
IEP Goals for Bubble Busy Boxes- Finger Isolation Talking Bubble

Activity #1: “Visual Memory Training”

Level: moderate or average difficulty

Ages: 4-10 years and up

Diagnoses: developmental delay, mental retardation, cerebral palsy, speech and language delayed.

Materials needed: none-pre-record 4 different messages for this activity and then change the message to play again.

How to play: For one or two players. Child randomly presses one of the color-coded, finger isolation buttons and listens to the recorded message. Pick categories, like fruit and record 4 of them. For example, “apple”, “banana”, “orange” “grapes”. Children’s names can also be used. Instruct the player(s) to **remember the color** that matches the message. Maybe apple will be recorded on the red button, and banana on the green. Grade the difficulty of the task accordingly. After all the buttons have been pressed play the recall game. Ask the child or children “Who remembers which color button will say, “banana?” Let’s see if she/he is right. Have the child press the button she/he thinks is correct for immediate feedback and reinforcement.

Activity Analysis #1: Skills and Performance Components this toy and activity will address:

- **Cognitive-** cause and effect, visual memory, associative skills, focus and attention
- **Motor-** fine motor finger isolation, visual-motor integration
- **Sensory-** visual, auditory discrimination

Activity IEP* Goals: LTG-Long Term Goal, STO- Short

Term Objective (please note this is not an exhaustive list)

Cognitive- LTG 1.1 Student will develop and demonstrate an improvement in basic concepts and cognitive skills.

STO 1.1.47 Student will demonstrate auditory-visual integration skills by pointing to the correct item (finger isolation button) associated with the sound it represents ___% of the time, criteria: method.

Motor- LTG: To improve functional shoulder, arm and hand control for greater success with fine motor tasks.

STO: Child will demonstrate purposeful and accurate reach toward objects using a visually directed unilateral hand approach in any direction.

STO: Child will be able to point or poke with index finger, keeping all other fingers flexed, ___% of the time.

STO: Child will be able to depress keyboard characters with only extended index finger, 3 out of 4 times.

Sensory: LTG: To improve ability to use sensory information to understand and effectively interact with people and objects.

STO: Student will demonstrate the ability to observe and remember information/location: criteria: method.

Sample goals were taken from Version 4Curriculum

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Dr. Thomas Reap and OT Goals by Partners in Goals

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IEP GOALS

Activities for use with the
Bubble Busy Boxes-Finger Isolation
Talking Bubble
(#2260)

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