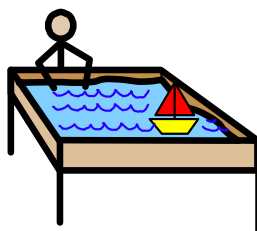
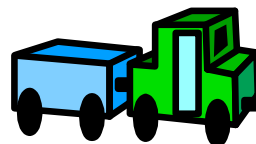


sand



water



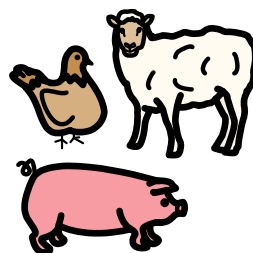
trains



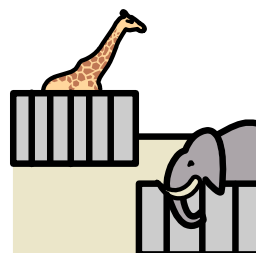
cars



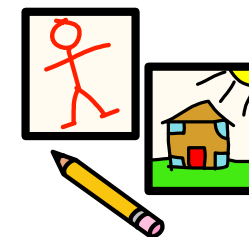
computer



farm



zoo



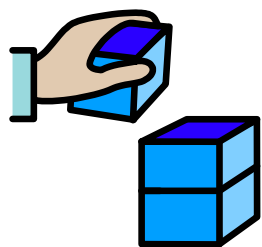
draw

Confident communication - visual choice cues

Use symbols to prompt non verbal choice
making



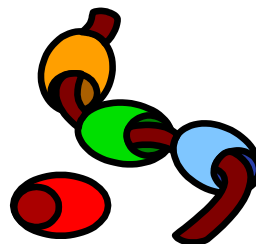
role play



bricks



dough



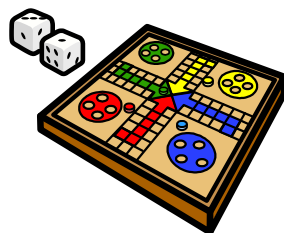
thread



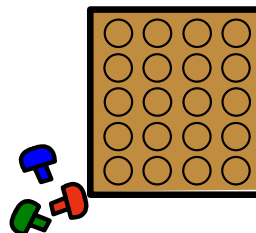
music



tape



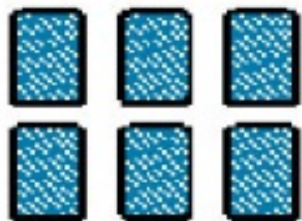
game



pegs



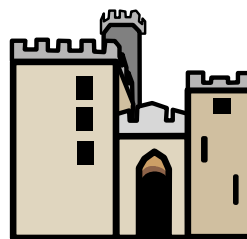
dolls house



pairs



sorter



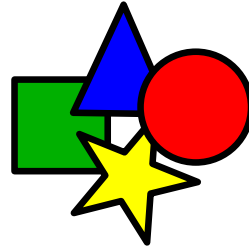
castle



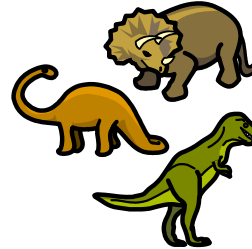
house



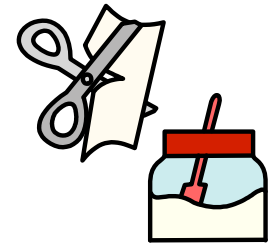
match



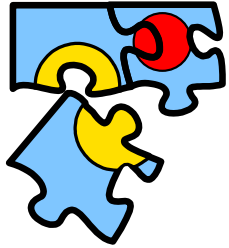
shapes



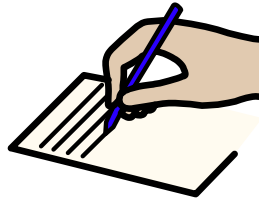
dinosaurs



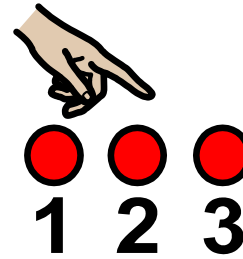
sticking



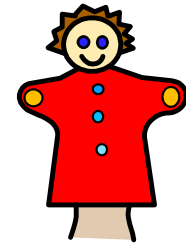
puzzle



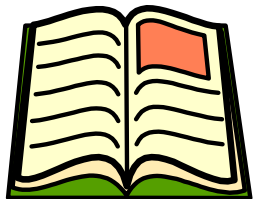
write



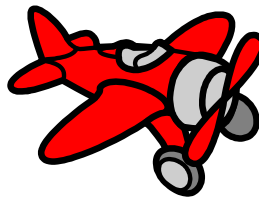
count



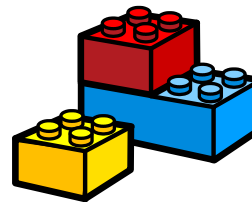
puppet



story



aeroplanes



Lego



doll