
IEP Goals for Sparkles the Clown

Item Name: **Sparkles the Clown**

Item # 66

Level: easy-moderate

Ages: 12 months – 12 years

Diagnoses: developmentally delayed, physical disabilities, mental retardation, PDD, visually impaired.

Activity: “Sparkles Says”

How to Play: This activity can be done with one or a small group of 2-3 children. Teacher or therapist is the voice for “Sparkles” and begins by saying “Hello my name is Sparkles the Clown”. Let’s play a game! It’s just like Simon Says but you’ll listen to what I say and then do it”.

Begin with “Sparkles Says, Turn my nose”,...touch my hair...spin my mouth...pull my tie”, etc. A variation of this game, slightly more difficult, is to play the game of functional usage. For example, Sparkles will say, “Touch the part of my face that I use to talk and eat”.

Positions for Play: Seated in wheelchair with tray, at a table, floor sitting, seated, standing or kneeling facing a wall (item mounts on any smooth wall surface).

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

- **Cognitive/Language:** identification of face parts, following simple verbal instructions
- **Gross Motor:** range of motion, postural control, graded muscle control
- **Fine Motor:** grasp, finger, hand and wrist movements
- **Sensory:** tactile processing, auditory, visual-motor integration

Activity IEP Goals: *LTG-Long Term Goal, OBJ- Short Term Objective (*please note this is not an exhaustive list*)

- **Cognitive/Language:** Student will demonstrate an improvement in basic concepts (LTG) by attending to auditory stimuli and responding to a simple verbal request (OBJ)
- Student will demonstrate an improvement in basic concepts (LTG) by identifying 6 basic face or body parts: criteria: method.
- **Gross Motor:** To improve his/her balance and motor coordination during physical activities student will maintain erect balance on a chair while reaching to either side to grasp an object (Sparkle’s nose, tie, mouth etc.) without falling for increasing periods: criteria: method.
- **Fine Motor:** To improve functional shoulder, arm and hand control (LTG) by demonstrating appropriate grasp by holding object between opposed thumb and pads of fingers with no palm involvement (radial digital grasp, __out of __times.
- To improve active range of motion of the shoulder, arm and hand needed for activities of reaching and grasping. (OBJ), child will use voluntary flexion of fingers only against object pressed into palm __out of __times.
- **Sensory:** To improve eye-hand coordination (LTG), child will correctly reach for specific object in a choice of 5 (OBJ) __out of __times.

**Sample goals were taken from Version 4 Curriculum Copyright 1986-1993*

Dr. Thomas Reap and OT Goals by Partners in Goals.

Other Popular Items:

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Drum #80

Musical Top #400

Touch and Learn #473

Graphics Mobile #202

IEP GOALS

**Activities for use with
Sparkles the Clown**

Toys For Special Children & Enabling Devices

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