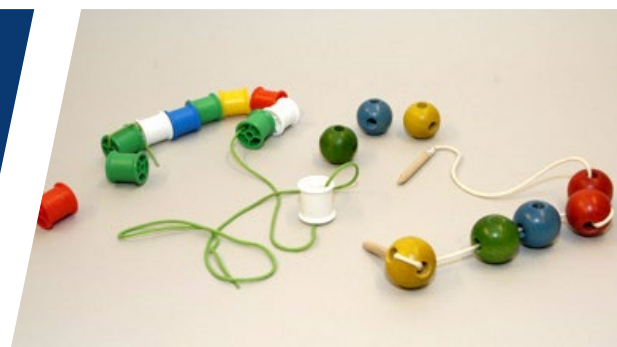


Touching and moving

Two-handedness



Activity: Threading beads

Set-up of the activity

You can thread large beads on thick shoelaces, pipe cleaners, plastic cables or sticks attached to a thread. You can also attach a thick, blunt needle to a thread. Vary between beads of different sizes and material.

2-4

- Give the client the time to explore the objects. Where is the bead's hole and where is the end of the thread?
- First give the client a necklace with beads and let the client remove the beads. The beads can also be threaded to a stick or any of the aforementioned materials.
- Begin threading with a large bead on a stick attached to a thread. Make a knot at the end of the thread so the bead does not fall off.
- After this, try to thread beads with the pipe cleaner, plastic cable or shoelace with a firm aglet.
- State what the bead is made of: wood, plastic, pit or glass.

4-6

- Increase the difficulty of the activity by letting the client sort the shapes, in addition to threading the beads. For example, first let the client thread all the round beads and then all the square ones. Make sure that one hand continues to hold the necklace while the other hand searches for the correct bead and threads it.
- Let the client state the material that the bead is made of.

Points for observation and focus

- Observe whether the client discovers the holes in the beads.
- Observe the client's fine motor skills. Does he move the bead to the stick or the stick to the bead?
- Check whether his fine motor skills are sufficient. Can the client apply the right grip and coordinate his wrist movements to get the hole of the bead to the thread?
- Check which kind of material (size and firmness) he needs for this.

Alternative materials

- Various ring stackers that are used with both hands.
- A sorting board with various shapes. This board is easier to use than threading beads.
- Threading a necklace from peanuts. Prior to the activity, make a hole in the peanuts for threading; make sure the hole is not too small.

Can also be used in the categories

- Touch sensitivity (TST)
- Tactual language (TL)