



Visual Support Guide: Toys and Games

What?

These visuals show pictures of toys, games, books, and art materials that are common in early childhood environments. The visuals can be used as labels on shelves and containers to help children understand where to find and return materials. The visuals can help children understand what's available in an area, helping them engage more independently in daily activities. You can also use the visuals to help a child who has a language delay or is a dual language learner request a toy or activity.

Why?

- Remind children of what they can do in certain areas of the learning environment.
- Label toys and games on shelves and containers to help children access materials independently and know where to put them back when they are done playing.
- Use as a communication tool for a child to request or make choices.

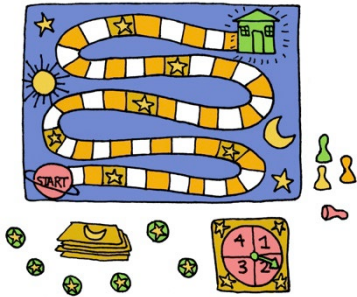
How?

- Make toys and games visuals.
 - Decide how and when to use the visuals.
 - Will you use the visuals to label materials in your learning environment?
 - Will you make the visuals for an individual child to use for communication?
 - Select pictures that represent toys and games in your program.
 - To use as labels, cut and laminate.
 - To use with an individual child, punch a hole in the cards and put them on a ring.
 - Alternatively, you can put the pictures on a single sheet of paper to create a chart and laminate.
 - Translate the names of the materials into all the languages spoken by the children in your program or make separate pictures for each language.
- Use toys and games visuals.
 - Place the labels on shelves and containers in the room. Show the pictures to children and clearly explain how they can use the labels. You can say, "This is a picture of dinosaurs. Look for this picture when you want to play with dinosaurs" or "This is a picture of a puzzle. This is where you put the puzzle away."

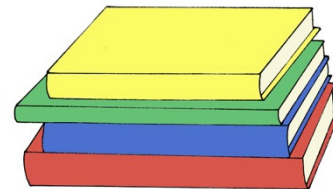
- Use visuals to support a child in choosing an activity during free play.
 - Show a few activity visuals to the child when you ask them, “What do you want to play with?” or “Do you want to play with the cars or read a book?”
 - Point to each picture as you say the word to help the child understand.

Toys and Games

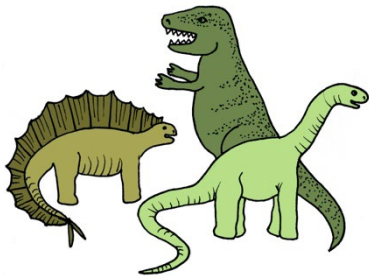
Board Game



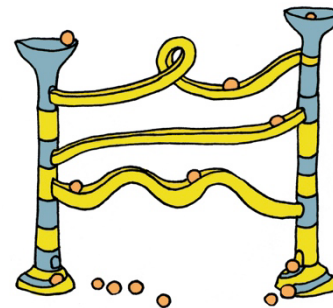
Books



Dinosaurs



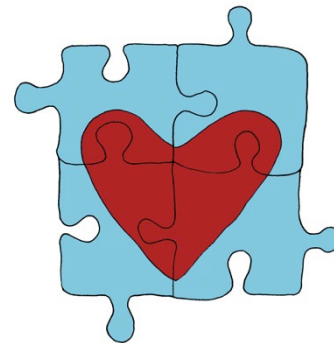
Marble Maze



Play-Doh



Puzzle

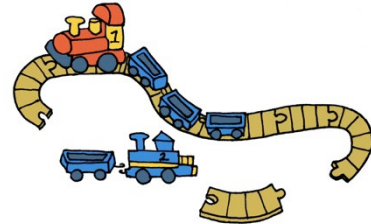


Toys and Games

Toy Cars and Trucks



Trains and Tracks



Wooden Puzzle

