

IN Training: Responsive Environments Overview Transcript
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[IN Training (Part 2) slide 16 text shown on screen]

Title: Responsive Environments

Encourage discovery and practice
Offer immediate feedback
Provide sense of familiarity and control

Examples

Lilli Nielsen's "Little Room"

Resonance board

Stay put play spaces

Create your own!

[End slide text]

So responsive environments, are environments that respond and it doesn't take, since a lot of these kids have challenges with their motor issues there are things that will respond, move, make noise, something at the slightest little touch. You don't have to have great fine motor skills to manipulate these environments, and they offer immediate feedback, it comes right there and again that familiarity and control. You saw how she began to learn, you know when she couldn't find the bowl anymore she's like oh well there's still something else back here I can play with.