Adapting toys for children with disabilities.

Type of Project

Finished research project

Summary

This experience is the result of the work developed by professionals of Ceapat making adaptations for toys and games for children with disabilities. Many children with disabilities have dificultties to use commercial toys and games. The solutions proposed by Ceapat make possible that children with disabilities play with toys and games thanks to switches, holders and other kind of adaptations. These adaptations are described in two handbooks, which are available for free: “Shall we play? Handbook of adapting toys for children with disabilities?” and “Catalog of switches, holders and other adaptations”

Low-tech, high-tech products, services and contexts for play

One of the services provided by Ceapat (Spanish Reference Centre of Personal Autonomy and Assistive Products) is adapting toys for children with disabilities. Families, schools and different sort of entities use this service in order to adapt toys and leisure electronic devices. Some of these adaptations are described in two handbooks, which can help families, teachers, or friends of children with disabilities make their own adaptations very easily. “Shall we play? Handbook of adapting toys for children with disabilities” shows 20 different adaptations and “Catalog of switches, holders and other adaptations” includes 27 sorts of switches, 7 holders and 16 adaptations such as pick up ping pong balls, scalextric control, electronic dice and glove with ping pong racket

The context of use

Home, school, rehabilitation center and other environments.

Type of play in this play system

Cognitive

Practice
Symbolic
Rule play (including videogames)

Social

Solitary
Parallel
Associative
Cooperative

Objectives related to play according to ICF-CY

Play for the sake of play: Major life areas - d880 enagement in play

d8800 solitary play
d8801 onlooker play
d8802 parallel play
d8803 shared cooperative play

Community social and civic life - d920 recreation and leisure time

d9200 play

Play-like activities: Therapeutic and educational objectives

b1 Mental functions
b2 Sensory functions and pain
b7 Neuromusculoskeletal and movement related functions
d1 Learning and applying knowledge (learning through symbolic play, learning through pretend play)
d3 Communication
d4 Mobility
d7 Interpersonal interactions and relationships

Number of participants

>20

Chronological Age

0-3 years
3-6 years
6-12 years
12-18 years

Development Age

0-3 years
3-6 years
6-12 years
12-18 years

LUDI Categories of disabilities

Physical impairments:
Severe

Explanation on the use of low-tech, high-tech devices, services or contexts

Explanation

Verbal instruction, language and communication fitting to chronological age
Visual instruction with written language
Visual instruction with pictures or drawings

Involvement

Adult: therapist/educator/researcher
Parent or significant others

Role

Providing instruction

Evaluation of objectives and outcome measures

Description of outcome measure(s)

Feedback from client/parents/professionals

Summary of achieved effects

20 different adaptations in “Shall we play? Handbook of adapting toys for children with disabilities”

40 different adaptations in “Catalog of switches, holders and other adaptations”

References to the intervention or research project

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Keywords

Adapted Toys, electronic toys, swiches, buttons, accesibility.