

Some Suggested PRT Materials (to get you started)...

LEVEL I:

- Bubbles and Balloons (maybe the balloon pump too!)
- Squishy toys
- Sound puzzles (farm animals, vehicles) and books
- Crocodile Dentist
- Busy Ball Popper or Ball Maze
- Turn and Learn Magnetic Gears
- Rainbow Maker (aka-Rain Stick)
- Little People Animal Sound Farm
- Light spinner and Spinning tops
- Echo microphone
- Other cause and effect toys
- *Food
- *Swinging, bouncing, and other motor activities

*NOTE. Take into consideration student's individual dietary and sensory needs.

LEVEL II (IN ADDITION TO ITEMS MENTIONED AT LEVEL I):

- Farm set, Train set and/or Cars with track or garage
- Matching and simple Bingo games
- Magnetic dress-up set dolls
- Don't Spill The Beans and/or Don't Break the Ice
- Hungry Hungry Hippos
- Lucky Ducks Game
- Mr. Potato Head
- Marbulous Marble Run
- Elefun
- Playdough with tools
- Barnyard Bingo (aka-Old MacDonald Preschool Game)

LEVEL III (IN ADDITION TO ITEMS MENTIONED AT LEVEL I AND II):

- Dress up, Doctor, Play food/kitchen/grocery
- Building sets (K'nex, Lincoln Logs, Legos, etc.)
- The Lady Bug game
- Snails Pace Game
- Memory Games
- Connect Four
- Hi Ho Cheerio
- Chutes and Ladders and/or Candy Land

Remember: To keep your student's attention, and his/her motivation strong, switch out toys in your PRT area every week or two. Keep some items the same, but rotate in new ones.

Suggestions for Challenging Toys

Cause and Effect Toys

Ex. Winnie the Pooh Spinner, Jack-in-the-box

- Put a Kleenex on top or something light that when the toy pops it will fly up
- Add a puppet or other character or stuffed toy into the play – it can activate toy or playfully block the buttons, etc.
- Have a puppet/character sit on the toy (if it pops up)
- Build a tunnel over the toy so that when it pops up the tunnel will crash
- Feed the pop-up toy
- Play hide-n-seek with the toy (put it under a blanket or around the classroom or under something heavy)
- Put shaving cream on the toy or other sensory experience
- Push or activate toy with different body parts
- Be silly, try to use the toy the wrong way.... Upside down, etc.
- Use a squirt bottle to clean the toy
- Talk about close/open or in/out
- Add student's pictures to the characters that pop up
- For Jack-in-the-box, when the toy pops up you could feed it or play peek-a-boo with the toy inside (it pretends to cover its eyes, or waves hi)
- Use verbal routines like ready, set, go or 3,2,1 blast off!



Sensory Toys

Ex. Marble toy, Rain stick

- Play hide-n-seek with toy and look for it.
- Put toy into another container to request open, or hide in other sensory materials like beans
- Play peek-a-boo
- Shake to make noise and add in other instruments or music
- If it is round pretend to drive like it is a steering wheel. (What shape is the toy? What else could it be or what does it look like or have the same shape as?)
- Pretend it is a hat and sneeze it off or have it fall off
- Roll back and forth
- Ring Toss
- Make a face
- Use with water or bubbles
- Play stop/go games and use verbal routines, 1,2,3.. go! etc.
- Bring in puppets to pretend to eat the toys or just playfully obstruct



Some Suggested Games

Cookin' Cookies

- Fun and simple game, students get a recipe card then use the spoons that have suction cups on them to grab a cookie and try to find the ingredients they need that are on the back of each cookie.



Shark Attack

- Motorized game--the shark head rotates around the board, "eating" anything in its path. Players race to move their playing pieces around the board before the shark gets them.



Pop-up Pirate

- Similar to 5 Monkeys and Don't Wake Daddy, you put in the swords in the barrel and eventually the pirate pops up. This game is easy to use with students of all levels. Bring in puppets to pretend to eat the toys or just playfully obstruct



Spot It

- More of an advanced game but each card has multiple "I spy" items and one item on every 2 cards will match.



Diggity Dog

- The Diggity Dog Game gets kids to help the puppies find their bones. Press on the electronic barking dog and he will bark the number of spaces you move- 1, 2, or 3. When your puppy lands on a space beside a bone, he can pick it up using his magnetic nose. Game can be modified so you just work on matching colors by taking turns to pick up bones.



Level 2/3 PRT Suggested Games

- Matching or Memory Games
- Bingo games
- Don't Spill The Beans and/or Don't Break the Ice
- Hungry Hungry Hippos
- Lucky Ducks Game
- Elefun
- Barnyard Bingo (aka-Old MacDonald Preschool Game)
- Don't Wake Daddy or 5 Little Monkeys
- Old MacDonald Pop-n-match
- The Lady Bug game
- Snail's Pace Game
- Connect Four
- Hi Ho Cheerio
- Chutes and Ladders and/or Candy Land