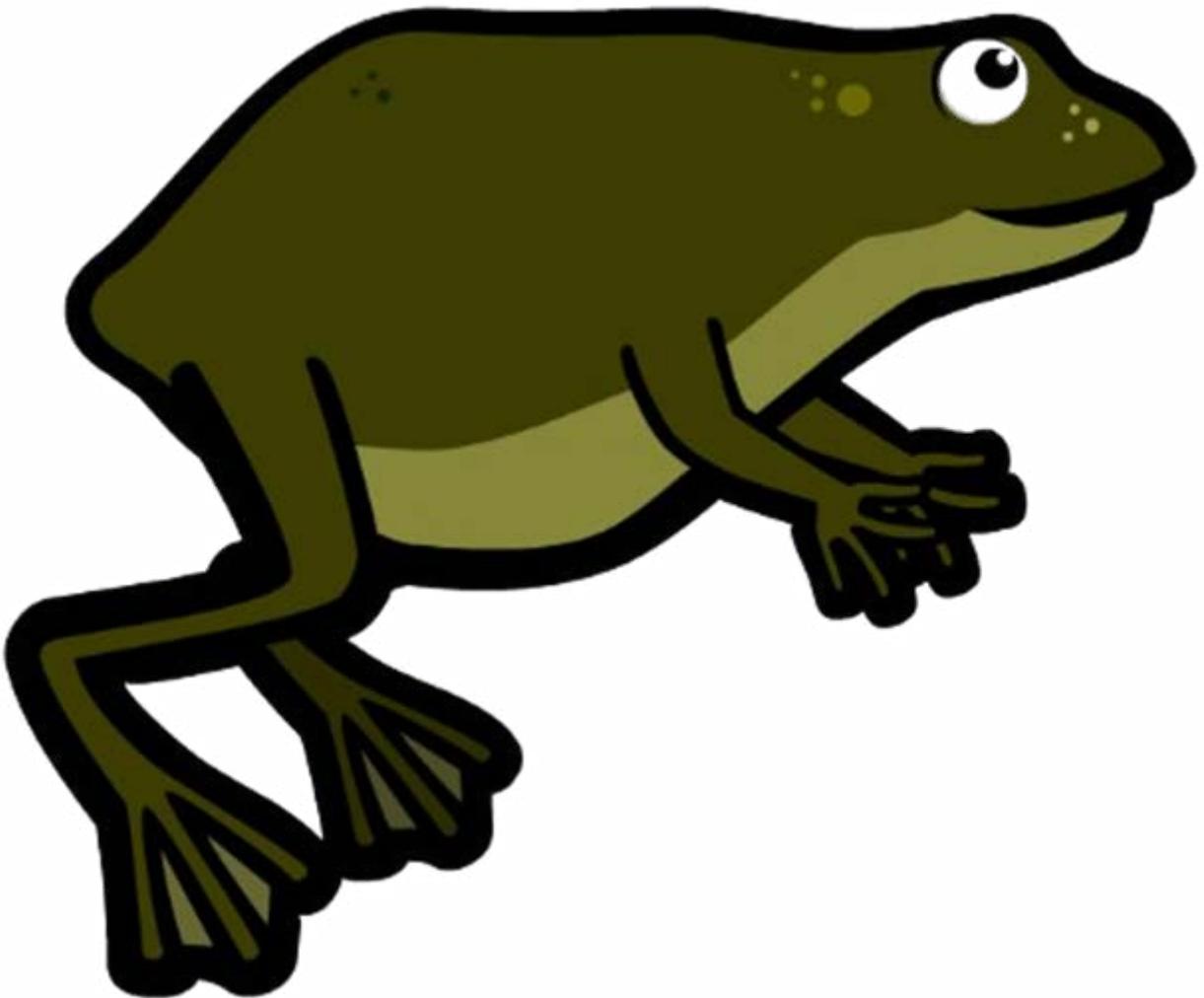
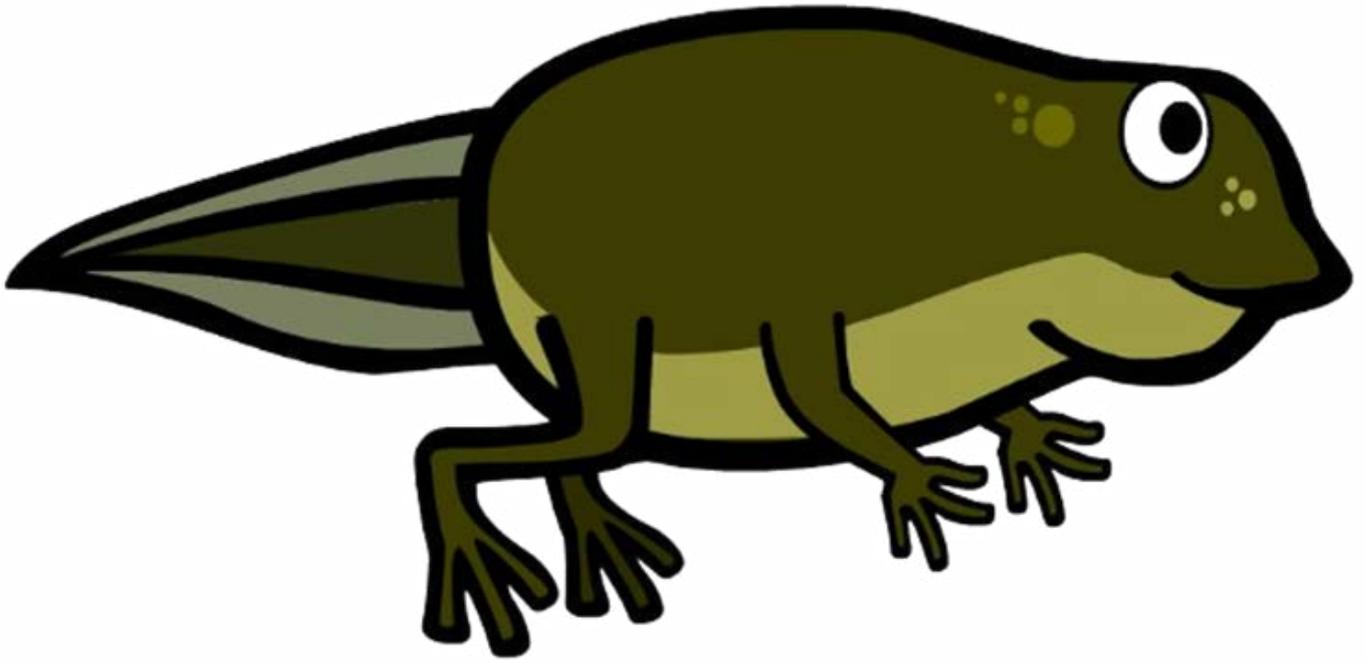


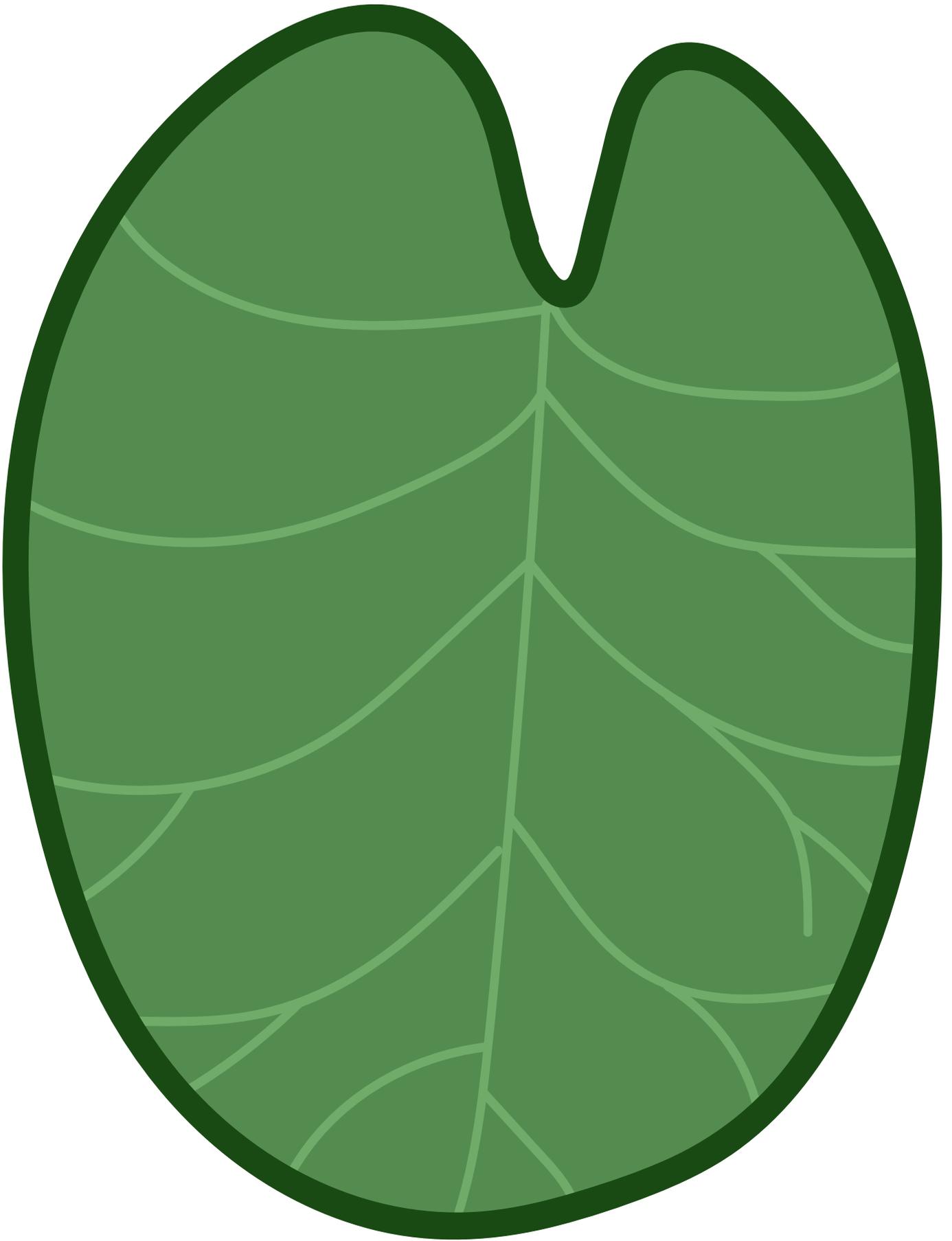
Activity 2: Frog Life Cycle Sequence.

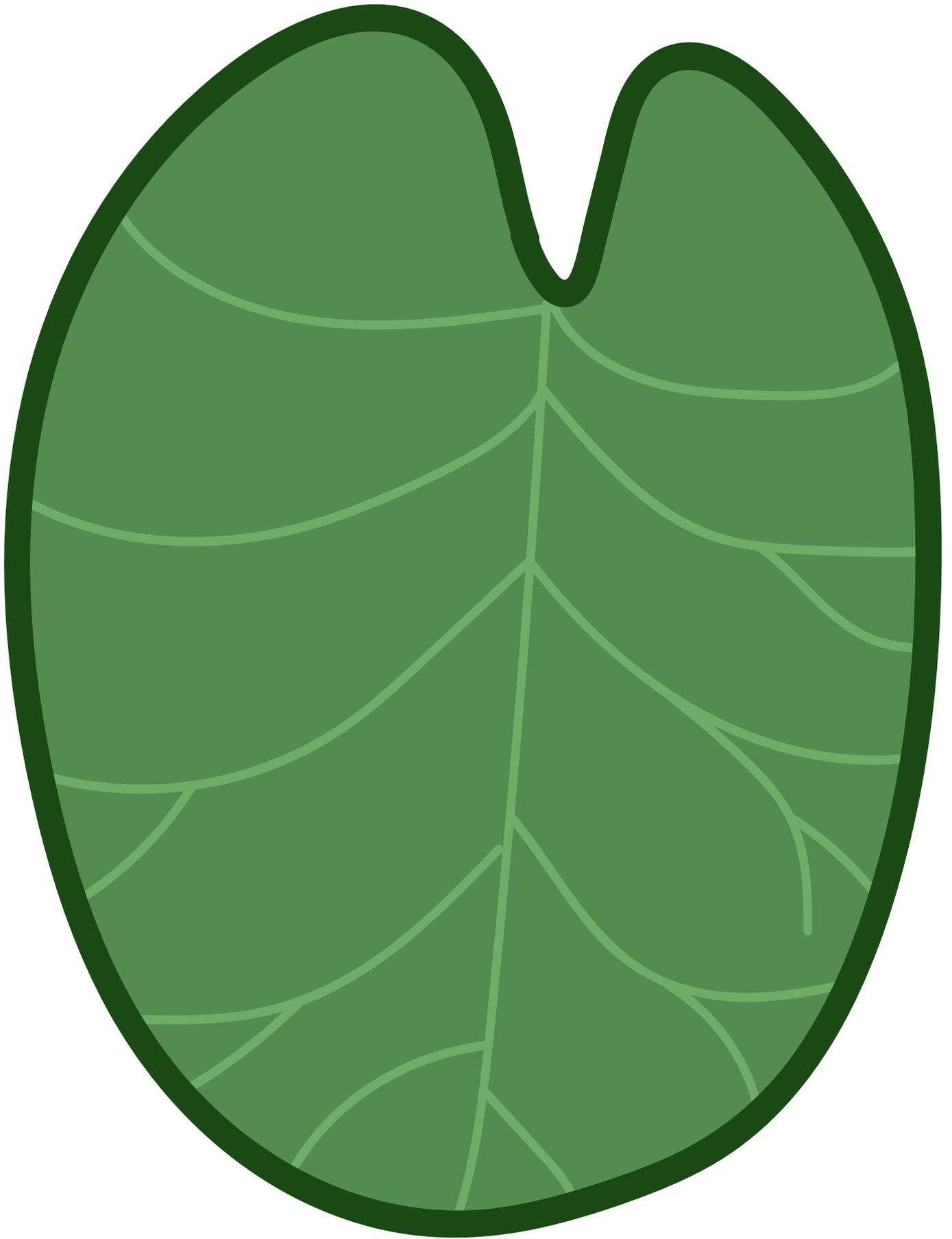
Cut out the frog life cycle pictures. Stick one picture onto each lily pad. Follow the arrows to show the correct order.

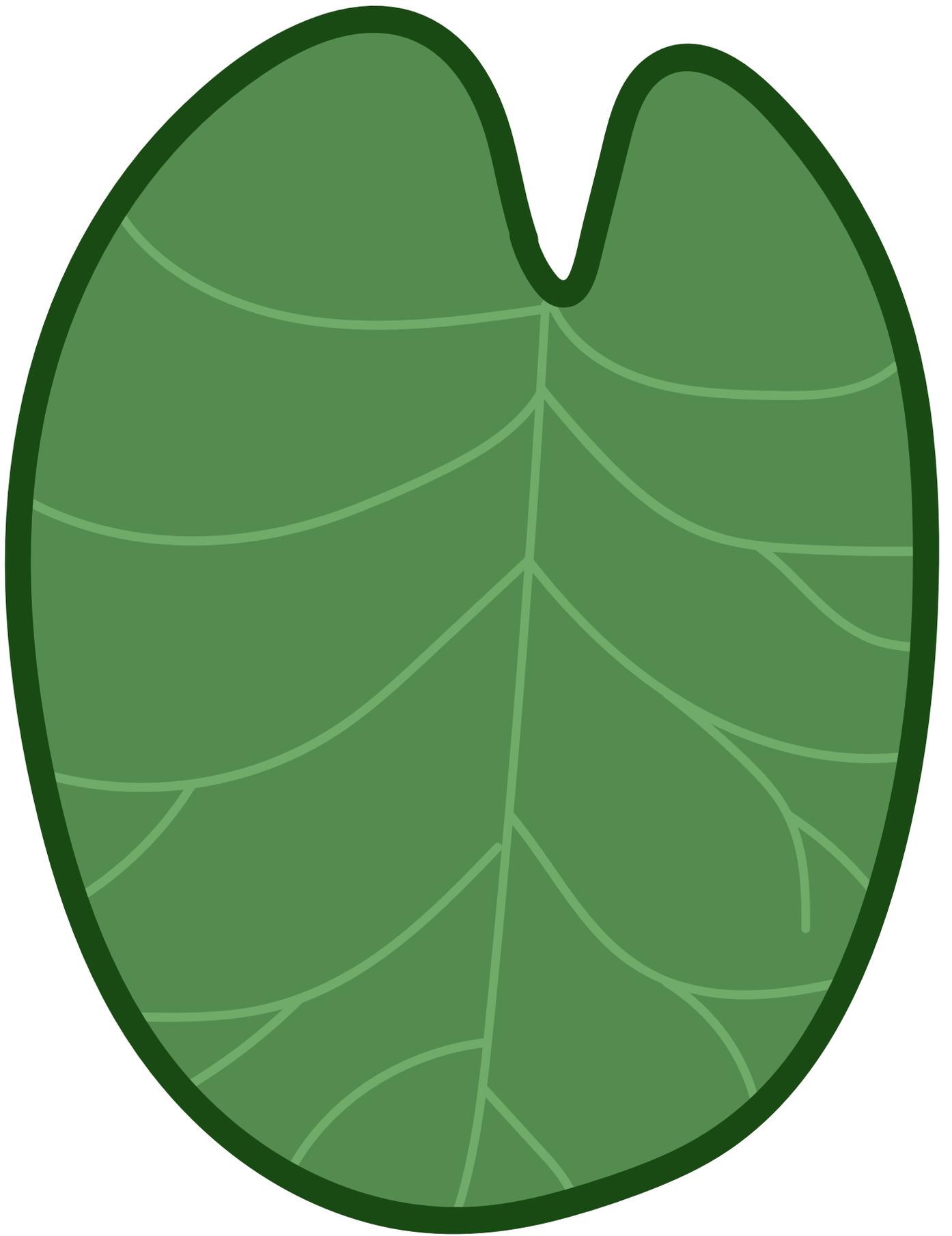


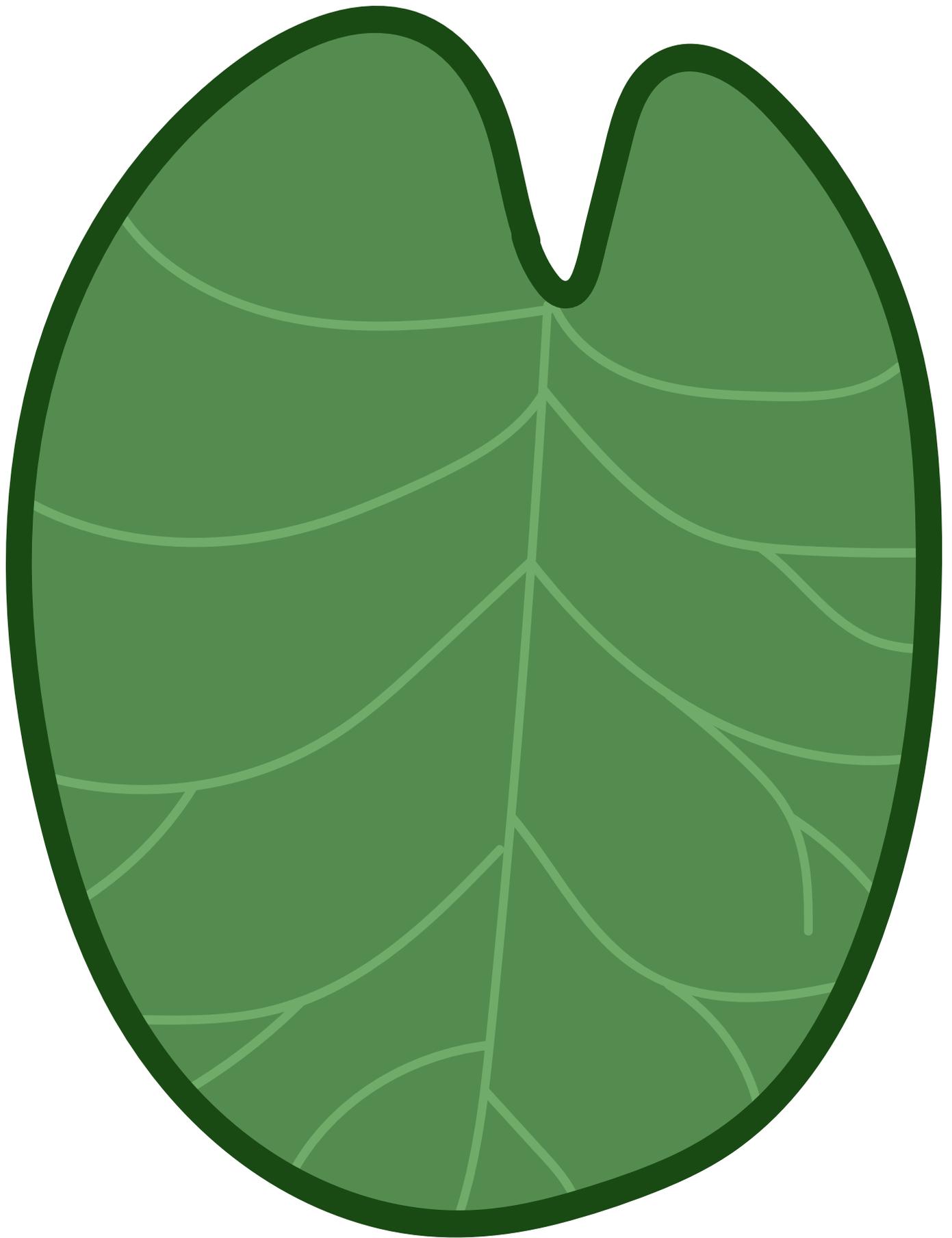




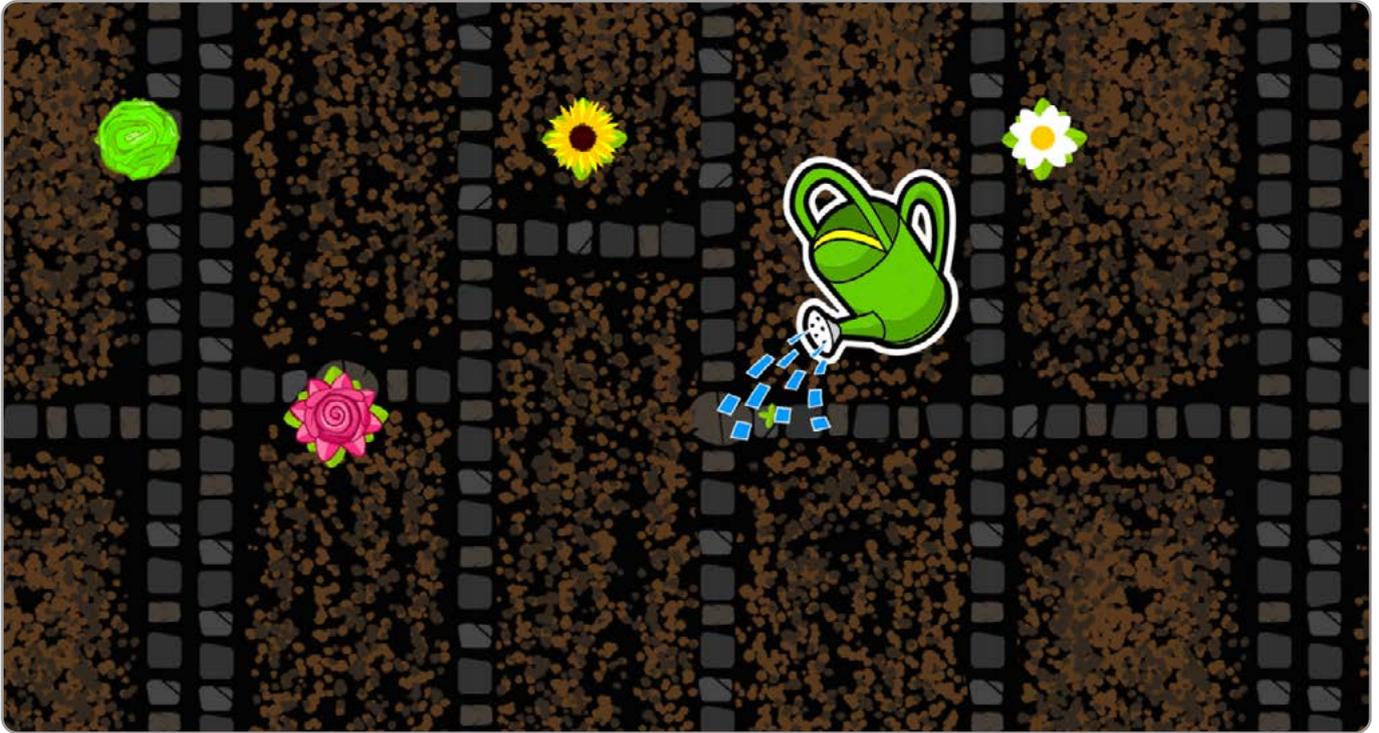








Watering Can.



Learning objective: Attention & Timing.

Milestone: Experimental Play – A learner can activate their access device at any time to cause events. Waiting and activating their access device at different times results in different events.

Supports: Focused timing, science.

How to play:

Use this activity alongside the [Watering Can](#) activity. First start by playing the activity in Games & Activities. Then extend the game by creating your own garden together.

Activity 1: Create a garden.



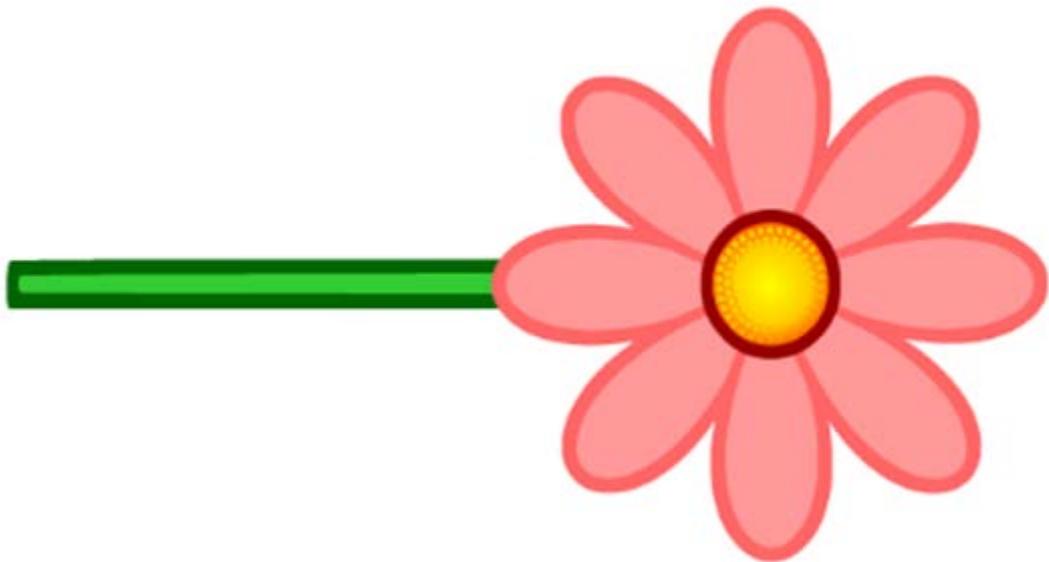
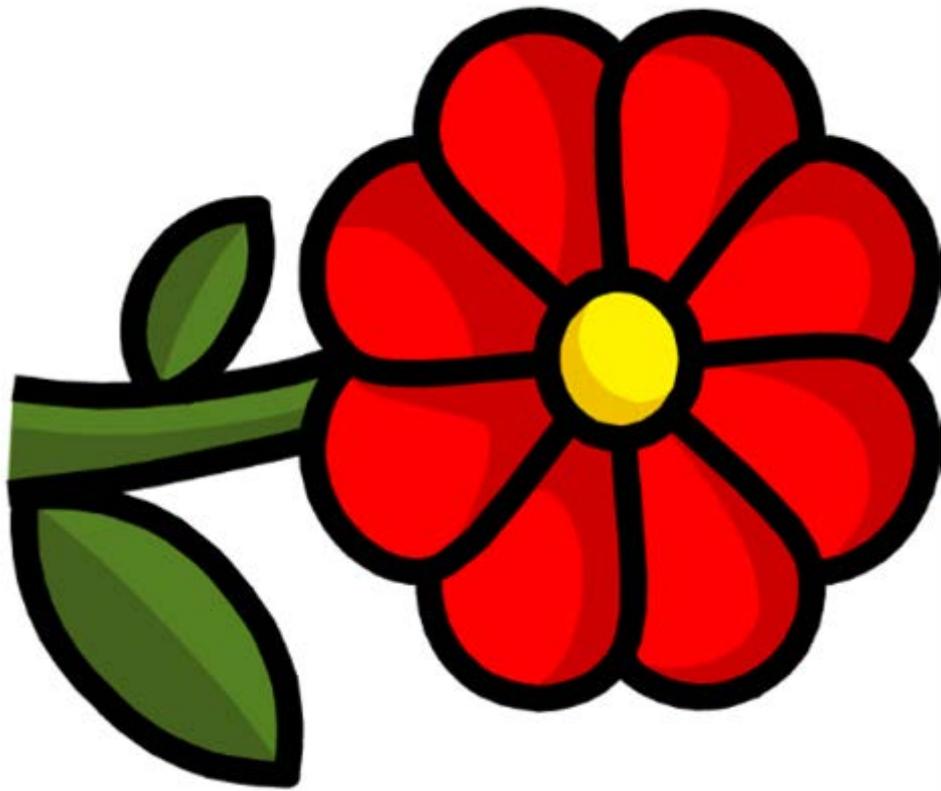
Create a sensory tray garden to water.

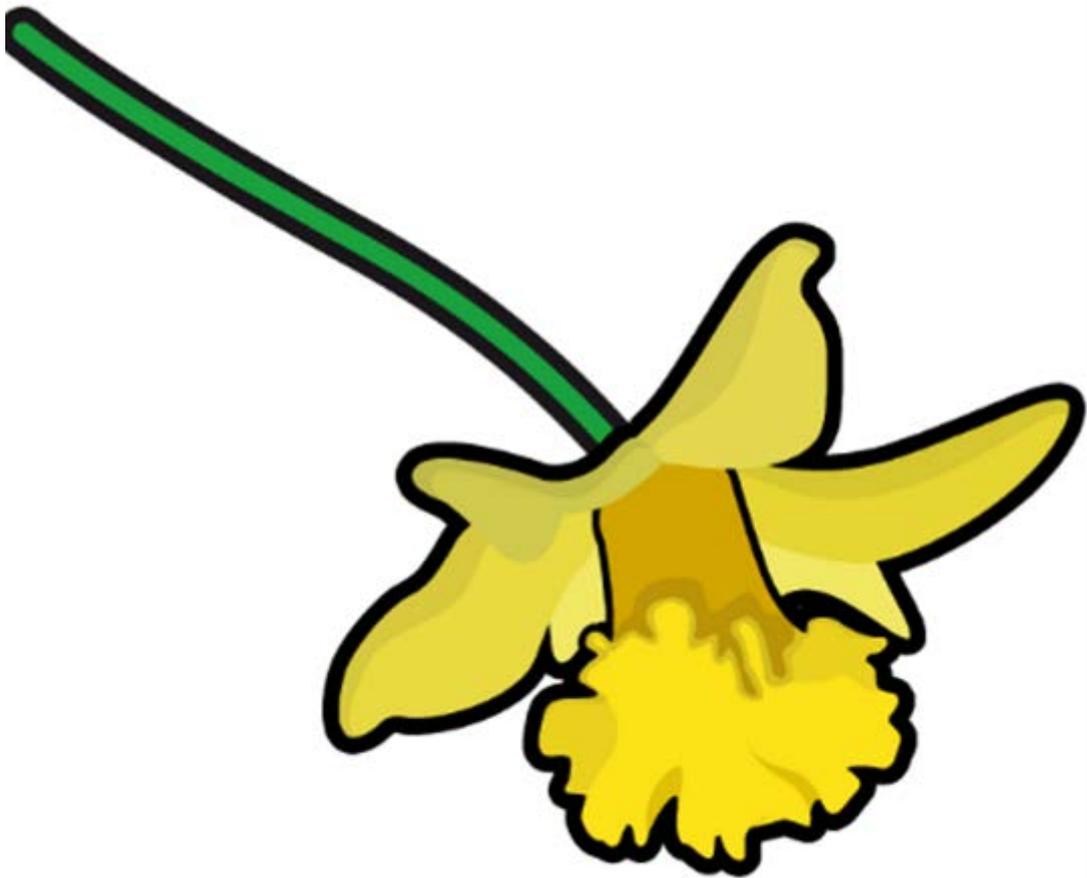
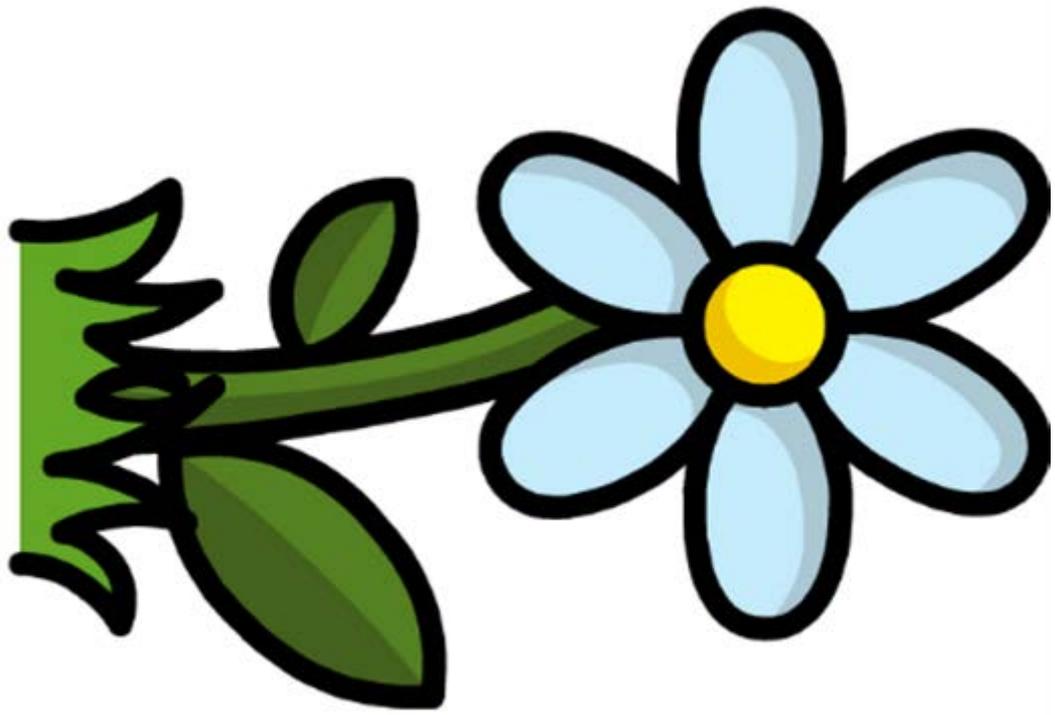
You will need:

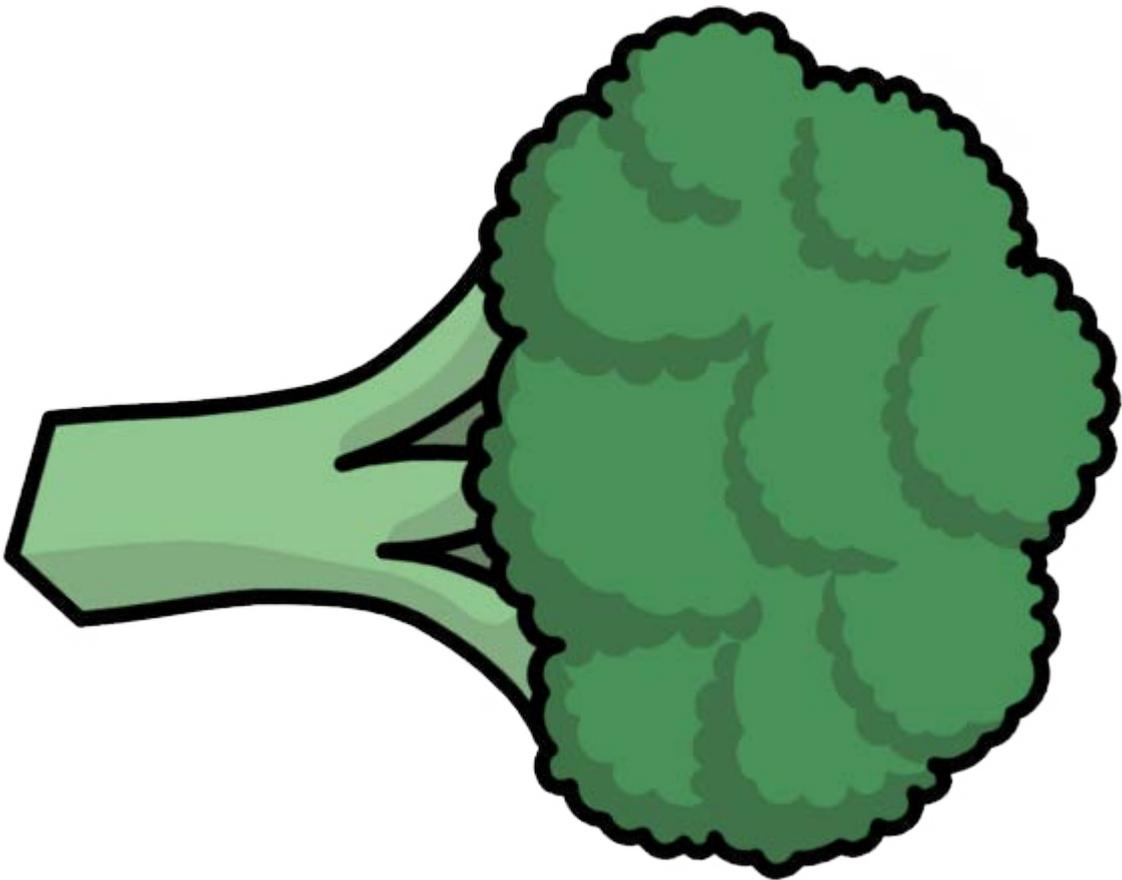
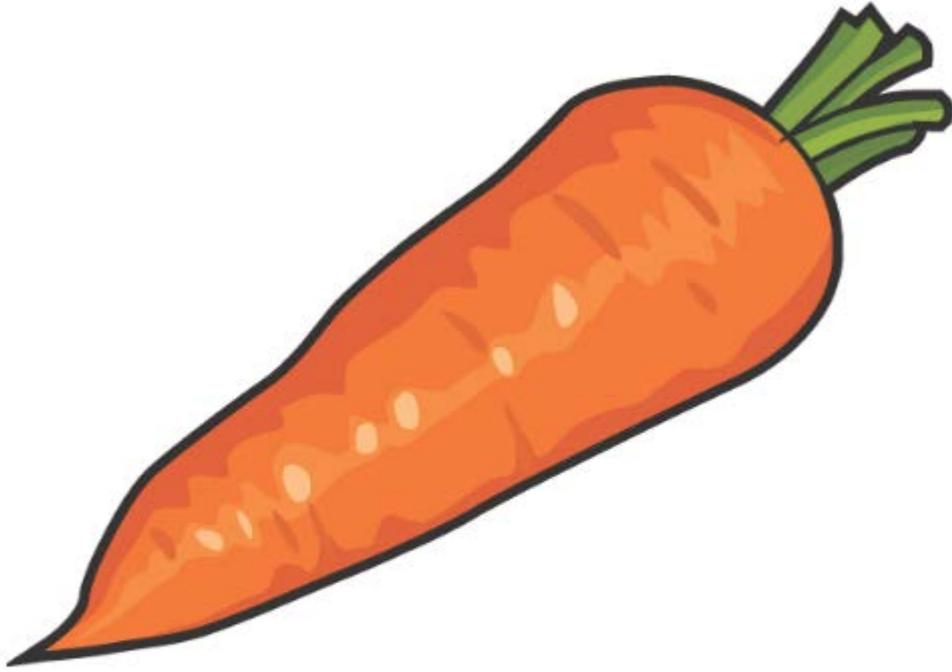
- Print the flower and vegetable pictures, laminate, and cut.
- A large shallow tray to represent a garden.
- Thin tissue paper.
- A spray bottle filled with water.

Place the printed flower and vegetable pictures flat in the tray. Cover them with a layer of thin tissue paper. Encourage your learners to water the garden by using the spray bottle to spray water over the tissue paper. As the tissue paper gets wet, the pictures underneath slowly appear. Watch the garden grow together.

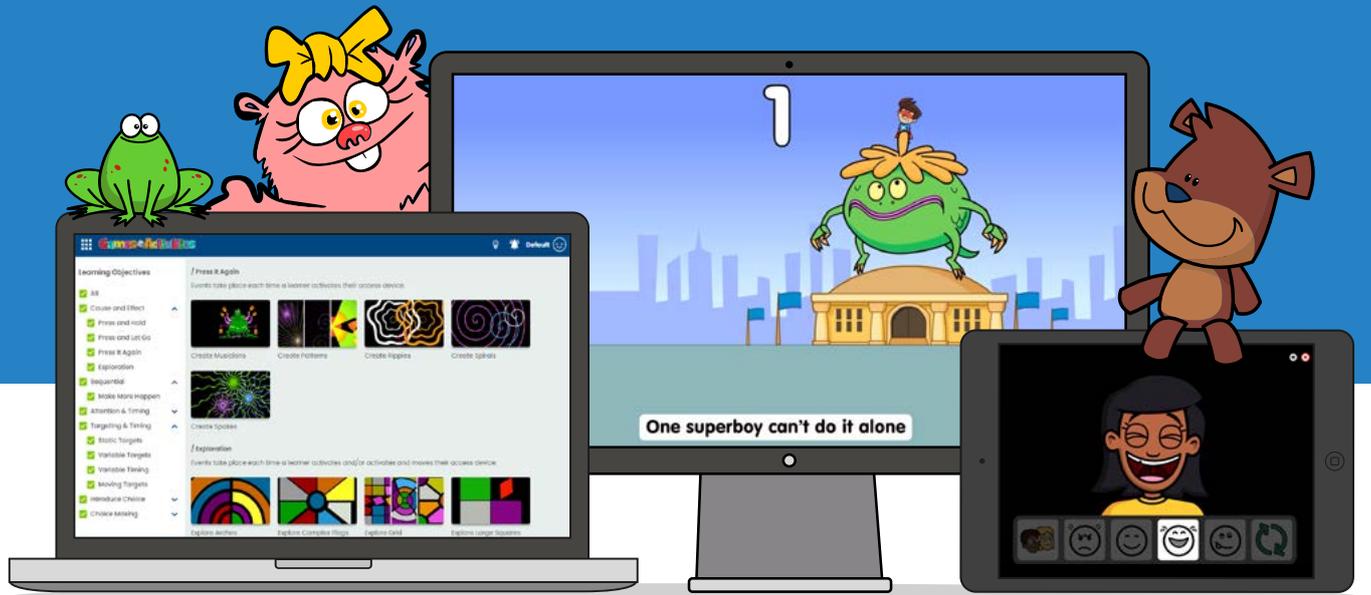
You could extend this activity further by counting the flowers and vegetables. Or you could go outside to a garden and spray real flowers and vegetables with water.







Don't have Games & Activities yet?



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



Spring Themed Activities

Our award-winning interactive multi-sensory stories are designed to focus on a range of learning intentions. Each story focuses on specific learning intentions and comes with delivery tips, printables, lesson ideas and more. In this pack, we've chosen a small sample of spring-themed stories and added extra activities you can use straight away.

www.helpkidzlearn.com/inclusive-stories

Lolli Ladybird's Got Spots.



Category: Marvellous Mixed Bag.

Supports: Focused timing, science.

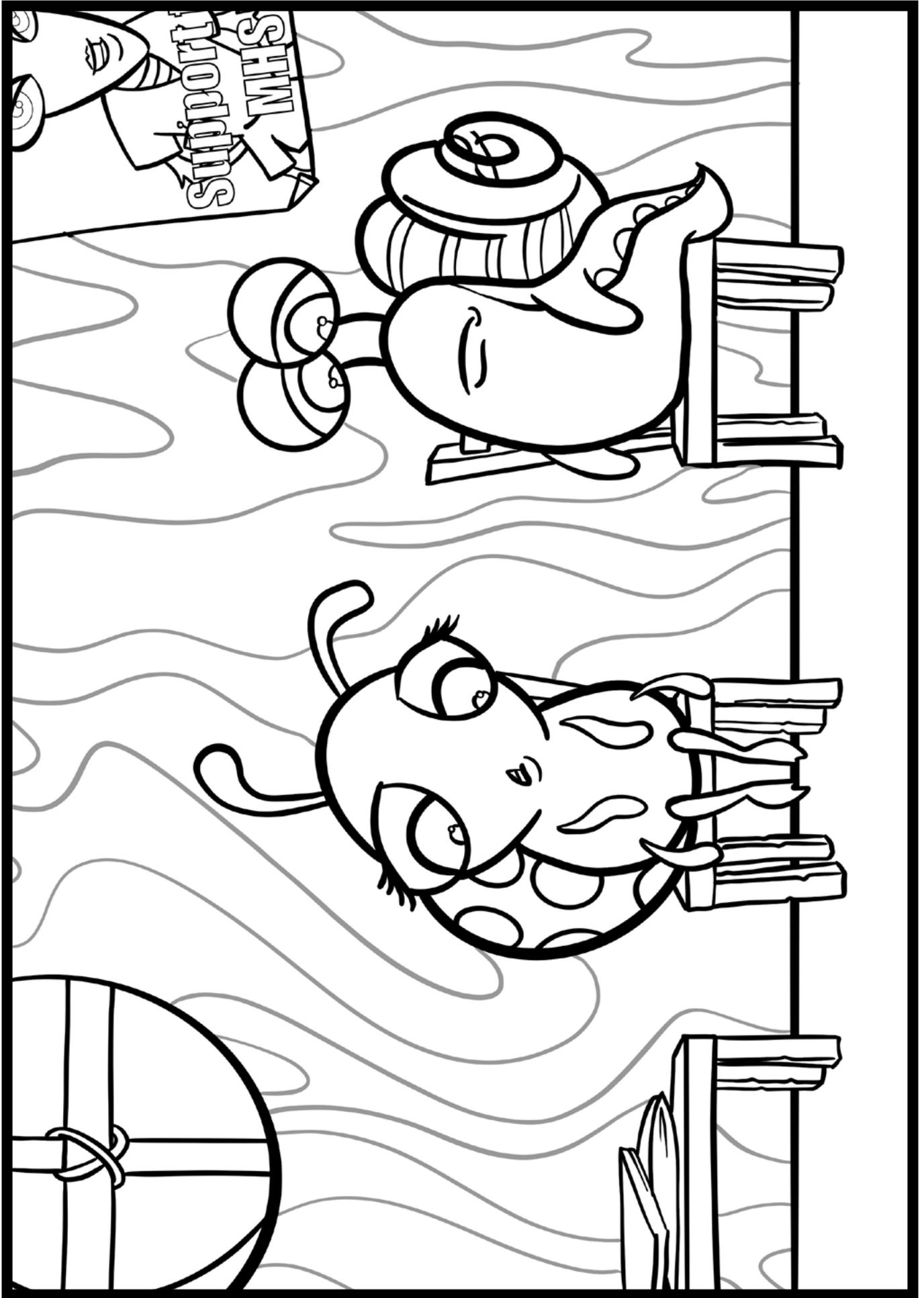
How to play:

Lolli Ladybird's Got Spots is about a poor ladybird who has big black spots all over her scarlet shell! As she waits nervously in the doctor's waiting room, she sees many other mini beasts with a range of complaints! This charming, heart-warming tale explores diversity, SEMH, self-esteem and acceptance of all.

Play the story with your learners and then use the supporting activity resources below alongside the story. You'll find more activities included for each story as part of an Inclusive Stories Subscription.

Activity 1: Colouring fun.





Activity 2: Bake Coconut Ladybird Cookies.

These coconut cookies are delicious and Carter Caterpillar's favourites!

Ingredients:

- 200g unsalted butter, softened.
- 75g caster sugar.
- 75g light brown soft sugar.
- Couple of drops of vanilla essence.
- 1 large egg.
- 275g plain flour.
- 125g desiccated coconut, toasted and cooled.
- 100g dark chocolate.
- M&Ms or Smarties to decorate.

Method:

- 1) Heat the oven to 190°C/170°C fan/gas 5.
- 2) Beat 200g butter in a large bowl using an electric whisk and a switch.
- 3) Add 75g caster sugar.
- 4) Add 75g light brown sugar.
- 5) Add a couple of drops of vanilla essence and mix well.
- 6) Beat an egg in a separate bowl and slowly add to the mixture.
- 7) Sift 275g plain flour into the mixture and mix well.
- 8) Fold in 100g of toasted coconut.
- 9) Roll the dough into 14-16 balls and arrange on a baking sheet lined with baking parchment.
- 10) Flatten each slightly.
- 11) Bake for 12-15 minutes until golden brown.
- 12) Leave to cool on a wire rack.
- 13) Melt 100g chocolate in a microwave using a switch.
- 14) Dip one half of each cookie into the melted chocolate.
- 15) Dip your M&Ms or Smarties into the chocolate and decorate.
- 16) Sprinkle with the remaining toasted coconut.



 Lolly's  Coconut  Ladybird  Cookies

 Heat the  oven to 190C/170C  fan/gas 5.

 Beat 200g  butter in a  large bowl using an  electric whisk and a

 switch

 Add 75g  caster sugar

 Add 75g  light brown sugar

 Add 2  drops of  vanilla essence and  mix  well.

 Beat an  egg in a  separate bowl and  slowly add  to the  mixture.

 Sift 275g  plain flour  into the  mixture and  mix  well

 Fold in 100g  of toasted  coconut.

  **1416**  +     
Roll the dough into 14-16 balls and arrange on a baking sheet lined

  
with baking parchment

 
Flatten each slightly

   
bake for 12-15 mins until golden brown

    
Leave to cool on a wire rack

 **100**     
Melt 100g chocolate in a microwave using a switch.

 **1**     
Dip one half of each cookie into the melted chocolate.

    + 
Dip your M&Ms or Smarties into the chocolate and decorate.

    
Sprinkle with the remaining toasted coconut

Sheldon and the Hare.



Category: Marvellous Mixed Bag.

Supports: Independence, functional skills, creativity and never giving up!

How to play:

Enjoy the [Sheldon and the Hare](#) story where Sheldon Snail has been challenged to a race around the garden by the bullish Hector Hare! Can our slow-moving snail win the race and the day? This twist on the classic Aesop's fable might actually see Sheldon win for once! This tale celebrates resilience and tenacity and teaches our story explorers to never give up!

Play the story with your learners and then use the supporting activity resources below alongside the story. You'll find more activities included for each story as part of an Inclusive Stories Subscription. We've included the popular Sheldon and the Hare Race Game.

Activity 1: Sheldon and the Hare Race Game.

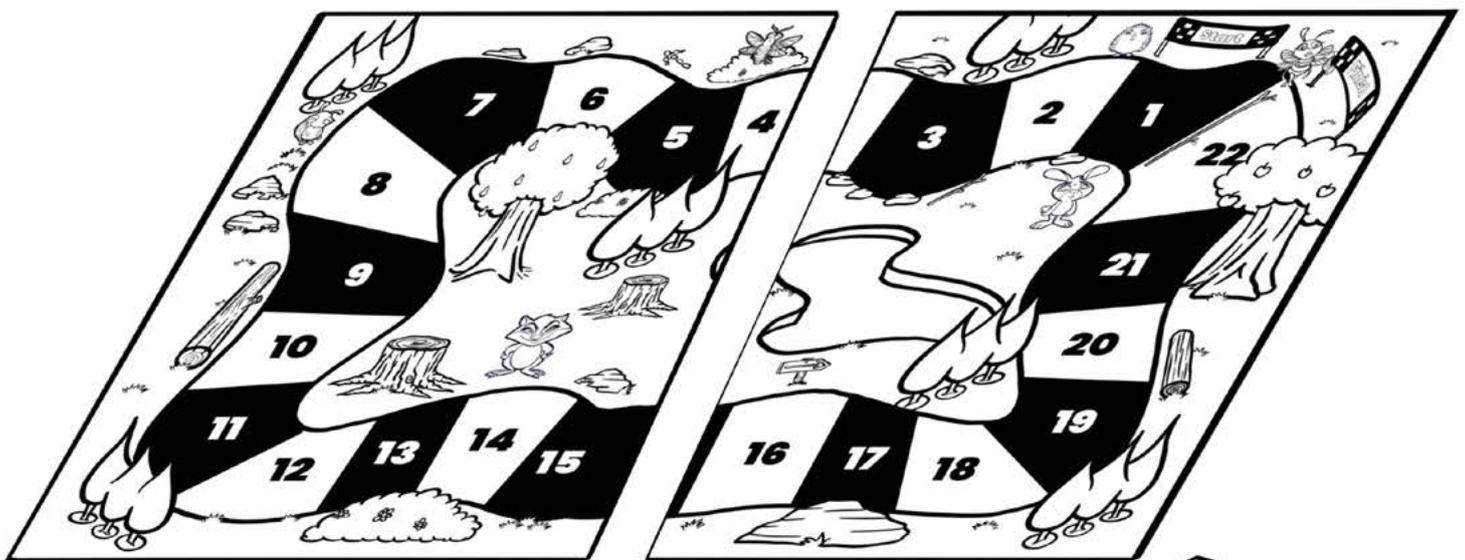


Instructions

Cut out the player peices

Assemble the track

Use a die to see how many spaces you move!



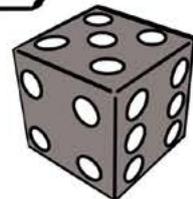
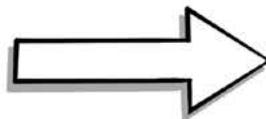
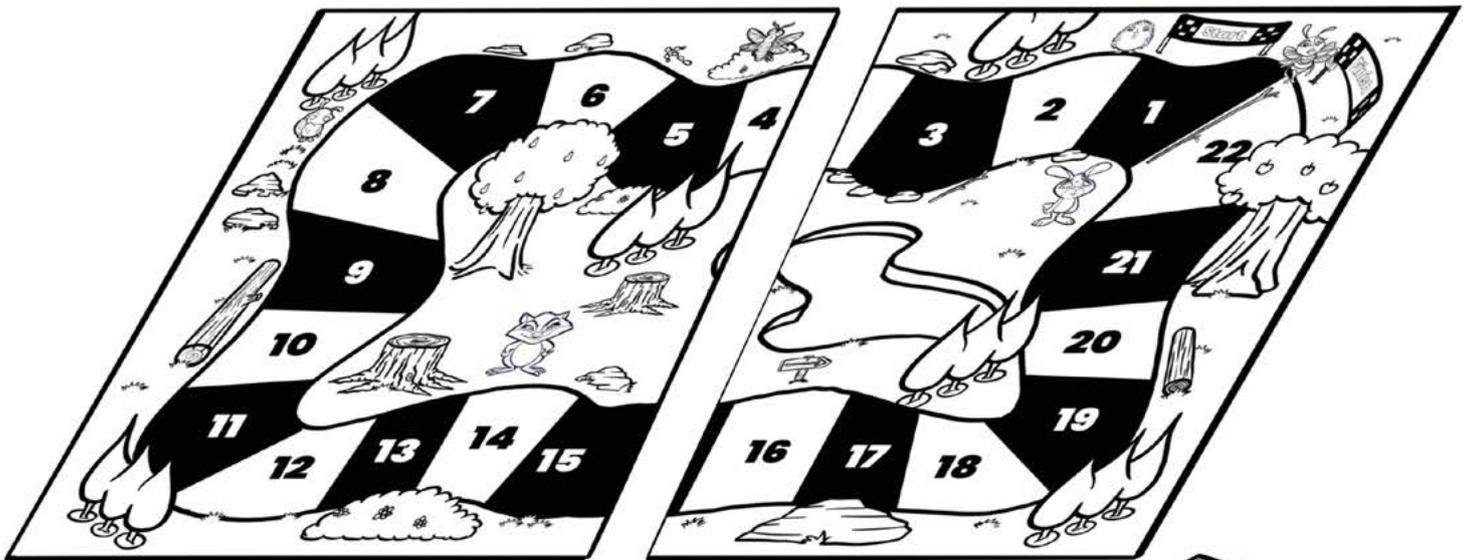


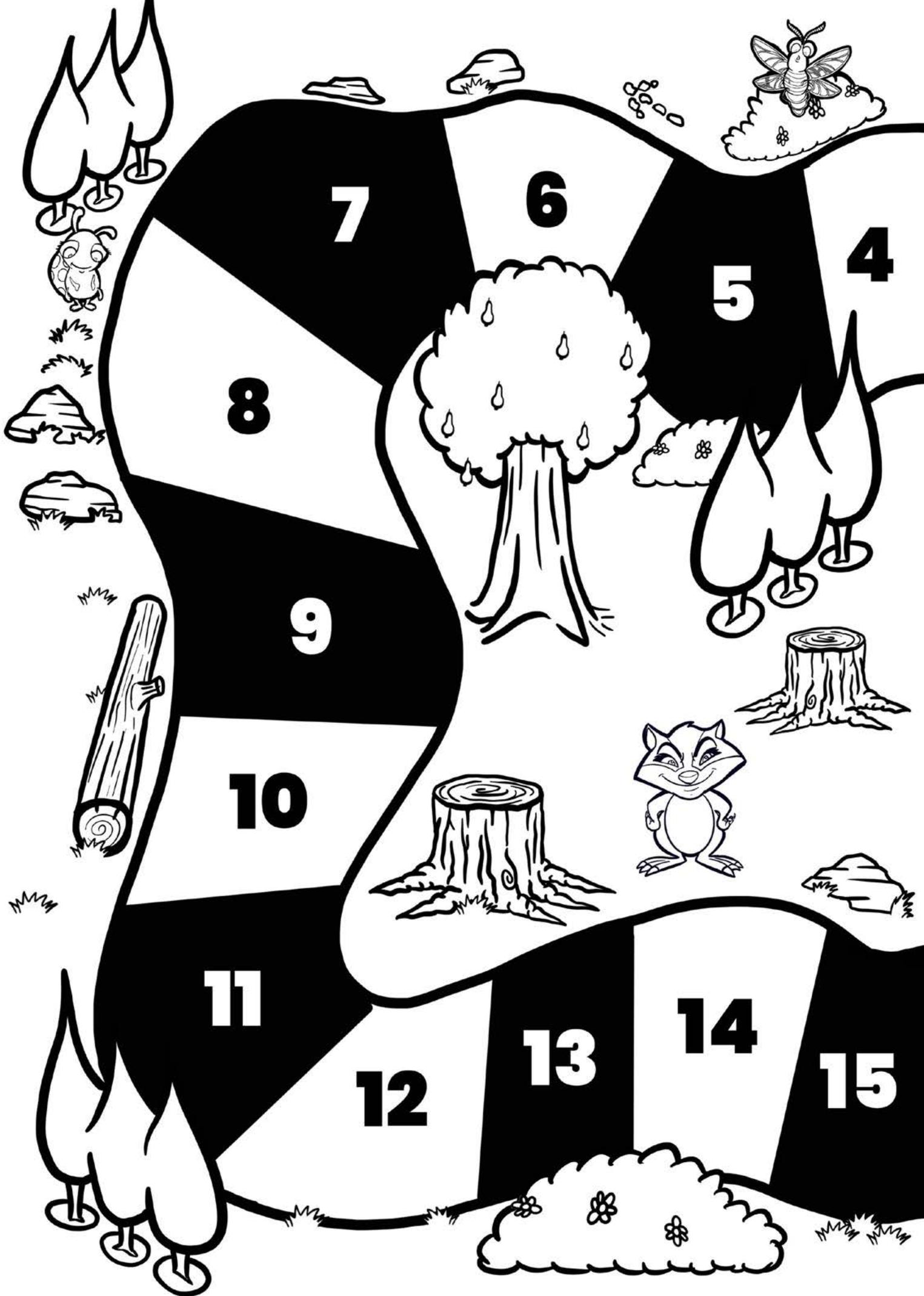
Instructions

Decorate and cut out the player peices

Assemble the track

Use a die to see how many spaces you move!





7

6

5

4

8

9

10

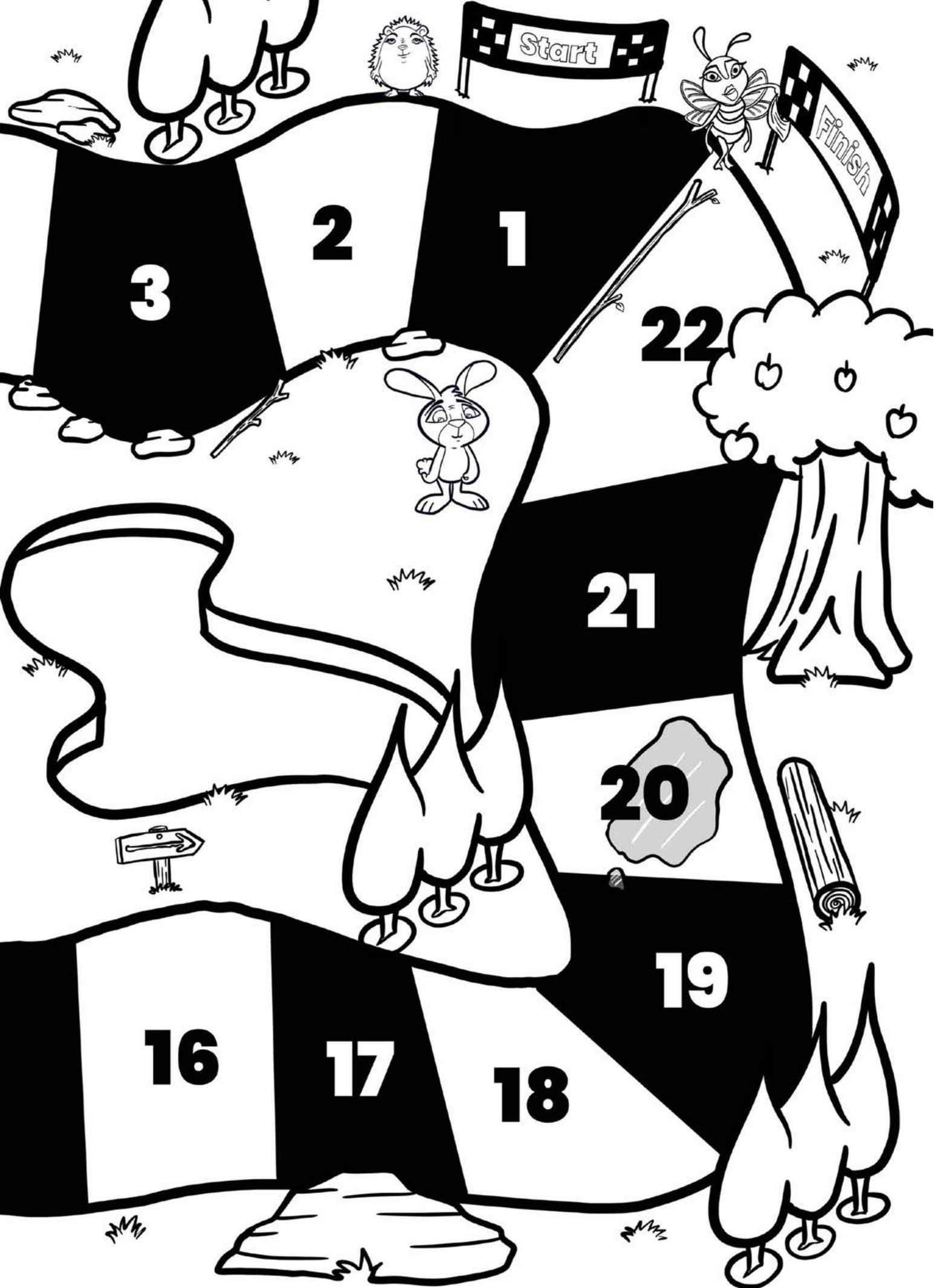
11

12

13

14

15



The Fairies of Windy Wood.



Category: Marvellous Mixed Bag.

Supports: Outdoor adventures, environment, science.

How to play:

Meet **The Fairies of Windy Wood** who look after the plants and animals of Windy Wood, as well as each other! As the fairies prepare to give their newest fairy friend Tootsie her wand and special fairy job, Boglin the wayward goblin has other ideas! Designed to facilitate and enhance outdoor education and friendship.

Activity 1: Fairy Hunt Colouring fun.



Instructions:

Here you will find black and white and colour versions of the Fairies of Windy Wood (and naughty old Boglin) for you print out, laminate and use to decorate your outdoor area.

Fairy Nuff has included fairies of varying sizes, so you can use the ones that work for you. Feel free to tie them to trees, attach sticks and put them in the ground, stick to rocks and other surfaces.

These can be used to decorate your fairy village or for a fun "Find the Fairies" games. Have fun!











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



Chooseit Maker



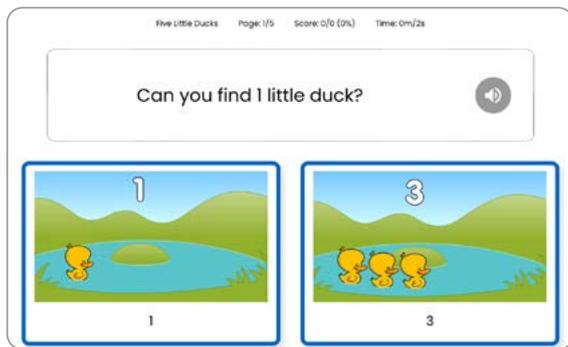
Spring Themed Activities

Chooseit 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 Spring, we've included a range of different activities to suit your needs.

www.helpkidzlearn.com/chooseit-maker

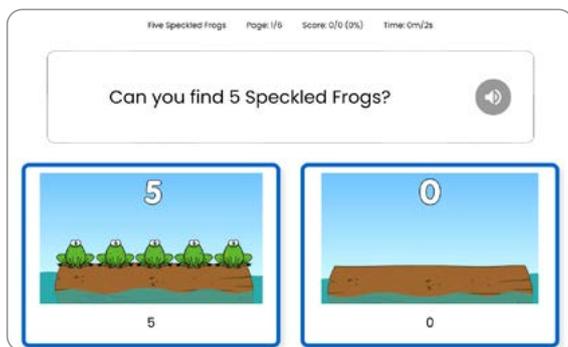
Chooselt Maker Spring Activities.



Five Little Ducks.

To support Five Little Ducks from Games & Activities and the printable resources in this pack, we have created a follow-on activity in Chooselt Maker. Learners practise choice-making and number recognition by finding the correct number of ducks.

Share code: RGYDTC



Five Speckled Frogs.

Use alongside Five Speckled Frogs from Games & Activities and the printables within this pack. Learners practise choice-making and number recognition in this 6 page interactive activity.

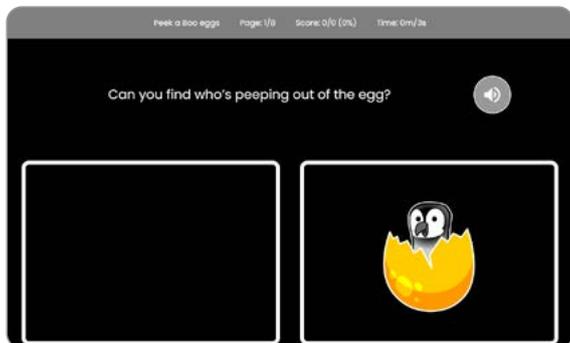
Share code: UNGMPM



Little Tadpole's Big Adventure.

Little Tadpole's Big Adventure is a fun, interactive Chooselt Maker story that explores the frog life cycle using simple language and movement. Learners follow the tadpole as it changes from frogspawn to tadpole, froglet and finally to a frog. With opportunities to join in by wiggling, swimming, hopping, and jumping along the way.

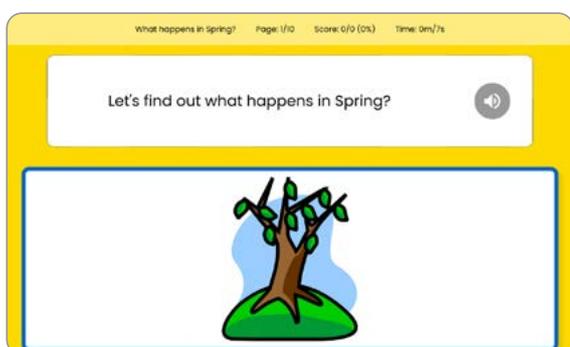
Share code: BHXWMB



Peek a Boo eggs.

In this activity learners are encouraged to find the character peeping out of the egg. This gradually increases in cell numbers from two cells up to eight cells on a page. On each page there will only be one egg with a character peeping out. This gentle progression supports learners to look carefully, scan the screen, and make a choice.

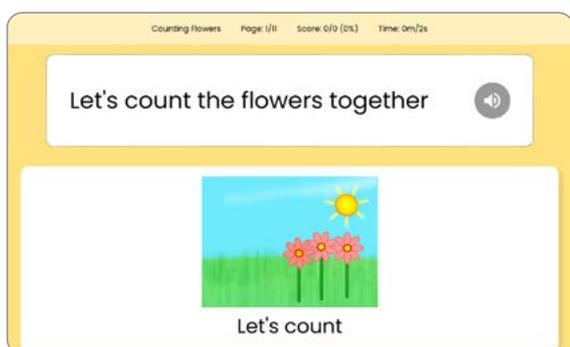
Share code: CYMUBM



What happens in Spring.

What Happens in Spring is an accessible Chooselt Maker activity designed to help learners explore the signs of Spring. The activity introduces seasonal changes such as warmer weather, longer days, growing flowers, and baby animals.

Share code: PXQEPH

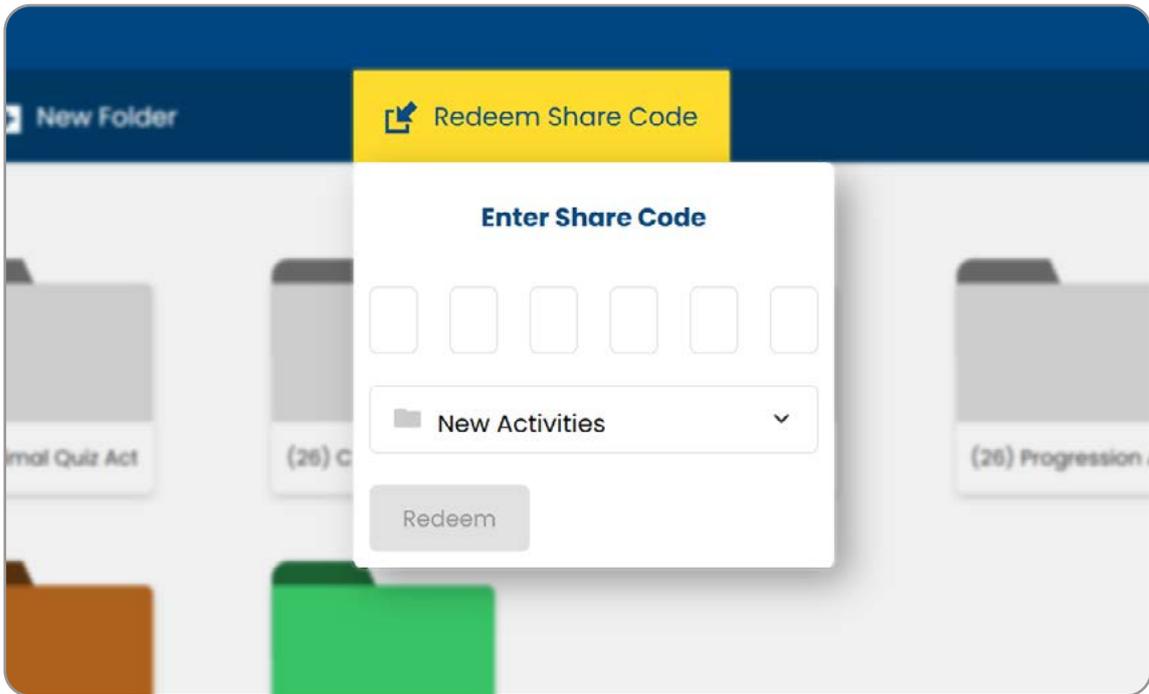


Counting Flowers.

Use this activity to develop early counting skills from 1 to 10. Learners count the flowers on each page and select the correct answer.

Share code: PGKNUE

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.

How to Download the Chooselt Maker iPad App.



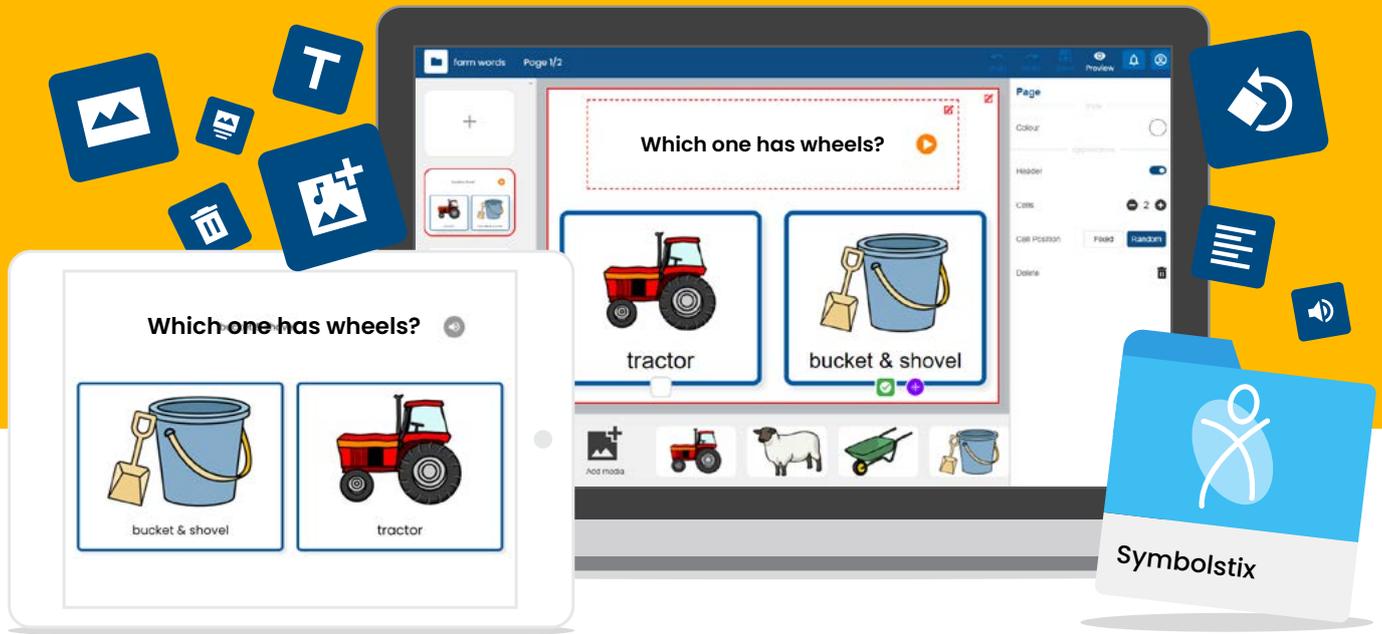
Getting started on iPad is easy – and completely free!

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](#)').

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Chooselt Maker

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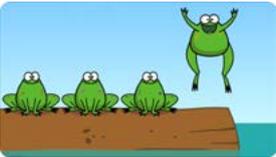
The possibilities are endless with Chooselt Maker. Turn photos, images, symbols, text and sounds into quizzes, communication aids, game-based learning and more.

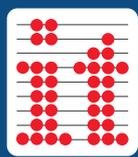
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Spring Playlist.

We have created a fun spring-themed playlist. This playlist brings together bright, engaging activities that support exploration, learning, and play as learners discover the signs of spring.

Order	Software Category	Activity	Curriculum Area	Guide
1.	Sensory Space	Butterflies 	Science/ Understanding the world	Use scarves or coloured fabrics to mirror the butterflies.
2.	Games & Activities	Five Little Speckled Frogs 	Communication/ Literacy /Maths/Music	Use plastic frogs or props to support counting, anticipation and turn-taking.
3.	Inclusive Stories	Lolli Ladybird's Got Spots 	Literacy/PSHE/ Communication	Use the suggested sensory items from the Delivery Notes in the linked resources to bring the story to life.
4.	Chooselt Maker	What Happens in Spring Share code: PXQEPH 	Understanding the World/ Communication	Explore the signs of Spring. Pages include simple exploring activities.
5.	Sensory Space	Lava Lamp 	PSHE/Science/ Relaxation	End the session with a calm, soothing activity. Watch the spring colours rise and fall as colours gently change. Lower the lights and allow time to relax and regulate.



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