

# **Sample Skills to Practice In Art Activity**

## **Communication**

- make choices about which colours, paints, tools or materials to use next in the project
- use object choices or picture communication board to make comments or choices about the activity
- use the Voice Output Device (e.g. Step-by-Step Communicator) to provide comments and questions, while running the Twirl-O-Paint art spinner or tape recorder for background music if the teacher will allow

## **Fine Motor & Participation**

- use a switch with an AbleNet Powerlink to run the Twirl-O-Paint spinner, hair dryer, tape recorder for background music, hair dryer or fan to dry art work, etc.
- attach sponges to student's hand using a ponytail adapter (refer to fine motor strategies for picture)
- where possible, reach or point to either a picture communication board, pictures, or actual objects used in the project when making choices
- assist with setting up and putting away the materials back into the kit, to practice functional hand skills (e.g., reach, grasp, hold & release)
- use hands (even with assistance) to help clean tools for the teacher (e.g., paint brushes, etc.)
- increase tolerance for tactile information (e.g., different textures)
- bilateral skills development (e.g., tearing paper (hand over hand) for collage; holding onto art paper while painting, etc.
- develop eye/hand coordination with art projects

## **Gross Motor Participation**

- engage in the activity while standing in a standing frame, to stretch legs
- if physically feasible, move to pick up some of the items to bring them to a table (mobility in walking or in wheelchair)
- move through classrooms or the school to obtain materials for the teacher (e.g., office, art room, etc.)

## **Vision**

- where appropriate, work on vision skills as outlined by your vision teacher using the objects and/or pictures (eye contact, tracking, etc.)
- use vision and touch to explore materials for the art activity
- select colours and materials that are appropriate to vision needs (e.g., for CVI use contrasting colours and backgrounds, yellow and black, shiny materials, etc.)