

PRODUCTS FOR CHILDREN WITH **Special Needs**

The following products are suggested as possibilities for children (or adolescents and adults) with various developmental challenges. Their appropriateness will depend on the specific nature and degree of each individual's capacities, so recommendations must be made on a case-by-case basis. Remember, special needs or not, each child has a unique rate and pattern of development, and each will play and learn in different ways. To serve families, it is not necessary to be an authority on the particular circumstances and conditions involved in every case. The family is the expert on the child. You are the expert on toys! Simply ask what the child is working on and build your recommendations from there.

In keeping with our special needs project, Discovery Toys has collaborated with the famous Princeton Child Development Institute to articulate how to use DT's toys to deliver a rich, sensory and educational experience to support tailored learning programs for children with autism. For example, children with autism tend to experience six areas of significant difficulty that we list below and for which we have selected products to support.

First we list the special needs applications and products for children with general learning needs; for example, toys for children with hearing challenges, toys for children with visual challenges and toys for children with learning difficulties. Then we will move on to the six learning

difficulties that children with autism face. **WARNING: Do not personally adapt a product for a child with special needs. You could be held liable.**

Children with hearing challenges may need special assistance in developing: **Alertness to their environment through their senses.**

BUZZY BUDDY,
CURLY & PALS,
ELEPHANT FUN TEETHER,
FLUTTER FUN TEETHER,
JANGLES,
MY KEYS,
OUT OF MY HEAD!,
PLAYFUL PATTERNS®,
ROLL-A-RAMA,
ROUGH & TOUGH Books,
SHINY touchy SMELLY,
SUPER YUMMY, and
TANGIBALL.

Effective use of residual hearing.

- Products which present sound variations.
BRAIN TRAIN,
COUNTDOWN RACER, FUN TUNES™ TRACTOR,
MAGIC TALKIN' KITCHEN CREW™,
MY KEYS,
SOUNDS LIKE FUN CD,
WEEGOAWAY CAMPER™, and All DO RE ME & YOU® Books & CDs.

Their use of visual and tactile cues.

- Colorful, interactive toys that invite children to explore.
ALPHABET TRAIN,
ART FORMS,
BUZZY BUDDY,
CASTLE MARBLEWORKS®,
DROP 'N POP™ SHAPE SORTER,
GEOVILLE™,

GIANT PEGBOARD™,
HIDE INSIDE SURPRISE,
JANGLES,
MAIN STREET PLAYHOUSE MARBLEWORKS® Starter Set,
MEASURE UP!® Cups,
MINI MOTORS,
MY KEYS,
PLACE & TRACE®,
PLAYFUL PATTERNS®,
ROLL-A-RAMA,
ROLL & PLAY,
SUNSHINE MARKET, and TRICKY FINGERS™.
And interactive books such as
BABY SIGNS®,
MOO-RIEL and FRIENDS,
ROUGH & TOUGH Books, and
SHINY touchy SMELLY.

- Dirt, sand, and water toys are perfect for tactile experiences.
BIG RED SHOVEL,
BUSY BATH,
CASTLE CREATIONS,
FIRE HOSE HERO,
HOPPITY POP Sprinkler,
HYDRO BLAST, and
SPLASH ROCKET.
- Puzzles which provide both visual and/or tactile features.
ALPHABET TRAIN,
HEAD, SHOULDERS, KNEES AND TOES Magnetic Puzzle,
PUT YOUR LEFT PAW IN Magnetic Puzzle,
RUSH HOUR, and
STACKTIVITIES.
- Books presenting good visual stimulation.
AHOY, PIRATE PETE,
BUILD A BOOK,
MOO-RIEL and FRIENDS,
ONCE UPON A TIME,
ROUGH & TOUGH Books,
SHINY touchy SMELLY, and

ALL DO RE ME & YOU titles especially:
FROG WENT A-DANCING,
WIGGLE WAGGLE Loop-de-Loo!,
ZANE THE TRAIN.

Social skills (relationships and group interaction).

Any game or game-like activity that requires interaction and turn-taking.

- A B SEAS®,
A TO Z JR.™,
CHUTES AND LADDERS®,
IT'S ALL IN THE RHYTHM!,
OUT OF MY HEAD!,
PUMP ACTION RACERS,
QUICK CALL,
ROLL & PLAY,
SCORE CENTER,
SKY JEWEL,
TIME & MONEY DOMINOES,
TOSS & TALLY,
UNJUMBLE,
WHAT'S GNU?™, and
ZIP TRACK.

Communication skills (which most of us acquire up to 80% through hearing).

- Pictures provide endless possibilities for language stimulation.
AHOY, PIRATE PETE,
ALPHABET TRAIN,
BABY SIGNS®
BUILD A BOOK,
MOO-RIEL and FRIENDS,
ONCE UPON A TIME,
ROUGH & TOUGH Books,
SHINY touchy SMELLY, and
All DO RE ME & YOU® selections.
- Some games also tend to stimulate language because of their action.
A B SEAS®
A TO Z JR.™,
OUT OF MY HEAD!,
QUICK CALL,
UNJUMBLE ,

WHAT'S GNU?™,
WIZ KIDZ, and
ZINGO®.
All books provide excellent
opportunities for language stimulation.

Balance and coordination which may be affected by inner-ear irregularities.

- BALANCE BUDDIES,
CASTLE MARBLEWORKS®,
HAMMER AWAY!,
IT'S ALL IN THE RHYTHM!,
MARBLEWORKS® Starter Set,
SCORE CENTER,
SPLASH ROCKET, and
TANGIBALL.

Reading readiness skills, which are affected by the limited language exposure.

- Toys and games that encourage sequencing and patterning activities.
ABC BOX,
ALPHABET TRAIN,
ART FORMS,
BALANCE BUDDIES,
BOOMERINGS®,
BUILD A BOOK,
BUSY BUGS,
FASHION FRIENDS,
GEOVILLE™,
GIANT PEGBOARD™,
MEASURE UP!® Cups,
MINI MOTORS,
PLAYFUL PATTERNS®,
PRETTY PURSES,
SUPER BALLS SCIENCE,
TECNO®,
TRICKY FINGERS™, and
ZINGO®.
- Exploration and discrimination of shape, size and color.
ART FORMS,
BRAIN TRAIN,
BUSY BUGS,
DROP 'N POP™ SHAPE SORTER,
GIANT PEGBOARD™,

MINI MOTORS,
SUNSHINE MARKET, and
WORKING TRIO.

Children with visual challenges may need special assistance in developing:

Tactile and auditory senses.

- Products which present sound and sensory variations.
BRAIN TRAIN,
BUSY BATH,
BUZZY BUDDY,
ELEPHANT FUN TEETHER,
FLUTTER FUN TEETHER,
JANGLES,
MY KEYS,
ROLL-A-RAMA, and
RAINFALL RATTLE.
- Toys that have interesting surfaces, textures and smells to explore.
BUZZY BUDDY,
CURLY & PALS,
ELEPHANT FUN TEETHER,
FLUTTER FUN TEETHER,
HIDE INSIDE SURPRISE,
JANGLES,
MINI MOTORS,
MY KEYS,
ROLL-A-RAMA,
SHINY touchy SMELLY,
SUPER YUMMY, and
TANGIBALL.
- Sand and water toys.
BIG RED SHOVEL,
BUSY BATH,
CASTLE CREATIONS,
FIRE HOSE HERO Set,
HOPIITY POP Sprinkler,
HYDRO BLAST, and
SPLASH ROCKET.

Body movement, balance and coordination.

- Toys that move or handle easily may motivate movement.
BRAIN TRAIN,
GO GO CATERPILLAR,
IT'S ALL IN THE RHYTHM!,
PLANE, TRAIN & AUTO,
SCORE CENTER,
SUPER GIVE IT A WHIRL,
TRICKY FINGERS™, and
ZIP TRACK.

Language stimulation.

- CDs can be excellent for language stimulation starting with slower-paced songs and lyrics based on more familiar concepts.
ABC SOUND BINGO,
SOUND BINGO,
SOUNDS LIKE FUN CD, and
ALL DO RE ME & YOU® Book & CD selections.
- Books with large pictures and larger print may also be helpful.
AHOY, PIRATE PETE,
BABY SIGNS®,
BUILD A BOOK,
HEAD, SHOULDERS, KNEES AND TOES,
MOO-RIEL and FRIENDS,
ONCE UPON A TIME,
PUT YOUR LEFT PAW IN!,
ROUGH & TOUGH Books,
SHINY touchy SMELLY,
WIGGLE WAGGLE Loop-de-Loo!,
ZANE THE TRAIN.
- Books with rhyming or poetry.
COWBOY BABY,
MOO-RIEL and FRIENDS,
PUT YOUR LEFT PAW IN!,
WIGGLE WAGGLE Loop-de-Loo!
ZANE THE TRAIN.

Choose toys and games with:

- sizable pieces
 - large, clear pictures
 - good contrast of light and dark images
 - non-glare surfaces (note: clear contact paper over game boards reduces glare)
 - concrete methods for teaching developmental concepts
- ART FORMS,
BUSY BUGS,
*CASTLE MARBLEWORKS®
COUNTDOWN RACER,
DROP 'N POP™ SHAPE SORTER,
GEOVILLE™,
GIANT PEGBOARD™,
KLACKEROO,
ROLL & PLAY,
SUNSHINE MARKET, and
WHAT'S GNU?™.

**CASTLE MARBLEWORKS® has balls with a jingle bell inside so a child can track the ball by sight and sound.*

Children with movement and/or coordination challenges may benefit by:

Immediate environment changed frequently if it cannot be changed through movement.

- Toys that can be:
 - attached to different surfaces
 - moved
 - hung with BOOMERINGS®
 - used for a "change of scene"
- BUSY BATH,
DRESS-A-PILLAR,
ELEPHANT FUN TEETHER,
FLUTTER FUN TEETHER,
JANGLES,
MAIN STREET PLAYHOUSE,
MY KEYS,
OUR HOUSE, and
SPIN 'N POP ARCADE™.

- Music and books can offer lots of opportunities for variety and change. ABC SOUND BINGO, FUNTUNES™ TRACTOR, ROUGH & TOUGH Books, SOUND BINGO, SOUNDS LIKE FUN, “WHEELS” THE BUS™, and ALL DO RE ME & YOU® Book and CD selections.

Experiences that give a sense of independence and accomplishment.

- ABC & 123 WIPE CLEAN WORK BOOKS, BALANCE BUDDIES, CASTLE CREATIONS, DRESS-A-PILLAR, FASHION FRIENDS, GEOVILLE™, HIDE INSIDE SURPRISE, MOTOR WORKS, SCORE CENTER, SPLASH ROCKET, SUPER GIVE IT A WHIRL, and TECNO®.

Manipulatives to increase dexterity.

- ART FORMS, BIG RED SHOVEL, BRAIN TRAIN, DROP ‘N POP™ SHAPE SORTER, FASHION FRIENDS, GEOVILLE™, GIANT PEGBOARD™, HEAD, SHOULDERS, KNEES AND TOES Magnetic Puzzle, MARBLEWORKS® Starter Set, MEASURE UP!® Cups, MOTOR WORKS, MINI MOTORS, PLACE & TRACE®, PLANE, TRAIN & AUTOMOBILE, PLAYFUL PATTERNS®, PUT YOUR LEFT PAW IN! Magnetic Puzzles, ROLL-A-RAMA,

- RUSH HOUR, SUNSHINE MARKET, and TECNO®.

Help in developing body movement, balance, and coordination.

- BALANCE BUDDIES, BIG RED SHOVEL, GO GO CATERPILLAR, HAMMER AWAY!, HOPPITY POP Sprinkler, HYDRO BLAST, IT’S ALL IN THE RHYTHM!, SCORE CENTER, SKY JEWEL, SUPER GIVE IT A WHIRL, and ZIP TRACK.

Children with learning difficulties may need special opportunities for practicing:

Auditory processing.

- Products which offer a variety of sounds. COUNTDOWN RACER, CURLY & PALS, FUN TUNES™ TRACTOR, MAGIC TALKIN’ KITCHEN CREW™, and “WHEELS” THE BUS™.
- Music CDs, especially those that are slow and repetitive and deal with everyday topics. ABC SOUND BINGO, NOODLES FROM SCRATCH, SOUND BINGO, and SOUNDS LIKE FUN CD.
- Games and challenges with a strong language stimulation element. A B SEAS®, A TO Z JR.™, OUT OF MY HEAD!, QUICK CALL,

- ROLL & PLAY, UNJUMBLE, WHAT’S GNU?™, WIZ KIDZ, and ZINGO!®.

Visual processing.

- Toys that have moving features are great for visual stimulation. BRAIN TRAIN, BUZZY BUDDY, CASTLE MARBLEWORKS®, ELEPHANT FUN TEETHER, FLUTTER FUN TEETHER, GLOWORM™ DREAM BOOK, GO GO CATERPILLAR, MAGIC TALKIN’ KITCHEN CREW, MARBLEWORKS® Starter Set, MARBLEWORKS® CRANK-IT UP, MARBLEWORKS® WILD RIDE, MOTOR WORKS, PLANE, TRAIN & AUTOMOBILE, SUPER GIVE IT A WHIRL, and “WHEELS” THE BUS™.
- Games, puzzles, and books also provide practice for visual perception skills. ABC & 123 WIPE CLEAN WORK BOOKS, ALPHABET TRAIN, ART FORMS, BUILD A BOOK, HEAD, SHOULDERS, KNEES AND TOES Magnetic Puzzle, PLAYFUL PATTERNS®, PUT YOUR LEFT PAW IN! Magnetic Puzzles, QUICK CALL, ROUGH & TOUGH Books, RUSH HOUR, TIME & MONEY DOMINOES, TOSS & TALLY, and WHAT’S GNU?™.

Increased attention to tasks and learning to follow directions. (Suggest varying the rules of games – starting with a simpler version and working up to a more complex level of play.)

- All crafts, games, books, and kits are wonderful for learning about instructions and follow-through. A B SEAS®, BUILD A BOOK, BUSY BUGS, CASTLE CREATIONS, CHUTES AND LADDER S®, MOTOR WORKS, OUT OF MY HEAD!, PRETTY PURSES, QUICK CALL, ROLL & PLAY, RUSH HOUR, SCORE CENTER, SUPER BALLS SCIENCE, TIME & MONEY DOMINOES, TOSS & TALLY, TRICKY FINGERS™, UNJUMBLE, and ZINGO!®.

Choose toys and games that will enhance their skills and with which they can feel successful.

- ABC & 123 WIPE CLEAN WORK BOOKS, ALPHABET TRAIN, ART FORMS, BALANCE BUDDIES, DOODLE DESK, FASHION FRIENDS, FIRE HOSE HERO Set, GEOVILLE™, MARBLEWORKS® Starter Set, MINI MOTORS, MOTOR WORKS, PLAYFUL PATTERNS®, and TECNO®.

Children with developmental delays may benefit from:

Help with social skills to ensure feelings of confidence and independence.

CHUTES AND LADDERS®,
FIRE BRIGADE JACKET,
FIRE HOSE HERO Set,
LOVELY BUG,
MONKEY MOUTH,
OUR HOUSE,
PUMP ACTION RACERS,
SOUNDS LIKE FUN CD,
and all book selections especially:
NOODLES FROM SCRATCH,
TEN IN THE BED, and
ZANE THE TRAIN.

Manipulative toys to improve coordination.

ART FORMS,
BALANCE BUDDIES,
BOOMERINGS®,
CASTLE MARBLEWORKS®,
DROP 'N POP™ SHAPE SORTER,
FASHION FRIENDS,
FUNTUNES™ TRACTOR,
GEOVILLE™,
HAMMER AWAY!,
HEAD, SHOULDERS, KNEES
AND TOES Magnetic Puzzle,
HIDE INSIDE SURPRISE,
MARBLEWORKS® Starter Set,
MEASURE UP!® Cups,
MINI MOTORS,
MOTOR WORKS,
PLANE, TRAIN & AUTO,
PLAYFUL PATTERNS®,
PUT YOUR LEFT PAW IN!
Magnetic Puzzles,
ROLL-A-RAMA,
SPLASH ROCKET,
SUNSHINE MARKET,
SUPER GIVE IT A WHIRL,
TECNO®, and
ZIP TRACK.

Games and toys with repetitive features. (All children with developmental delays pass through the same developmental stages, but these children may go at a different pace and need extra practice to acquire skills.)

BOOMERINGS®,
BUSY BUGS,
COUNTDOWN RACER,
DROP 'N POP™ SHAPE SORTER,
EXTREME LOOP TRACK™,
GO GO CATERPILLAR,
HOPPITY POP Sprinkler,
PLANE, TRAIN & AUTOMOBILE,
PUMP ACTION RACERS,
SCORE CENTER,
SOUNDS LIKE FUN CD, and
SPIN 'N POP ARCADE™.

Concrete experiences to learn.

ALPHABET TRAIN,
BUILD A BOOK,
BUSY BUGS,
DRESS-A-PILLAR,
IT'S A MATCH!,
MEASURE UP!® Cups,
MINI MOTORS,
STACKTIVITIES,
THINK-IT-THROUGH®,
TIME & MONEY DOMINOES,
TOSS & TALLY, and
TIMING IT RIGHT™.

Children with speech and language delays and/or difficulties may benefit from:

Help in strengthening listening skills.

- CDs and musical instruments will be helpful.
SOUNDS LIKE FUN CD, and
All DO RE ME & YOU® selections.
- Books with pictures will capture their interest and help them listen and visualize the meanings in the language:
AHOY, PIRATE PETE,

BUILD A BOOK,
MOO-RIEL and FRIENDS,
ONCE UPON A TIME,
ROUGH & TOUGH Books,
SHINY touchy SMELLY, and
All DO RE ME & YOU® selections.

Lots of positive verbal interaction.

- Many games provide rich opportunities for children to express themselves in a relaxed and enthusiastic manner. Some games seem to lend themselves to this more naturally.
A B SEAS®,
A TO Z JR.™,
QUICK CALL,
SCORE CENTER,
WHAT'S GNU?™,
WIZ KIDZ, and
ZINGO!®.
- All books provide lots of wonderful things to talk about.
- Toys, games, arts and crafts materials that encourage creative play and thus verbal expression.
A TO Z JR.™,
BUILD A BOOK,
CASTLE CREATIONS,
FIRE HOSE HERO Set,
MAIN STREET PLAYHOUSE,
MONKEY MOUTH,
OUR HOUSE,
PRETTY PURSES, and
SUPER BALLS SCIENCE.

Children with emotional difficulties may benefit from:

Help building trustful, positive relationships, and interactions with peers and adults.

- Toys and games which require turn-taking and have simple rules of play.
A B SEAS®,
A TO Z JR.™,
CHUTES AND LADDER S®,

OUT OF MY HEAD!,
QUICK CALL,
ROLL & PLAY,
SCORE CENTER,
TIME & MONEY DOMINOES,
TOSS & TALLY,
WHAT'S GNU?™, and
WIZ KIDZ.

- Books and "quiet" toys which provide an opportunity to be close and share.
AHOY, PIRATE PETE,
BUILD A BOOK,
BUSY BUGS,
HIDE INSIDE SURPRISE,
MOO-RIEL and FRIENDS,
ONCE UPON A TIME,
PLACE & TRACE®,
ROUGH & TOUGH Books,
SHINY touchy SMELLY, and
All DO RE ME & YOU®
book selections.

Understanding of how to live and play successfully within a structure, for example the structure of a game which requires following the rules if you want to play.

A B SEAS®,
A TO Z JR.™,
CHUTES AND LADDER S®,
FLIP TAC TOE,
OUT OF MY HEAD!,
QUICK CALL,
ROLL & PLAY,
SCORE CENTER,
TIME & MONEY DOMINOES,
TOSS & TALLY,
UNJUMBLE, and
ZINGO!®.

Opportunities for self-expression in a safe, nurturing environment.

CASTLE CREATIONS,
FIRE BRIGADE JACKET,
LOVELY BUG,
OUR HOUSE,
PLANE, TRAIN & AUTOMOBILE,
PRETTY PURSES,

TOOTH FAIRY,
TOOTH PIRATE® and
ZANE THE TRAIN.

Children who are accelerated
and/or gifted may benefit from:

**First of all, the chance to be a child
and play.**

ART FORMS,
CASTLE MARBLEWORKS®,
EXTREME LOOP TRACK™,
FASHION FRIENDS,
FIRE HOSE HERO Set,
FUN TUNES™ TRACTOR,
GIANT PEGBOARD™,
HOPPITY POP Sprinkler,
HYDRO BLAST,
MAGIC TALKIN' KITCHEN
CREW™,
MAIN STREET PLAYHOUSE,
MARBLEWORKS® Starter Set,
MONKEY MOUTH,
MOTOR WORKS,
PUMP ACTION RACERS,
SCORE CENTER,
SPLASH ROCKET,
SUPER GIVE IT A WHIRL,
TRICKY FINGERS,
WEEGOAWAY CAMPER™,
"WHEELS" THE BUS™,
WIZ KIDZ,
ZIP TRACK, and
All book selections.

**Toys and books that will feed their
curiosity.**

ROUGH & TOUGH Books,
SKY JEWEL, and
THINK-IT-THROUGH® Science Book Sets.

**Open-ended toys and games that they can
expand on in their own creative ways.**

BALANCE BUDDIES,
BUSY BUGS,
CASTLE CREATIONS,
DOODLE DESK,
FIRE BRIGADE JACKET,
FIRE HOSE HERO Set,

GEOVILLE™,
LOVELY BUG,
MAIN STREET PLAYHOUSE,
MARBLEWORKS® Starter Set,
OUR HOUSE,
PLANE, TRAIN & AUTOMOBILE,
QUICK CALL,
TECNO®,
THINK-IT-THROUGH®,
TOOTH FAIRY,
TOOTH PIRATE®,
WIZ KIDZ, and
ZIP TRACK.

**A challenge to stretch their capabilities
and provide enrichment at their current
academic level.**

ABC & 123 WIPE CLEAN
WORK BOOKS,
ALPHABET TRAIN,
A B SEAS®, BUILD
A BOOK,
GIANT PEGBOARD™,
MARBLEWORKS® Starter Set,
MINI MOTORS,
RUSH HOUR,
SUPER BALLS SCIENCE,
THINK-IT-THROUGH®,
TIME & MONEY DOMINOES,
TOSS & TALLY,
UNJUMBLE, and WHAT'S
GNU?™.

Children With Autism

Children with autism tend to experience
several broad areas of significant difficulty
and benefit from:

**A. Toys to develop independent play
with some limited instruction.** Children
with autism often have difficulty playing
independently. They need toy choices
that can be enjoyed following some initial
instruction. Often memory recall can
become an issue, as can the inverse,
excessive repetition. TODDLER TALK,
the interactive voice-recording phone, can
prompt the child to play. Other product
selections are:

ABC & 123 WIPE CLEAN
WORK BOOKS,
BIG RED SHOVEL,
BRAIN TRAIN,
CASTLE MARBLEWORKS®,
DROP 'N POP™ SHAPE SORTER,
EXTREME LOOP TRACK™,
FUNTUNES™ TRACTOR,
GO GO CATERPILLAR,
HAMMER AWAY,
HYDRO BLAST,
MARBLEWORKS® Starter Set,
MONKEY MOUTH,
PLACE & TRACE®,
PRETTY PURSES,
SPLASH ROCKET,
SUPER GIVE IT A WHIRL,
TRICKY FINGERS™, and
ZIP TRACK.

**B. Toys that promote sustained
engagement.** Building up the length of
time that any child focuses on an activity is
important and great products facilitate this
skill building. For a child with Autism, this
is especially true. Toys that can be played
over and over with a slightly different
pattern or result are great for
keeping your child engaged and interested.

ABC SOUND BINGO,
BIG RED SHOVEL,
BUILD A BOOK,
BUSY BATH,
CASTLE
CREATIONS,
CASTLE MARBLEWORKS®,
COUNTDOWN RACER,
FASHION FRIENDS,
GEOVILLE™,
GIANT PEGBOARD™,
HAMMER AWAY!,
HOPPITY POP Sprinkler,
MINI MOTORS,
PLAYFUL PATTERNS®,
SCORE CENTER,
SOUND BINGO,
SPIN 'N POP™ ARCADE,
SUNSHINE MARKET,
TECNO®, and

TUBTUNES

**C. Toys that build skills for cooperative
play.** All children have to be taught to
cooperate with peers. With children with
autism, the temptation to reside in a world
of their own is very common. Toys that
encourage cooperative play are:

ABC SOUND BINGO,
BALANCE BUDDIES,
CHUTES AND LADDERS®,
IT'S ALL IN THE RHYTHM!,
NOODLES FROM SCRATCH,
OUT OF MY HEAD!,
PUMP ACTION RACERS,
QUICK CALL,
ROLL-A-RAMA,
SKY JEWEL,
SOUND BINGO,
TIME & MONEY DOMINOES,
TOSS & TALLY,
WHAT'S GNU?™,
WIZ KIDZ, and
ZINGO!®.

**D. Toys that create opportunities
for children to talk about their play
experience.** Engaging the child with
autism in play with any Discovery Toys
product provides fuel for communication.
That's why we encourage parents to play
with their children; it simply multiplies
the learning possibilities and builds
communication and relationships. Try
products like:

10 IN THE BED,
10 IN THE BED
FINGER PUPPETS,
ABC BOX,
A B SEAS®,
AHOY, PIRATE PETE,
ALPHABET TRAIN,
BABY SIGNS®,
DOODLE DESK,
FIRE HOSE HERO Set,
GEOVILLE™,
HEAD, SHOULDERS, KNEES
AND TOES,
HEAD, SHOULDERS, KNEES

AND TOES Magnetic Puzzle,
 MAGIC TALKIN'
 KITCHEN CREW™,
 MEASURE UP!® Cups,
 MOO-RIEL and FRIENDS,
 NOODLES FROM SCRATCH,
 PLANE, TRAIN & AUTOMOBILE,
 QUICK CALL,
 ROLL & PLAY,
 ROUGH & TOUCH Books,
 SHINY touchy SMELLY,
 SUPER BALLS SCIENCE,
 TODDLER TALK,
 WEEGOAWAY CAMPER™, and
 WORKING TRIO.

E. Toys with obvious completion criteria.

The ritualistic and repetitive behavior often seen in children with Autism may deprive them of understanding when a task is completed; thus missing an essential sense of accomplishment. Suggestions to foster completion awareness include:

ABC & 123 WIPE CLEAN
 WORK BOOKS,
 ALPHABET TRAIN,
 ART FORMS,
 BUILD A BOOK,
 DRESS-A-PILLAR,
 IT'S A MATCH!,
 MOTOR WORKS,
 OUR HOUSE,
 PLAYFUL PATTERNS®, and
 PUT YOUR LEFT PAW IN!
 Magnetic Puzzles, and
 TRICKY FINGERS™.

F. Toys that encourage pretend play.

Some children find pretend play comes naturally, others need to be shown how to develop make-believe games, and children with Autism tend to be among those needing a little help. Here are some suggestions to help your child learn pretend play:

10 IN THE BED,
 10 IN THE BED FINGER
 PUPPETS,
 AH OY, PIRATE PETE,

FIRE BRIGADE JACKET,
 FIRE HOSE HERO Set,
 FROG BACKPACK,
 FROG WENT A-DANCING,
 HIDE INSIDE SURPRISE,
 LOVELY BUG,
 MAGIC TALKIN'
 KITCHEN
 CREW™,
 MAIN STREET PLAYHOUSE,
 MONKEY MOUTH,
 ONCE UPON A TIME,
 OUR HOUSE,
 PLANE, TRAIN & AUTOMOBILE,
 PUT YOUR LEFT PAW IN!,
 ROLL & PLAY,
 WEEGOAWAY CAMPER™. and
 TOOTH FAIRY,
 TOOTH PIRATE™,
 ZANE THE TRAIN.

All children with special needs may benefit from:

- **Attention paid to their self-esteem!**
 What children think about themselves has more effect on the rest of their physical, emotional or intellectual development than any other factor.
- **Products which afford opportunities for personal success** because they inspire open-ended, imaginative play and are non-competitive in nature.
 ABC & 123 WIPE CLEAN
 WORK BOOKS,
 AHOY, PIRATE PETE,
 ALPHABET TRAIN,
 ART FORMS,
 BRAIN TRAIN,
 DOODLE DESK,
 FASHION FRIENDS,
 GEOVILLE™,
 GO GO CATERPILLAR,
 HEAD, SHOULDERS, KNEES
 AND TOES Magnetic Puzzle,
 MARBLEWORKS® Starter Set,
 MOTOR WORKS,
 PLANE, TRAIN & AUTOMOBILE,
 PUMP ACTION RACERS,

PUT YOUR LEFT PAW IN!
 Magnetic Puzzles,
 SKY JEWEL,
 SUNSHINE MARKET,
 SUPER GIVE IT A WHIRL,
 TECNO®,
 TRICKY FINGERS, and
 ZIP TRACK.

- **Projects created from various arts and crafts materials which allow the child to experience pride in accomplishment.**
CASTLE CREATIONS, and
PRETTY PURSES.