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**Navigate**

This Play Guide is designed to direct families towards engaging activities, guide functional play and encourage meaningful interactions. Please, do not feel obligated to use it all or to do everything. *Note: the megaphone symbol will indicate that the exhibit is loud and may not be suited for children sensitive to sound.*

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**TABLE OF CONTENTS - PART 2**

**NAVIGATE**

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H2OH!
PART 1

WATER WORKS
PLAY
• Put the balls on the stairs or track
• Crank the levers to fill up the water tank on top, once its full enough the stairs move

VERBAL
• How many balls can you put on the stairs/track?
• Let’s crank (push/pull) the lever ___ times, is that enough to move the stairs?
• Let’s get all the ___ colored balls

TWIST SPIRAL
PLAY
• Twist the spiral to bring water up to the top, to fill the tank
• Try putting a ball on the spiral

VERBAL
• Let’s count how many twists it takes to bring a ball/water to the top!
• What happens when you twist this way? What happens if you twist it the other way?
• Help me twist this, it’s so heavy

WATER VORTEX
PLAY
• Throw the balls into the vortex
• Put the balls on the fountains or on the track
• Send the balls down to the waterworks

VERBAL
• Throw the balls up into the bucket (vortex)
• Let’s get all the ___ colored balls
• Let’s find more balls to put in!
• What will happen when we put a ball on the red fountains? What happens on the track?
WATER FLOW

**PLAY**
- Move the panels and lock them in place to change the waters flow
- Put a ball at the start and watch it float down the table

**VERBAL**
- Let’s take turns putting in the pieces (if too hard for child they can hand you pieces and tell you where to put them)
- Get a ball and we’ll race; ready, set, go!

PRESSURE COLUMN

**PLAY**
- Arrange the tubes and connect them to move the water

**VERBAL**
- Bring me the tubes; Hold the tubes; Where are you going to put the tubes?

FISH COHESION PLANE

**PLAY**
- Use magnetic fishing rods to catch fish
- 1 person hold rod, 1 person hold basket; then switch

**VERBAL**
- How many fish are you going to catch? What color?
- Wow, you caught a fish. Now it’s my turn, you hold the basket

PADDLE WHEEL

**PLAY**
- Twist the switch/handle to change the waters flow

**VERBAL**
- Which pipe makes the wheel turn faster?
- Ready? 1, 2, 3. Switch!

WATER COLUMN

**PLAY**
- Pump the handle to make the bubbles go up
- Try filling up the whole column, you need to pump fast

**VERBAL**
- How many bubbles can you make?
- Let’s try to count the big bubbles
- Pump fast! Keep going, look at all those bubbles
EXHIBITS
PART 1

ACTIVITY TABLES

PLAY
- Try each table, there are tiles, fasteners, and bricks
- Follow the patterns on the table or create your own
- Take turns placing pieces with your child

VERBAL
- Let’s build, I’m making a ___ (then wait for comment match), if not ask them
- Can you make this (point to picture)
- Let’s do it together and take turns

BLOCK PARTY

PLAY
- Stack the blocks as high as you can
- Build with different sized bricks, follow directions from the signs on the wall
- Crash whatever you built

VERBAL
- How high can you make your tower? As tall as you? As tall as me? As tall as the ceiling?
- What do you want to make? (fort, wall, etc)
- Let’s crash it, ready... set... go!

TORNADO VORTEX

PLAY
- Wait for the tornado to appear
- Once the tornado has completely formed move you hands through it
- Try different hand movements in the tornado

VERBAL
- Uh-oh here comes the tornado... (building suspense)
- Quick! Make the tornado go away, quick, quick!
- What happens when you try moving your hand through the tornado low or high?
BALL RAMP

**PLAY**
- Move the pieces around to create tunnels and ramps for the ball to roll down
- You can take turns putting in pieces with your child if they need help making a functional path

**VERBAL**
- Let’s build ramps for the ball, I wonder how far we can make it go?
- Okay, I put my piece in, your turn
- I’ll use the red pieces (wait for comment match, if none say)... what colors do you want?

AMBULANCE

**PLAY**
- Climb up front and pretend to drive, there are also buttons on a control panel that make sounds when you press them
- Go behind it to get in the back, play pretend

**VERBAL**
- Show me how you drive an ambulance
- What do the buttons do?
- Let’s play doctor, do you want to be the driver, patient, or paramedic (doctor). Ow, I hurt my...

SNACK AREA

**PLAY**
- There are tables to sit and eat, or just to rest
- There are also vending machines
- Check out the different fire fighter tools
- Head up the stairs/elevator to the 2nd floor

**VERBAL**
- We are going to stay here and/or eat for ___ minutes
- We can get a snack from the vending machine at the end, if you follow ___ rules
THE WORLD AROUND YOU

**WALK-ON PIANO**

**PLAY**
- Try stepping on different notes
- Show your child how the piano goes from low to high notes
- Gently lift your child, and hop them around

**VERBAL**
- Watch what happens when you step here!
- Start from this side and walk to the other
- Can you play me a song, please?

**PLANETARY GRAVITY**

**PLAY**
- Move the astronaut to test out gravity on each planet, see if you child can tell the difference
- Name the planets, talk about your favorite planets and why.

**VERBAL**
- Which planet has the strongest gravity, that means which one is the hardest to lift the astronaut off?
- Which is the Sun, Earth, Moon, etc? I like the color of Neptune (wait for comment match)

**PATTERNS SEEN**

**PLAY**
- Press the red button to start
- Try to make the pattern by finding the right pieces
- If too difficult, offer two choices to your child to help them pick the right piece

**VERBAL**
- Let’s cover the sidewalk with the pieces
- Which piece goes next (hold one piece in each hand). Nice job that’s right!
- Should the piece go here or here?
THE WORLD AROUND YOU

BUBBLE CAPSULE

PLAY • Pull the rope all the way up to create a bubble capsule
• Take turns taking pictures of the person inside the capsule

VERBAL • Careful! Don’t pull too fast or too slow, pull just right
• Stay still, unless you want to pop the bubble
• Tell me when to take the picture. Okay, my turn, you take a picture of me inside it!

MICHIGAN ROCK BASIN

PLAY • Feel the rocks, some feel different than others
• Try stepping on the bottom rocks and hold on to the higher ones. Be careful, try climbing across the wall (side to side)

VERBAL • This rock is my favorite…. (wait for child to match comment, if not say…) Which rocks do you like? Show me. What does it feel like?
• Can you step on a rock, try holding on! Don’t worry I’ll help you across

GEOCUBE

PLAY • Try a pattern from the display, if you are able
• Make your own design, it can be art or try to make something specific, like a house
• Try spelling your names

VERBAL • Want to make a pattern? Let’s make something else, what should we make? (offer suggestions if needed)
• Let’s put on ___ rubber bands
• I like the (color) rubber bands (wait for comment match) What color do you like?
BLAST OFF

**PLAY**
- Hold down the white FILL button to fill the bottle with air pressure, then press the red LAUNCH button
- Have a "race" between your bottles
- Try filling the bottle with less or more

**VERBAL**
- Press white to fill (charge) the bottle, then press the red button to launch it
- Let’s race, wait to push the button; On your mark... get set... go!

BERNOULLI LAUNCHER

**PLAY**
- Move a ball up to the bottom of the cylinder, and watch it shoot up high
- Countdown for launch; 5, 4, 3, 2, 1, Blast off!

**VERBAL**
- Move the ball to the middle, don’t go too fast
- Woah, what happened?
- What did you feel when the ball launched up?
- Lets do a countdown! 5, 4, 3, 2, 1, Blast off!

SIT & SPIN

**PLAY**
- Sit on the stool and spin yourself with your feet, lift them up after you get some speed
- Take turns spinning each other gently, careful it goes fast

**VERBAL**
- Ready to spin? Hold on tighter Go, go, go, move those legs. Now lift them up!
- Hold on tight and I’ll give you a little spin. Okay my turn, I’ll sit and you spin me!
**THE WORLD AROUND YOU**

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**BIG MAGNET**

**PLAY**
- Take all the rings off, they get harder to pull off the closer you get to the big magnet
- Connect as many rings as you can to the big magnet
- Try connecting the sides of the magnet with the rings

**VERBAL**
- Let’s take off the rings; “Rings away, Rings away, time to put the rings away”
- How many rings can we hang?
- Let’s make a ring bridge with the big magnet. I hope it’s strong enough!

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**PIPES OF PAN**

**PLAY**
- Use the paddle to hit the tubes and make different notes/sounds
- If you can, follow the songs on the display

**VERBAL**
- Play me a song, please
- You play and I’ll sing ____, what song should we do?
- Now I’ll play and you sing (play song on display, if child knows it)

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**GIANT SOAP FILM**

**PLAY**
- Pull the rope gently to make a bubble wall
- It pops easily, try to make it as tall as possible
- Pop it

**VERBAL**
- How tall can you make your bubble wall?
- Go slow! Slowly, slowly, wow!
- Look at my bubble wall, ready to pop it? Make sure you ask before you pop someone elses
MICHIGAN NATURE ROOM

NATURE-UPCLOSE & SOUNDS

PLAY  • Look through the Nature-Upclose microscope, make sure it's in focus
       • Listen to the different sounds of nature, press the buttons to change sounds

VERBAL  • What do you see? What does it look like?
         • Hm, what could that sound be? I think it sounds like ___ (wrong answer); and wait for child to correct you

GRAY TREEFROG

PLAY  • Find the frog, it's hard to see
       • Point to the frog.
       • Talk about frogs

VERBAL  • Can you find the frog? Show me
         • What does a frog say?
         • Do frogs like to be wet or dry?
         • Where do frogs live?

FRESHWATER FISH TANK

PLAY  • Find the fish, find the different kinds of fish
       • Count the fish, and talk about their size, shape and colors

VERBAL  • Look at the fish, can you show me the different kinds.
         • How many are there? Which do you like the best?
         • Show me the ____ (color/size/shape) fish
**Super Soccer**

**PLAY**
- This is a 2 player or 2 team game, kick the ball, try to score and not get scored on
- Taking turns and being a good sports is important

**VERBAL**
- Try to score on me, but don’t let me score!
- When the ball comes close to you, kick, kick, kick!
- Good game! High five!

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**King Octopus**

**PLAY**
- Collect the coins and treasure
- Avoid the octopi

**VERBAL**
- Quick get the coins! Don’t forget the treasure chest!
- Look out for the octopus! Don’t step on him!
- Watch out for other friends playing

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**Mushroom Madness**

**PLAY**
- Help the bunny collect mushrooms
- Stop the other animals from stealing them

**VERBAL**
- Quick get those mushrooms, the bunny needs help
- Make sure you share the space with others

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*Please note: This is a busy area, other children may spontaneously join your child while they are playing*
**ENGINEERS ON A ROLL**

**PLAY**
- Place a ball somewhere on the track or conveyer and watch where the ball goes
- Let your child climb and explore the area
- Adult holds onto extra balls, and have your child return to you and ask for another ball

**VERBAL**
- Where are you going to put the ball? Show me
- Follow your ball, there it goes, don’t lose it!
- I have the balls, comeback when you need a new one (make sure they ask appropriately)

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**WATER TABLE & ANIMALS**

**PLAY**
- Play pretend with the animals in the table. You can play verbally or non verbally
- Move your animals all the way around the table, follow the leader, chase, etc...
- Sort the animals on the water table, put in bins

**VERBAL**
- What should we play, who should I be?
- Follow me, do what I do, or I’m going to get you
- Let’s get all the ____ (type of water animal)

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**FIRE TRUCK DRESS UP**

**PLAY**
- Have your child dress up as a fire fighter
- Pretend call them to report a fire, child can pretend drive, then “save” you and put out fire
- Pretend playhouse is the fire station or house

**VERBAL**
- You be the fire fighter, it’s your job to get dressed, drive and put out the fires
- “Ring, Ring” Hello? I need help my house is on fire! Come quick, please!
MORE RESOURCES

GO TO A2SPECTRUMTHERAPY.COM
LEARN MORE ABOUT OUR CENTER
COMMUNITY EVENTS
SHARED INTEREST SOCIAL GROUPS/CLUBS
ABA, SPEECH, OT SERVICES

CREATED BY: MARY BURKE, JULIE WILSON, PHIL PIANELLI
AND SPECTRUM THERAPY CENTER STAFF
IN COOPERATION WITH THE ANN ARBOR HANDS ON MUSEUM

ABOUT US

We are an Ann Arbor center-based program that specializes in the treatment of children with ASD and other speech and language delays/disorders.

We offer ABA services, individual speech and occupational therapy, music therapy, as well as social communication peer-groups. Visit our website for more information.

FEEDBACK

Help us improve the play guide for kids and families.
Send comments, questions, etc. to philp@a2spectrumtherapy.com
Thank you!