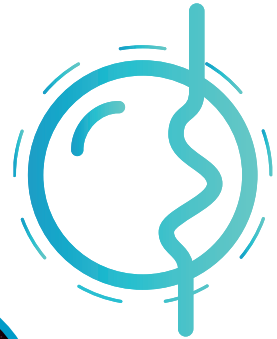


31 different activities to do with the Luminea Corner

Demo version

 **BJ Live!**
smart solutions that suit you



31 ACTIVITIES THAT PROVIDE ADDITIONAL SENSORY STIMULATION

We have compiled a selection of activities that will familiarise you with the different educational and therapeutic areas that can be worked on by making the most of the elements in a multisensory environment.

These first ideas to work with Luminea's corner set out objectives to approach the acquisition of the learnings concerning the psychomotor development. This approach can be very helpful with lots of **different users**, such as: typical children at an early stage development; children at an early stage who have another rhythm for learning; people with a disability or special needs, whose development is slower or have become stagnant; people who are in degenerative processes and the elderly, who need to activate the preserved abilities in order to stop or slow down deterioration; and people who enjoy or feel wellness by experiencing stimuli.

That is why we have carefully created these activities sticking to those learnings, so that the first activities are recommendable for children at an early stage of development or people with assistance needs in general, and **gradually, the activities become more complex**, involving more intricate processes.

Our aim is to show you how to make the most of any individual element in your multisensory room and combine it with others to increase the therapeutic possibilities. We really hope you enjoy these ideas and can successfully help you in your daily basis through Luminea's corner.

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2. WHAT JUST HAPPENED?
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6. FIRST COLOURS
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8. STRETCH AND DRAW IN
9. WHAT DOES IT SMELL OF?
10. PUSH THE COLOUR
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29. GONNA BE ALLRIGHT
30. SIMON SAYS...
31. I GOT YOU!

INDEX BY OBJECTIVES

OBJECTIVES	ACTIVITY
Attention and focus	2, 4, 5, 6, 7, 10, 12, 14, 15, 19, 20, 21, 23, 24, 25, 26, 30
Communication and social skills	28, 29
Creative thinking, reasoning, problem solving	28
Detection-reaction	1, 2, 3, 4, 5, 6
Emotional and behavioural regulation	16, 17, 29
Executive skills (sorting, anticipation, planning, sequencing, abstraction, verbal fluency)	18, 21, 22, 23, 25, 26, 30, 31
Fine motor skills	28
Gnosias	9, 10, 14, 21, 23
Gross motor skills	8, 11, 18
Group activity	7, 8, 11, 12, 14, 16, 17, 18, 25, 28, 29, 30, 31
Improving apraxia and motor planning	25, 27
Language, speech or communication through AAC	9, 11, 12, 13, 14, 22, 24
Postural control	1, 27
Specific content areas: colours, parts of the body and the face, counting, big/small, same/different	7, 8, 9, 10, 12, 13, 20, 21, 23, 31
Taking turns	20
Understanding cause and effect	5, 6
Visual tracking	4
Visual-motor coordination	13, 15, 19, 24, 27
Working memory	26, 30

3. Oh my body!

OBJECTIVES

- Detection-reaction

MATERIALS

- Luminea App
- Luminea Fiber
- Switch On/Off



HOW THE ACTIVITY WORKS

Glide the fiber optic spray over the user's arm, for example, allowing them to feel the weight of the strands as they move and bringing their awareness to the area. Name that part of the body, then glide the tips of the strands over the area for more superficial stimulation. Name the action and describe what you are doing. Work symmetrically, repeating the action on the other side of the body.

MORE IDEAS

Reinforce the awareness of presence/absence by turning off the fiber optic strands when they are not touching the user's body.

8. Stretch and draw in

OBJECTIVES

- Gross motor skills
- Group activity
- Specific content areas: big-small

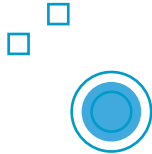
MATERIALS

- Luminea App
- Luminea Bubble Tube
- Luminea Fiber



HOW THE ACTIVITY WORKS

With the Pixel coloured bands activity, we can practice stretching and jumping when we choose red, or curling up into a ball with colder colours. With the colours in between these extremes, we can choose intermediate postures.



MORE IDEAS

We can also use sounds: for example, if we see reds, we make a lot of noise; if we see cold colours, we keep silent, and we make moderate sounds when we see the colours in between.

24. Once upon a time... deep blue sea

OBJECTIVES

- Attention and focus
- Language
- Visual-motor coordination

MATERIALS

- Luminea App
- Luminea Bubble Tube
- Luminea Fiber



HOW THE ACTIVITY WORKS

You can upload a picture of the ocean floor to the Pixel activities and tell a story in which we are swimming or deep-sea diving and come across different plants and animals. While we are diving and touching the sea with our finger, the tube will be blue, but when we come across a 'Nemo' fish when our finger is on the animals, the tube will turn orange. It will turn gray for the shark and green for seaweed. Then, we can change the tube light to gray and ask: 'What gray animal did we find?'

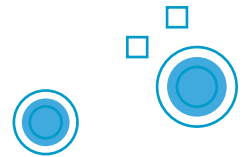


MORE IDEAS

Edit your own activities and tell your stories, introducing different colours. When saying it, the participants touch that colour in the app.



MY NOTES





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