



MULTISENSORY STORIES

Using a sensory approach to stories is a way of making stories meaningful for all children.

Sensory stories don't rely just on you using your voice to 'tell' the story, they use objects, sounds (including music), pictures, smells and even tastes.

They enable children to access a story using all of their senses which helps all children as they all develop differently and all have different learning styles (as do we as adults!)

For any children with additional needs, sensory stories are a brilliant way of ensuring that they can fully experience a story - at bedtime (perhaps avoiding a really lively story at this time!) or any other time of the day.

If your child has difficulties with their vision, then as well as you reading the story, you will need to make sure that there are lots of props that they can touch and feel to help them experience the parts of the book that they cannot see. They may not be able to follow the illustrations, which for young children is a really important part of understanding the words of a story.

Similarly, if your child has difficulties with their hearing, you will need to provide props to support the visual information within the story. You will also need to use gestures and some signs (be guided by your relevant professional with regards to signing)

If your child may have difficulties with their learning then sensory stories will support all aspects of their development as they encourage your child to use all of their available senses to understand and hopefully get pleasure from this story time with you.

Planning a Sensory Story

It is really simple to create a sensory story...

- Choose a book that you think you will all enjoy
- Identify key aspects of the story and identify relevant objects and activities that could support the story e.g. Pig in the Pond (please see saved as an example on the parent page for you to use if you would like to).
- Plan for your child, so if you know they won't like certain aspects of the story then don't feel that you have to include an object. You know your child and what they

