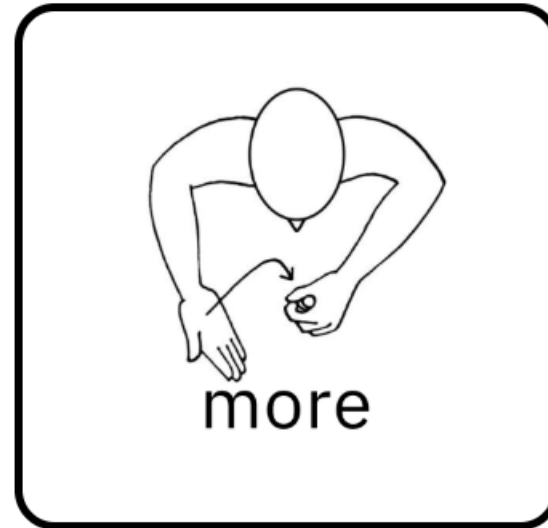


# Week 7

**more**

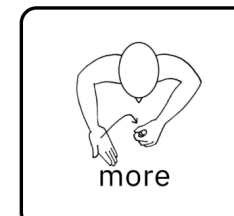
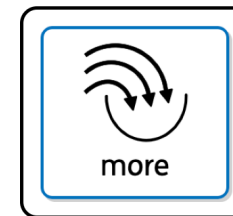




say it

# We are learning

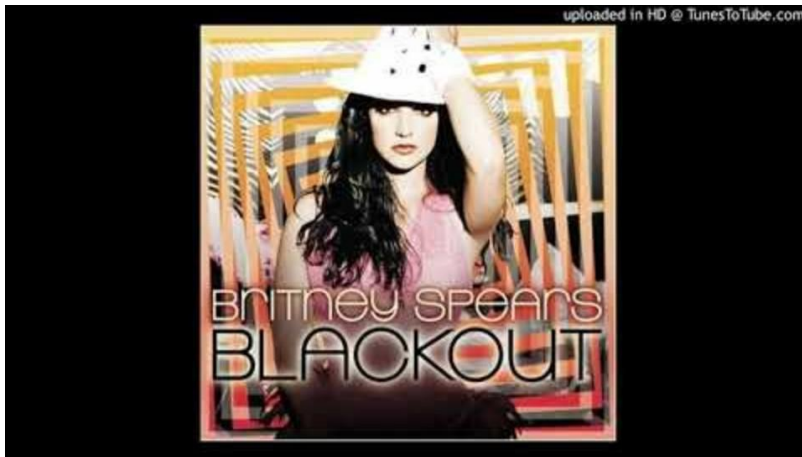
more

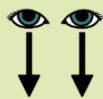




hear it

more





watch it

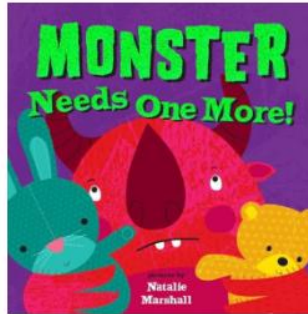




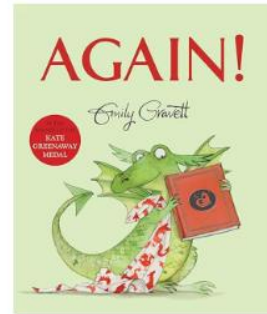


read it

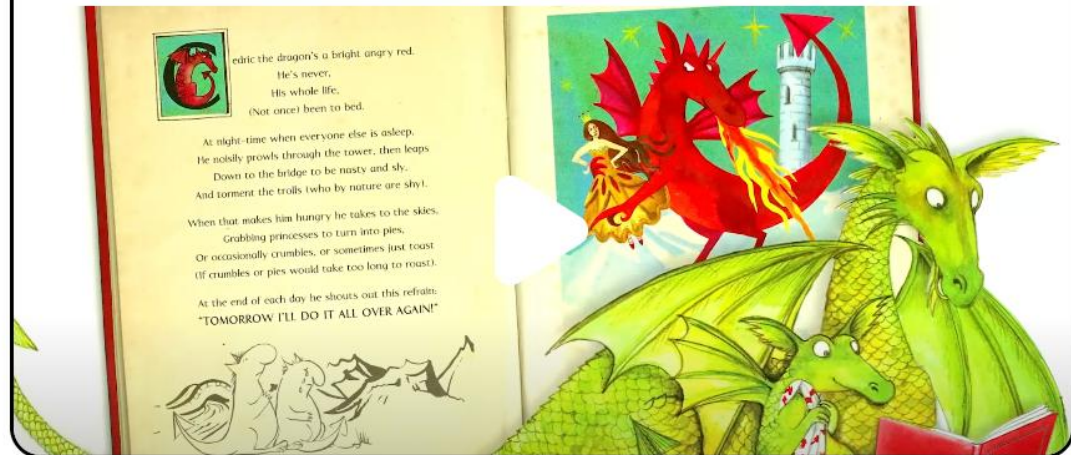
# Story ideas



[Buy "Monster Needs One More" on Amazon](#)



[Buy "Again!" on Amazon](#)





learn it

# Activity Ideas

**sensory**  
classroom

**more**

## Learn it- RISE Therapy Planning

Core Word: More

Learning focus: Seeking assistance, cause and effect, interaction, requesting

Regulation & Reconnection

Step 1: I plan to regulate and connect with our learners at the start of the session using shaking instruments. These have a fun motivating sound and automatically start and stop with ease giving lots of natural opportunities to model the core word "more".

Invitation

Step 2: I plan to create intrigue and safe opportunities to observe and come and join the group by blowing bubbles in the group area, often irresistible to sensory learners!

Shared Experience

Step 3: I plan to deliver a shared sensory experience together. This could be as a whole class, small group or 1:1. I plan to deliver a shared sensory experience together. This could be as a whole class, small group or 1:1. I have a "more bubbles" song playing and swap in the bubble machine for lots of bubbles, turning on and off regularly throughout the song to model the core word "more". Meanwhile the learners are having a great time catching and popping the bubbles together.

Ending

Step 4: It's important not to rush the ending. It is also important for it to be grounding after such an exciting and movement heavy step 3 activity. I will swap back in the blown bubbles, add calming music or no music at all. Easing out of the session feeling grounded.



**learn it**

## Play

Block building: Give one block at a time

Playdoh: Give one small blob of playdoh

Bubbles: Blow once

Drawing: Give one pen

Balloons: Blow up a little bit

Swing: One push of the swing

Tickles: One tickle at a time

Music: Play and pause the music

"I want more!"

# Activity Ideas

## 1. Bubble Request Play

- Blow a few bubbles and stop.
- Pause expectantly and model "more" or "again" on an AAC board, symbol, or sign.
- Repeat only after the learner requests using their preferred method (pointing, vocalising, symbol, sentence).
- Gradually increase wait time to encourage independent initiation.

## 2. Repetition Rhyme Bag

- Use a bag with familiar rhymes or song prompts inside (e.g. visual cards, objects).
- After each rhyme, pause and offer the prompt "Do you want it again?"
- Encourage verbal or non-verbal repetition of "again" or "more songs."
- Use rhythm instruments to reinforce the idea of repeating with sound.

## 3. Snack Time Choices

- Offer small quantities of a favoured snack in a bowl or tub (e.g. one cracker, one grape).
- Wait and prompt "Would you like more?" after each piece.
- Use visuals to support full sentences like "I want more crackers" or "More, please."

## 4. Spin or Swing Me!

- Use a therapy swing, office chair, or spinning disc.
- Do a short action (e.g. one spin, one push), then stop and wait.
- Support learner to say "again" or "more" using sign, speech, or symbol before continuing.
- Great for learners with high sensory preferences.

## 5. Ball Drop or Ramp Race

- Use a marble run, car ramp, or ball chute toy.
- Drop one item and let it roll. Pause and ask "Want to do it again?"
- Wait for the learner to request "again" before offering another ball or car.
- You can extend into "more cars" or "again with blue" as expressive skills grow.



**practise it**

#### 1. "More Paint!" Card Matching

Provide a worksheet with a simple paint dab activity and only give one colour at a time.

Have a "more" symbol or card and model how to request another colour.

Learners at Step 4 may gesture or echo "more", while Step 6 learners may use a sentence strip or AAC device sentences like "I want more blue."

#### 2. Musical Button Sessions – Again Play

Provide a large switch-activated music toy or sound button.

Press it once, then pause and wait expectantly.

Say "again?" and wait for the learner to use any form of communication to request a repeat.

At Step 3, model and expect more clarity in communication, such as looking between adult and toy, or using a symbol.

#### 3. Bubble Popping – More Bubbles Please

Blow a few bubbles and let them pop.

Stop and hold up a "more" symbol or card.

Encourage the learner to use eye gaze, vocalise, or reach to indicate they want more.

At higher engagement levels, learners may press a button or pass a "more" symbol card to continue.

#### 4. "More Sounds" Communication Grid

Provide a small grid of preferred noises or sound buttons.

After one is played, pause and prompt with "Do you want more?"

Encourage use of "more" symbol or full phrase (Step 3: "I want to hear it again.")

#### 5. Snack Sorting & More Request

Offer a small number of favourite snack pieces (e.g. 2 raisins or a crisp).

Stop after they're finished and prompt "more?"

Learners working at Step 1 may vocalise or look to request more, while Step 3 learners may hand over a symbol or say "more."

Model expectations and accept all attempts as equal.





write it

more



write it

more

more

more