

BANANA SHIRE COMMUNITY RESOURCE CENTRE (CRC) RESOURCE LIBRARY

PARENT / CAREGIVER INFORMATION BOOKLET





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BANANA SHIRE COUNCIL COMMUNITY RESOURCE CENTRE

Ensures access to the most appropriate services to meet needs Provides resources, specialized equipment, kits and games to promote learning & development Delivers funded support to schools

Dear Parent / Caregiver

The Community Resource Centre (CRC) is owned and operated by Banana Shire Council with support from non-government and government funding sources and public donations. It provides services, resources and facilities for people with identified needs and those who support them.

The CRC recognises not only the complexities of the daily living requirements of people with special needs, but also the challenges involved in actively promoting their growth and development.

For this reason, our Library has developed an extensive collection of resources to assist with a wide range of the physical, cognitive, social, organisational and academic challenges. Our library's collection is continually evolving and expanding, responding to contemporary research and advice from various allied health professionals, educators and individuals. Consequently, we actively seek constructive feedback and suggestions from our clients. Borrowers are invited to comment on the effectiveness of loaned resources and offer suggestions for changes and additions, either in person, by email or by using the feedback from included in the Appendix of this booklet.

This *Information Booklet* is provided as a quick guide to the range and types of resources available for loan. Most categories include a range of resources to cater for different ages and stages of development and our friendly staff are always happy to assist with locating the most appropriate items.

In order to borrow from the CRC, individuals, groups or organisations (e.g. schools) become members of the CRC for a modest annual fee (pricing available on the Banana Shire website <u>https://www.banana.qld.gov.au/</u>). The Centre is open every weekday from 9.00am - 5.00pm and our experienced, supportive staff are available to assist with advice concerning selection, collection or delivery, either in person, over the phone (07 4992 7360) or via email: <u>crc@banana.qld.gov.au</u>. Our *Application for Membership* forms can also be found on the Banana Shire Website: <u>https://www.banana.qld.gov.au/</u> (look in Community and Cultural / Facilities / Community Resource Centre).

We hope you find this information helpful.

Kind regards

Pam Semple

Senior Program Advisor

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Section 1 – Gross Motor Equipment

CRC CATEGORY	TARGET SKILL/S	EXAMPLES O	F RESOURCES
BABY (B1)	Mobility, Co-ordination		Push/Pull-along toys
	Mobility, Balance, Strength		Various sizes of trikes, bikes, scooters, stilts, balance boards & ride-on equipment
	Co-ordination, Strength, Social Skills		Throwing, catching & bowling games
GROSS MOTOR OUTDOOR (GM1)	Co-ordination, Teamwork, Traditional Sport Skills		Various balls, croquet, badminton, cricket & tether ball sets
	Mobility, Strength, Co-ordination, Agility		Climbing frames, tunnels, ladders, tactile paths & disks
	Water Confidence		Floatation devices & pool toys
	Throwing/Catching skills, Hand-to-Eye Co-ordination,		Various bean bag sets (alphabet, animal, shaggy shapes), bean bag games (including recycling game)
GROSS MOTOR INDOOR (GM2)	Balance, Mobility		Balance boards (various shapes and configuration), spinners, stilts, frames & beams
	Co-operative games, Teamwork, Agility Co-ordination		Various sizes & types of parachute, grip darts, various types & sizes of ball, skipping ropes, 'Elastrix' & hoops
	Mobility, Agility		Various foam shapes, wedges & mats



Section 2 – Fine Motor

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF F	RESOURCES
BABY (B2)	Co-ordination, Grips, Grasps, Strength, Visual Perception		Stacking, posting, push button & colour matching activities
FINE MOTOR COORDINATION (FM1)	Co-ordination, Grips, Grasps, Strength		Lacing, bead threading, hammering, peg boards, hand strengthening, squeezers, fasteners, stacking & fishing games
FINE MOTOR CONSTRUCTION (FM2)	Various Grips, Grasps, Strength, Motor Planning		Variety of construction blocks and sets, including Duplo, Lego, Krinkles, magnetic kits, marble run & wooden blocks
FINE MOTOR HAND SKILLS (FM3)	Pre–-Writing, Early Pencil/Tracing Skills, Scissor Skills		Various types of scissors, pencil grips, tactile letters, mazes & handwriting kits
PUZZLES (P)	Visual Recognition, Spatial Relationships		Jigsaw puzzles of various types, themes & difficulties
EXPRESSIVE (E1)	Hand/Finger Mobility, Spatial Relationships		Playdough tools & kits, Mr Potato head & doll houses
MUSIC (MU2)	Hand /Finger Mobility & Strengthening		Various musical instruments with keys, strings etc



Section 3 – Postural Seating

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF F	RESOURCES
	Body Positioning & Posture	6	
THERAPY TOOLS & EQUIPMENT (THY2)			A range of adaptive /adjustable seating options, cushions, chairs & tables *

*NOTE:

Good positioning is essential for learning (see attached EQ Information Sheet: "Seating for Learning"). The CRC retains a wide range of tables, chairs and other equipment specially designed to assist with muscle tone, postural and physical difficulties.

The CRC also has a variety of items to assist with activities associated with self-care and daily living.

All therapy equipment is available for borrowing, and many items come with helpful instructions and guidelines for set-up and use. *Input from a therapist or member of staff is highly recommended*.



Section 4 – Communication

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF F	RESOURCES
COMMUNICATION (CM1)	Early Language Skills, Listening, Following Instructions, Pre-Reading		Books with props, listening games, answer buzzers & classification activities
COMMUNICATION (CM2)	Specialised Communication, Signing	SITE AD SIGNER	Themed signing kits, books, CDs & reference material,
COMMUNICATION (CM3)	Auditory Awareness, Sequencing Skills		Phonic games, sequencing cards, THRASS resources, grammar activities (eg opposites) & story telling
COGNITIVE SKILLS (CS1)	Visual Memory Skills		Visual memory cards, games & activities
EXPRESSIVE (E)	Story telling, Role Play		Well-known stories with puppets & props (eg 3 Little Pigs, The Little Red Hen)
TABLE GAMES (G)	Sharing, Taking Turns, Visual Memory, Communication		Table/board games of varying complexity and focus
EDUCATION (ED)	Reference books to enhance Oral Language & Communication	Canguage Based Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company Company	Theory and practical strategies to assist with oral language difficulties; social skill books focusing on communication

NOTE:

CRC therapists may be able to offer additional resources to assist individual children who have significant difficulties with communication, including personalised **Aided Language Simulation** boards and visual schedules. The CRC has a range of high and low tech augmentative communication devices available for trial, including **PODD**, **Go Talks** and **Core Vocabulary** boards.



Section 5 – Language and Literacy

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF F	RESOURCES
BOOKS (BK2)	Fiction & Non-Fiction Books	Nuever of Gale	Fiction & non-fiction big books (some with multiple smaller readers)
COMMUNICATION (CM3)	Language Development, Phonics , Early Reading, Story Sequencing,	BUILD A SENTENCE Drd date mad bra dratt fin sh sp	Phonic blocks, cards & games, THRASS resources, grammar activities (eg opposites) & story sequences
COMMUNICATION (CM4)	Literacy Skills, Spelling, Comprehension, Recognition of Language Concepts	Word Joggers	'Write-to-Spell' kits, word building, comprehension & spelling activities, sentence meaning games, sight words, letter recognition cards, charts & posters
FINE MOTOR (FM)	Early Writing Skills, Letter Recognition		Magnetic letters, tracing mats & whiteboards
CLASSROOM READERS (CR)	Developing Reading & Fluency Skills		Boxed collections of readers, (eg Tadpole series, Wiggleworks, Aussie Nibbles & Bites, Sparklers, Zapper books)
THEME BOXES (TB)	Literature & Subject Reading Exposure		Boxed collections of books in subject areas (eg Aboriginal Myths, Pets, History & Space)
EDUCATION (ED)	Enriching & Guiding Literacy	Writing Exce	Activities to develop reading & writing skills, program design, ideas & theory
JAPANESE (JAP)	Japanese Language Skills, Cultural Knowledge Exposure		Books, kits & games



Section 6 – Numeracy

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF F	RESOURCES
	Developing Numerical Concepts & Skills		Objects to sort/count, numerical recognition aids, hundreds mats/games, place value blocks & dominoes
NUMBER SKILLS (NS)	Conceptual Numeracy Principles, Processes & Operations	times tables snap	Various board games involving operations & manipulatives showing different fractions
	Mathematical Concepts such as Time, Money, Shape & Measurement		Time & money kits, bingo games, scales, measuring devices & 3D shapes
VISUAL PERCEPTION (VP)	Patterns, Symmetry , Shape/Colour Matching		Activities involving shape, colour & pattern matching & building
EDUCATION (ED)	Assisting with difficulties in Reasoning & Conceptual Development	Procise Addition	Books with programs, activities & ideas for assisting students with learning
TABLE GAMES (G)	Counting, Number Skills, Strategy & Logic	Snakes & Ladders	Board games of varying complexity
MUSIC (MU)	Sequencing & Patterns of Sounds & Rhythm,		Various instruments (including djembe drums), books & CD's
PUZZLES (P)	Shape Recognition, Visual Perception		Jigsaws with difficulty levels from very simple (2- 6 pieces) to complex (500, 1000)



Section 7 – Social Skills

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF F	RESOURCES
COMMUNICATION (CM)	Emotional Language, Self & Other Awareness, social contexts	Webber Photo Cards	Picture cards, scenario/situational activities, social communication games
BOOKS (BK)	Understanding Emotions, Skills for Social Success	MAKING CONCENT We want wat wat wat wat wat wat wat wat wat wa	Educational books with evidence-based research, strategies and activities addressing a range of social/emotional challenges
COGNITIVE SKILLS (CS1)	Visual Memory, Sequencing, Emotional Literacy		Picture cards, sequencing story cards & discussion starters
COGNITIVE SKILLS (CS2)	Body Image, Knowledge of Body, Health & Hygiene		Social discussion activities & games, story books about various feelings/situations, cook books, body part charts, 'Talkabout' books & DVDs
COGNITIVE SKILLS (CS3)	Sequencing of Events, Associations, Decision Making		Games & activities to stimulate thinking, discussion & decisions about social/emotional situations
EXPRESSIVE (E)	Social/Emotional Expression in different situations		Situation kits (eg shopping, hairdressing, doctor), a variety of puppets & dramatic play resources
GAMES (G)	Turn Taking, Social Expression, Communication & Interaction		Table games emphasizing specific social skills or general play, co-operative games

NOTE:

Historically, educators have successfully used construction kits, musical instruments, jigsaw puzzles, parachutes and ball games from other parts of our library to teach, encourage and practice social skills. The CRC staff also have access to a number of video-clips explaining, expressing and/or enacting different social situations to initiate discussion, encourage role play or illustrate a specific behaviour or skill.



Section 8 – Emotional Regulation

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF F	RESOURCES
SENSORY SKILLS & AWARENESS (S1)	Regulating Physical Sensitivities		Ear muffs (noise cancelling), fidget toys, sensory & tactile toys, various seating alternatives, wedges, Hokki stools & bean bags
COGNITIVE SKILLS (CS2)	Understanding of Emotional Strengths, Strategies to assist with Self-Regulation		"Superflex" resources, educational books & programs
COMMUNICATION (CM)	Appropriate Communication Skills, Listening Skills		Discussion cards, social situation games (eg 'Chipper Chat') & various listening games
TABLE GAMES (G)	Patience, dealing with Negative Emotions (eg frustration, losing, disappointment), Sharing, Social Interaction	OPERATION OF CONTRACT	Games involving fine motor skills, social interaction & turn taking etc
MUSIC (MU)	Emotional Calming, using music and/or rhythm		Various drums and drum kits, rhythm sticks, musical instruments & music CD's
EXPRESSIVE (E)	Emotional Expression, Calming		Bubble & playdough kits, puppets & figurines
GROSS MOTOR (GM)	Calming, Perseverance (with physical challenges), Social Play		Ball games, balance activities & co-ordination challenges
ВООК (ВК)	Understanding Emotions	TRACE	Story books & text books to assist understanding of emotions & emotional behaviour



Section 9 – Reference

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF I	RESOURCES
BOOK (BK)	Information for teachers and parents (eg specific disabilities & educational challenges)	The Complete Guide to Asperger's Synchrome Complete Guide to Approximate Complete Guide to Approximate Complete Guide to Approximate Complete Complete Complete Complete Complete Complete Compl	Books with information & strategies for dealing with autism, ADHD, processing challenges & Down's syndrome, etc
COGNITIVE SKILLS (CS2)	Emotional Regulation, Social Skills, Social Thinking theory		Books & CD's, with principles & strategies around emotional literacy & social difficulties
COGNITIVE SKILLS (CS3)	Complex Thinking & Reasoning Skills, Inferences		Books & CD's targeting higher order thinking, perspective taking & inferencing
COMMUNICATION (CM3)	Expressive & receptive Language Skills	TALKABOUT ACTIVITIES	Practical strategies for developing grammatical and functional communication skills
COMMUNICATION (CM4)	Language Concepts & Conventions	Language Cer Thinking Thinking Thinking	Spelling, reading, sentence & word-building strategies & program ideas
EDUCATION (ED)	Planning, Assessments & Strategies (range of subjects)	TEACHING FOR SUBJECT OF THE SUBJECT	General theoretic educational ideas, practical classroom strategies & tools
PARENTING (P)	Parenting Advice (see also Books section)	The first of the second	Books and DVD's with helpful strategies & information for parents on a range of topics



Section 10 – Sensory Processing

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF F	RESOURCES
SENSORY SKILLS & AWARENESS (S1)	Tactile Awareness, Visual & Auditory Skills		Various sensory activities, fidget toys, ear muffs (noise cancelling), light boxes, mirrors & sound matching activities
FINE MOTOR (FM)	Tactile & Visual Discrimination		Construction kits, threading, lacing & hammering
GROSS MOTOR (FM)	Posture, Stability, Tactile & Kinesthetic Experience, Motor Planning		A range of textured large and small play items, posting, throwing, movement, ride on & balance equipment *
EXPRESSIVE (E)	Tactile Experience & Emotional Expression		Various puppets, playdough tools, bubbles, cooking sets, dolls & cars
MUSIC (MU)	Recognition & Manipulation of Sound, Calming		Rain sticks, percussive and musical instruments, drums, dance scarves & streamers
COGNITIVE SKILLS (CS) & COMMUNICATION (CM)	Auditory Processing, Emotional Awareness		Auditory processing & memory games, sounds lotto, sing-a-long books & emotional awareness activities
BOOKS (BK)	Information, Tactile Associations	SENSORY BOOX	'Touch & Feel' books, reference and teaching books

* See also 'Section 3 - Postural Seating' for other therapeutic alternatives

Section 11 – Visual Perception

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CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF F	RESOURCES
VISUAL PERCEPTION (VP1, VP2)	Visual Recognition, Matching, Same/Different Discernment, Sorting		Games & activities to recognize/match objects or pictures by shape, colour, size or name
VISUAL PERCEPTION (VP3, VP4)	Complex Visual Discrimination, Identification of Features, Spatial Perception, Patterns, Sequencing		Games & activities to match features, discern spatial relations, identify patterns, sequences & closure
COGNITIVE SKILLS (CS1, CS3)	Visual memory, Association, Classification, Sequencing		Memory games, social sequencing cards & association games
NUMBER SKILLS (NS)	Visual Perception, Sequencing, Patterning		Shape &/or colour recognition activities (with rotation and matching) & pattern building
FINE MOTOR (FM)	Size & Shape Discernment		Range of different construction activities, with varying complexity
PUZZLES (P)	Contextual Visual Perception & Recognition		Huge range of inset & interlocking jigsaws ranging from easy to very complex
GAMES (G)	Visual Discrimination, Visual Memory		Selection of table, board,& card games of varying complexity & targeting different skills

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Section 12 – Early Childhood (continued over page)

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RESOURCES	
EDUCATION (ED)	Special Needs & Early Skills Development (all areas)	Series of the se	Reference books, story books, sing-a-long music CD's, DVD's & books with learning activities
BABY (B1)	Play, Listening, Gross Motor Skills, Sensory Awareness		Push/pull toys, activity centres, sensory items, stacking & sound making toys
BABY (B2)	Grasping, Colour and Shape Recognition, Simple Problem Solving		Posting, stacking, colour/shape matching, toys with moving parts & activity centres
FINE MOTOR (FM)	Grips, Fine Motor Skill Development, Manipulation, Strength, Scissor Skills		Simple mazes, blocks, magnet construction kits, fasteners, hammering activities, threading, lacing, whiteboards, pegboards, hand strengthening & manipulation items
GROSS MOTOR (GM)	Agility, Balance & Strength Development, Motor Planning		Various balls & games, ride-on equipment, beams, frames, foam shapes, mats, parachutes & tunnels
SENSORY SKILLS & AWARENESS (S1)	Sensory Awareness, Experience & Discrimination, Calming	TrueAs, DinOsarry	Touch & feel books, ear muffs (noise cancelling), mirrors, various 'feely' toys, tactile mazes, reflective balls, blindfolds, talking tubes
VISUAL PERCEPTION (VP)	Visual Discernment, Colour/Shape Recognition, Sorting		Matching activities, early dominoes, colour/shape manipulatives, sorting activities

Section 12 – Early Childhood (continued)

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CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RESOURCES	
COMMUNICATION (CM)	Letter Sounds, Listening Skills, Pre-reading, Literature Experience, Sequencing		Books with props, sound activities, alphabet cards, sight words, communication games & story sequence pictures
NUMBER SKILLS (NS)	Counting, Number & Shape Recognition, Early Measurement, Sorting	BALANCE SCÂLES	Various counting manipulatives with number recognition, shape sorting, scales, dominoes & early math games
MUSIC (MU)	Rhythm Development, Auditory Discernment, Emotional Soothing		Different kinds of drum, rain sticks, bells and percussive instruments, xylophones, sing-a-long books, CD's & DVD's
BOOKS (BK)	Listening Skills, Language Development, Literature Experience	Che Wedy Wedsk Hide and Seek Ary Approx Ary Approx 	A range of big books, fiction and non-fiction
EXPRESSIVE (E1, E2)	Dramatic Play, Social Development, Expressive Language, Situational Awareness	Ree inti	Themed puppets, books with puppets, occupational kits (eg doctor, hairdresser), playdough kits, bubbles, figurines, truck/car sets & indigenous dolls
PUZZLES (P)	Visual Discrimination, Shape & Colour Recognition, Fine Motor Skills		Large range of inset and regular jigsaws, with various topics, themes, shapes & complexity
TABLE GAMES (G)	Social Skills, Turn Taking, Counting, Emotional Regulation	SOCIAL SKILLS CAR	Wide range of games involving dice, conversation, fine motor skills, turn taking & counting



Section 13 – Other Curricula

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RES	OURCES
EXPRESSIVE (E)	Context-based Play, Imagination & Communication Development		Home corner toys, dolls, trucks and cars, farm/wild animal kits, dinosaurs & occupational kits
THEME BOXES (TB)	Extension of Knowledge & Experience (various subject areas, lower & upper primary)		Boxes of books about space, dinosaurs, farms, Australian history, science subjects & animals, etc.
EDUCATION (ED5)	Physical Resources (various educational topics, especially science)	Dome Contraction	Microscope, science kits (eg life-cycles), health kits & anatomical models
TECHNOLOGY (TECH)	Information Technology Skills & Application		Touch typing keyboards, robotics kits, leap pads, stem kits & Bee Bots
JAPANESE (JAP)	Japanese Language & Culture		Books, games, money, origami, & kimono kit
TABLE GAMES (G)	Development / Practice / Extension of various skills	Bottles and Bins	Specific topic-related games including sustainability, shopping, co-operative learning & social skills.
DVD'S & CD'S	Knowledge & Understanding of Special Needs; Practice in Numeracy, Literacy, & Science		Informative DVD's about autism, sign language, parenting etc; interactive books (eg Dr Seuss), nursery rhymes & music CD's, maths & science interactive software



	COMMUNITY RESOURCE CENTRE FEEDBACK FORM				
	Classroom Teacher		Special Ed. Professional		
BORROWER	Parent		Other (please specify)		
USUAL	Less than once per term		2-3 times per term		
FREQUENCY	About once per term		More than 3 times per term		
	Based on your most recent experience, how easy was it to find the resources you wanted? (Please place a mark in the box below:)				
	EXTREMELY DIFFICULT	ОК	EXTREMELY EASY		
RESOURCES: ACCESS	How useful did you find these resources for your context? (Please place a mark in the box below:)				
& USE	NOT AT ALL USEFUL	OK	EXTREMELY USEFUL		
	Would you be likely to re-use or recommend any of these resources? (Please tell us your reasons)				
	Did CRC staff assist with your selection? If YES – how helpful was the advice/guidance? (<i>Please place a mark in the box below:</i>)				
	NOT AT ALL HELPFUL	ОК	EXTREMELY HELPFUL		
STAFF ASSISTANCE	If NO – please indicate the reaso	n:			
	I already knew what I wanted		I didn't have time to ask		
	Staff seemed too busy		Unsure whether or who to ask		
	Other (please specify):				
	One of our aims is to assist teachers to build confidence in identifying, defining, mana attending to the challenges of individual student needs. Please comment on whether/experience with the CRC has assisted you in your role:				
COMMENTS &					
SUGGESTIONS	How can we make our service more accessible/relevant to you?				
	now can we make our service more accessible/relevant to you?				
RETURN FORM	Email: crc@banana.qld.gov.au	Fax: 4992 9502	Office: 102 Rainbow St, Biloela		
FUNDING		upport in Schools Program (SDSS) fun nd specialised equipment to enhance s riculum.			

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