

## **Quick Fixes to Undesirable Behavior Related to Sensory Integration**

See It (Behavior) Identify It (Sensory Explanation)

See it (beliavior)	identity it (Selisory Explanation)
Hand Flapping	Proprioceptive - seeking input to muscles or joints
Visual Stimulation - finger flicking in front of eyes; over- focusing on small object; moving eyes in odd ways	Visual - difficulty with perception, trying to replace undesired visual input  Vestibular - difficulty knowing relationship to the object
	Gustatory - seeking different tastes found on objects
Excessive mouthing or chewing on non-food objects including clothing	Proprioceptive - seeking input to muscles or joints especially in the mouth
	Tactile - decreased discrimination, seeking different textures
Rocking in chair or seat	Vestibular - seeking motion/movement Proprioceptive - seeking input to muscles or joints, especially lower body
Head banging or ear flicking	Proprioceptive - seeking input to muscles or joints, especially in the upper body/head  Vestibular - seeking motion/movement
Humming or other "background noise" vocalizations	Auditory - seeking auditory input  Auditory - replacing undesired auditory input  Proprioceptive - seeking input to joints/muscles especially in the mouth
Smelling or Sniffing	Olfactory - seeking stimulation through smells Gustatory - may be seeking tastes, hungry
Spinning	Vestibular - seeking movement or motion, especially in the rotary plane
Complains about or refuses to touch certain things - glue, finger paints, finger foods	Tactile - avoiding undesired touch or the wrong (too light) touch
Extreme response to being touched (hand on shoulder, bumped in line)	Tactile - overly sensitive to light or unexpected touch
Clothing irritant - pulls or tugs at clothing, removes	Tactile - desires decreased or different tactile input
clothing, refuses to wear certain clothing	Proprioceptive - seeking input to muscles or joints in areas by pulling clothing tighter or less input if clothing is too tight
Poor Eye Contact	Visual - excessive input, unable to focus Visual - excessive input, attempting to reduce overall input or reduce undesired input

	Vestibular - unaware of where body is in relationship
	to others
	Proprioceptive - seeking input to muscles/joints by
Difficulty maintaining personal space	crashing into others or objects
	Tactile - seeking different input
	ALL - Avoiding or seeking any other stimuli by moving
	impulsively towards or away from it
Evenesive touching others phiests etc	Sensory seeking input from whatever object is being
Excessive touching - others, objects, etc.	touched (likely tactile or proprioceptive)
	Auditory - Either seeking additional auditory input,
Inappropriate volume (not related to emotional response)	trying to cover up undesired auditory input, or an
The properties of the control of the	inability to distinguish current auditory level
	inability to distinguish current additory level
	Visual - decreased ability to determine heights or
	distances
Irrational fear of heights or over cautious	Vestibular - decreased ability to determine relationship
	to others or the ground, decreased ability to navigate
	equipment
	Vestibular - deficits may cause nausea (motion
Strong aversion to movement - won't run around, no sitand-spins, avoids swings	sickness)
	Vestibular - difficulty knowing relationship to others
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Very picky eater	Tactile - avoiding undesired textures
	Gustatory - avoiding undesired tastes
Avoids participation in activities (not related to movement	Auditory - avoids undesired sounds from others or
needs)	equipment
Running around in unstructured ways (along the periphery	Vestibular - unable to identify boundaries of physical
of the space)	space



System

**General Activity** 

## **Meet It (Sensory-Motor Activity)**

Specific Activity / Resource Tool

Auditory:	Provide headphones for a child to wear to reduce noise input	Use: Noise reducing headphones
(hearing)	to reduce noise input	Music garanelly layer fragues raise (drugge) will elicit
	Turn on (or off) background noise - provide white noise	Music - generally lower frequencies (drums) will elicit movement; while higher frequencies (cymbals, flutes) will engage attention; slower, rhythmic music will calm
		White noises, classical music or nature sounds can be calming
	Allow transition before/after group to reduce loud environments	
	Provide a quiet activity option	
	Modify typically loud activities, like gym games, to be silent	
Gustatory:	Provide different textures and	Chewy food - gum, fruit snacks, fruit leathers
(taste)	resistances to chew on	Crunchy foods - carrots, apples, crackers
		Partially freeze foods/drinks (grapes, juice)
	Provide resistance while eating	Offer a long, thick straw to drink liquids or semi-solids (pudding, yogurt)
	Provide strong tastes to eat	Tart juices (cranberry, grapefruit) or pickles
	Provide an approved item to chew on	Use: ChewEase Pencil toppers, Chewlery or Grabber XT
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Visual:	Provide strong, consistent movement input	
	·	Use: Porta Study Carrel
	Limit extraneous visual stimuli	Wear sunglasses
		Space painted in neutral "cool" colors
		Provide small group activities in a visually quiet space
	Offer opportunities to look at slow visual movements	Snow globe, lava lamp, or fish tank
	Provide activities that couple visual input with movement like chasing a ball	

Tactile:		Create a texture strip to feel when doing seated work
	Provide opportunities for different	Provide a fidget that is rough, smooth or squishy to
	texture input	keep in a pocket
	texture input	Use: Pencil Fidgets, Twidget
		Use a sensory bin of beans with different objects
		hidden in it
	Implement a brushing routine (with parent permission and training)	
		Paint brushes instead of finger paints
	Offer different modalities for activities	Finger paints instead of paint brushes
	to avoid unpleasant tactile input	Oversized crayons or markers
		Wear gloves when dealing with sticky or messy materials
	Create identified space markers to help reduce shoving or bumping in lines	Use: Utility Spots
	Provide items to hold when in line	Use: Fidgets
	Transition before or after the group to	
	avoid high accidental touch situations	
	like the hallway	
	Stand first or last in line to limit the	
	number of others around who could	
	bump them	
	Ask before offering a high five or	
	touching the person	
		Cut tags out
	Check with a parent first, but then remove clothing irritants	Wear clothing (including socks) inside out so no seams
		rub
		Use extra fabric softener
		Wear a base layer of an acceptable fabric
	Wear a base layer of tight clothing	
	(spandex, like swim suits or bike	
	shorts)	
	Keep familiar items on hand to replace	Snack choices
	undesired ones	Clothing choices
		Massage
	Deep touch is more beneficial to result in calming organizing input	·
		Use: Lap Weight
		Bear hugs or shoulder squeezes

Proprioceptive:		Drinking thick liquids through a small straw
		Wearing a tight hat
		Squeeze own head
	Head and Mouth	Chewing on gum (2 pieces at a time offers even more
		resistance), or other
		Wind instruments - harmonica or kazoo
		Blow bubbles (threw a straw, into thick liquids like
		yogurt or pudding)
		Pushups - regular, wall or chair
		Stretchy band - bicep curls, triceps curls "field goals" or
		Lat squeezes (pull band apart)
		Deep breathing while lying on the ground with a
		medicine ball on stomach
		TheraPutty (make designs, find hidden objects)
		Erasing whiteboards
	Shoulders, Arms, Hands, Torso	Pull ups or hanging from a bar
		Fidgets - stress balls, clothes pins
		Cut cardboard or playdough
		Paper punch construction paper
		Baking - stirring, pressing, kneading
		Staple Papers
		Use: Exercise Bands, Fig. 8 bands
		Use: Sandbell weights
	Lower Body	Jumping jacks, squats, lunges, jump rope
		Bridges - lie on the floor, knees bent, raise bottom off
		the ground
		Frog jumps
		Resistance Kicker on chair legs
		Use: Core Disc
		Use: Exercise tubing
		Pancakes (lay between 2 mats and get squeezed)
	Whole Body	Body Sock (stretchy band wrapped around body)
		Barrel Rolls
		Lizard/Army crawl
		Parachute games - wrap up in or crawl under
		Carry books or milk crate
		Move furniture (put chairs up)
	Provide weight for shoulders or lap -	
	backpack, weighted sock	Use: Lap Weights
	and the second second	

Vestibular:		Wiggle seat or core disk
		Standing desk
	Provide opportunities for movement during seated work	Sitting on a yoga ball instead of a chair
	during seated work	Office chair to allow for rotation (but not spinning)
		Swinging (back and forth, no spinning)
		Scooter boards (better if coupled with resistance)
	Provide opportunities for organized movement	Spinning (on an office chair - limit number of spins and follow up with another organizing/calming activity)
		**Generally linear (back and forth or up and down) movements are more calming and organizing than rotary (spinning) movements
		Jumping up and down (trampoline or in place)
		Back rest for benches or when seated on the floor
	Provide physical support	Lean against the wall in line
		Sit next to an adult
	Provide a "safe crash" space (pile of	
	pillows or beanbags)	

Olfa (sm	actory: nell)		Use: Scent Inhalers
	•	peppermint	