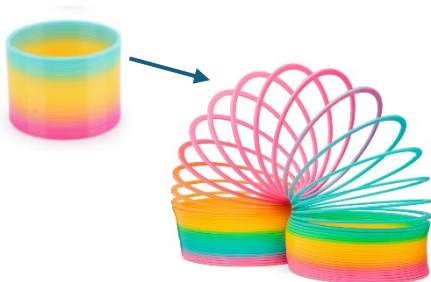


Objects of Reference

Objects of reference are objects that can be used to represent an activity, person or place. These objects represent something in the same way as words, signs and symbols.

Why and Who?

Some pupils require extra support to learn to understand spoken language. By using objects of reference at every opportunity, the child begins to link the word, the object and the activity together.



How to use them?

Before each transition give the pupil the object to hold and explore (look, touch, smell it).

Say the pupil's name followed by: "it's lunch time"; "it's play time"

It is important to use the same words each time, for example if you decide to say "It's lunch time" use this consistently, rather than saying different phrases e.g. "time to go and have something to eat"

When you arrive at the new room or activity match the object of reference to the corresponding object for example match the small slinky to the large slinky when you arrive at the Rainbow Room.

How to Choose the Objects:

Objects or reference are personal for the pupil; it is important that they are chosen with the pupil's interests and needs in mind.

Types of Objects:

Real life objects used in the activity, for example the specific spoon or bowl used for mealtimes.



Objects used during the activity, for example a ball pit ball for the sensory room.



Object with a shared feature, for example a piece of rope representing the rope on a swing.



An object of reference can even be a **person**, for example the Music Teacher would indicate it is time for music.



Miniature versions of the real objects such as a toy car



Abstract object a rainbow slinky for the Rainbow Room.



Multi-sensory items, such as songs, sounds and voices which can be recorded onto sound buttons. As well as smells and textures.

Next Steps:

Objects can also be used to support pupils' communication when they learn to exchange or show an object to a communication partner to make a request.