Orientation & Mobility

Week 1

Start an orientation & mobility Jeopardy game. Categories to get you started: Name that Sound; Cane Techniques; Guide Dog techniques; Electronic Aids; Specific Cities; Body concepts; The Cane; Watch out for Traffic; and Have you Lost your Sense of Direction? Sample ideas that go with ...*Have you Lost your Sense of Direction*? (Opposite of Northwest? Direction the sun rises? Between landmarks and clues, the one that is permanent and unique?)

Week 2

Make a mobility story book. The goal is to get to know the neighborhood. Make a game at saying their addresses, learn the names of some neighbors, and have your students tell three things they like most about their neighborhood. Also, learn more about maps. Make a map of the streets around the school or their homes.

Week 3

Plan for a rainy day retreat. Play Twister, what's that sound bingo, traffic sign bingo, and play different sight and sound books.

Week 4

Go on an adventure. Have students locate garage sales in the paper and buy "in-games" and toys that build turntaking and interactive conversation. And while they are in the community, encourage them to greet five new people too.

Resources:

Draze, D. (1988). Our town: A guide for studying any community. San Luis Obispo, CA: Dandy Lion Publications.

Dodson-Burke, B. & Hill, E.W. (1989). *An orientation and mobility primer for families and young children*. New York: AFB Press.

Ettwein, J. (2010). *Little thinkers: Igniting your child's imagination through storytelling and creativity*. Acton, Massachusetts: J. Ettwein Publishing.

Little Thinker Adventures

Gilroy, P. (1989). *Discovery in motion: Movement exploration for problem solving and self concept*. Tucson: Communication Skill Builders.

Leary, B., & von Schneden, M. (1982). Simon says is not the only game. New York: AFB Press.

Martin, Gillespie, S., & Green, Hope, H. (1988). *Good beginnings: Life skills for preschool through second grade*. Boston : Good Apple.

Pogrund, R.L., & all. (1995). TAPS: *Teaching age-appropriate purposeful skills*. Austin: Texas School for the Blind and Visually Impaired.

Redleaf, R. (1983). *Open the door let's explore: Neighborhood field trips for young children*. St. Paul: Toys'n Things Press.

Exceptional Teaching Aids

Talking Tactile Tablet

APH Talking PC Maps Software

Tactile State Maps

Resources for the Expanded Core Curriculum (RECC)

Orientation & Mobility ECC Audio Library

Teens' Voices ECC Audio Library

DCMP Resources:

Hondo & Fabian

Magnetic Adventure