Name: _____

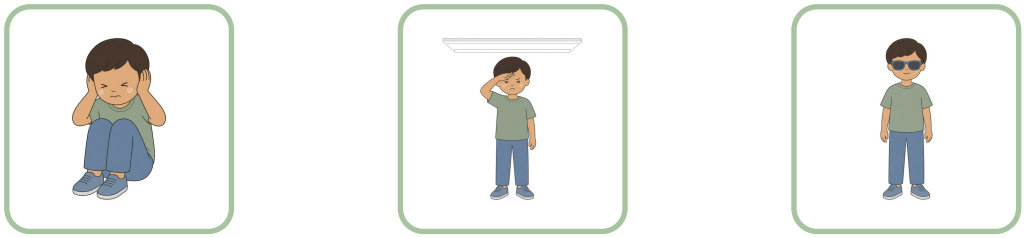
Circle the sensory tool.

Look at the pictures. Circle the tool.

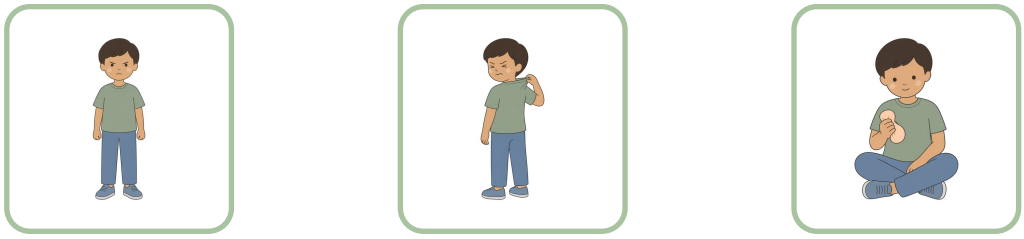
1



2



3



4



Trace the word.

Trace the word tools.



tools

tools

tools

Name: _____

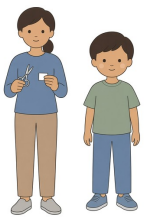
Which tool helps? Cut and glue.

Cut out the tools. Glue each by the problem it helps.

loud dryer	bright shop	scratchy tag	too-full Sam

✂ Cut on the dashed lines.






My tools.

Circle the tools you like.



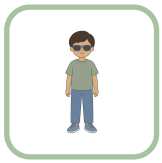



my way

Name: _____

Match the picture to the word.

Draw a line to the matching word.











- sunglasses
- squeeze
- fidget
- chewy
- heavy blanket

Fill in the word.

Pick a word from the box. Write it in the space.

headphones · sunglasses · blanket · fidget



1. Sam wears _____ for sounds.



2. Sam wears _____ for light.



3. A heavy _____ feels like a hug.



4. Sam's hands use a _____.

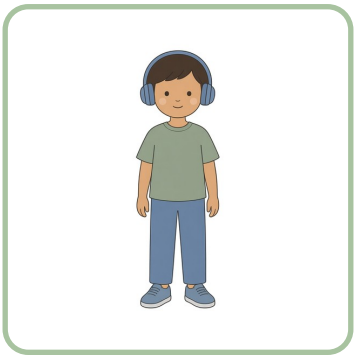
Name: _____

First, next, last.

Put the pictures in order. Write 1, 2, 3.



Sam's ears feel better ☐



Sam puts on headphones ☐



The dryer is loud ☐

Thumbs up or thumbs down.

Is it true? Circle thumbs up or thumbs down.

1. Sensory tools help bodies.

2. Headphones are naughty.

3. Everyone needs the same tools.

4. My tools are mine to use.

Name: _____

My sensory kit.

Draw or write the tools for your kit.

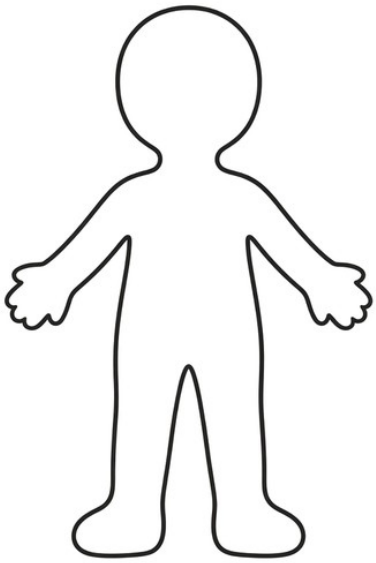
1

2

3

Which senses feel too much?

Check what feels too much for you.



- [ ] loud sounds
- [ ] bright lights
- [ ] scratchy clothes
- [ ] strong smells
- [ ] busy crowds
- [ ] some food textures
- [ ] being touched
- [ ] my own way: _____

Name: _____

What could I do?

Read the story. Draw or write what you could do.

1. “The hand dryer is too loud.”

2. “Someone wants my headphones.”

3. “My clothes feel scratchy.”

Today.

Today a tool helped me when...

Which tool?

Sensory Tools · Answers

For grown-ups

Name: _____

Answers

E1: row 1: sam headphones; row 2: sam sunglasses; row 3: sam fidget; row 4: sam weighted blanket
E2-E4: Any careful try counts. Every picture can go in the box. Any answer is right for the child's own ways.
D1: sam sunglasses = sunglasses; sam chewy = chewy; sam fidget = fidget; sam weighted blanket = heavy blanket; sam squeeze pillow = squeeze
D2: 1. headphones; 2. sunglasses; 3. blanket; 4. fidget
D3: 1. The dryer is loud; 2. Sam puts on headphones; 3. Sam's ears feel better
D4: 1. thumbs up (true); 2. thumbs down (not true); 3. thumbs down (not true); 4. thumbs up (true)
A1-A4: The child's own answers are all right. Suggestions:

Tips for grown-ups

- Sensory tools meet real needs. Allow access all day, not as a reward or after a meltdown only.
- Never remove a tool as a consequence.
- Let the child try many tools and choose. Preferences change over time.
- Teach classmates that tools are like glasses: they help a body, and they are not toys to grab.
- Watch for sensory triggers (dryers, lights, tags) and reduce them where you can.
- Weighted items should follow OT guidance on weight and time.