



**do2learn**

## **Type of Project Intervention**

### **Summary**

Do2learn provides thousands of free pages with social skills and behavioral regulation activities and guidance, learning songs and games, communication cards, academic material, and transition guides for employment and life skills.

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

A resource for individuals with special needs.

Website: <http://www.do2learn.com/>

Specific page with games: <http://www.do2learn.com/games/learninggames.htm>

### **The context of use**

learning/stimulationg

### **Type of play in this play system**

#### **Cognitive**

Practice
Symbolic
Constructive
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**

d8809 engagement in play, unspecified

### **Play-like activities: Therapeutic and educational objectives**

b1 Mental functions
b2 Sensory functions and pain
b3 Voice and speech functions
b4 Functions of cardiovascular, hematological, immunological and respiratory systems
b5 Functions of digestive, metabolic and endocrine systems
b7 Neuromusculoskeletal and movement related functions
d1 Learning and applying knowledge (learning through symbolic play, learning through pretend play)
d2 General tasks and demands

d3 Communication
d4 Mobility
d7 Interpersonal interactions and relationships

### Number of participants

1-5
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### 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

Mental/intellectual impairments::
Hearing impairments:
Visual impairments:

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

#### Explanation

No instruction, self-discovery of the participant/subject
Visual and/or verbal instruction with AAC (Aumentative and Alternative Communication)
Visual instruction with written language
Visual instruction with pictures or drawings
Modeling by therapist/researcher
Guided discovery: therapist/researcher coaches the participant so s/he discovers how to use the assistive technology

### References to the intervention or research project

#### Website

<a href="http://www.do2learn.com/">http://www.do2learn.com/</a>
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#### Keywords

Do2Learn online database
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