Speech Therapy Play Guide

Exhibit

Therapeutic Play

Animal Alley



Ages 0 to 8

This exhibit is designed to teach children the responsibilities of pet ownership and care. Adults can use the stuffed animals and fur wall to work with their children on themed vocabulary, action, and description words.

- leash
- comb
- tov
- bowl
- crate

Vocabulary Words Action Words Descriptive Words

- drink
- eat
- walk
- wash
- brush
- colors
- textures
- sizes

Toothasaurus



Ages 0 to 8

In the pediatric dental exhibit, your child can learn about oral health in an unintimidating environment. Adults can work with their children on themed vocabulary, action, and descriptive words. The model mouths can be used to show children what areas they use in their mouths to pronounce sounds.

- teeth/tooth
- chair
- toothbrush
- tongue

open

- brush
- sit
- look

<u>Vocabulary Words</u> <u>Action Words</u> <u>Descriptive Words</u>

- clean
- dirty
- brave
- scared

Toddler Treehouse



Ages 0 to 4

This is a safe space separated from the rest of the exhibits for ages 0-4. Children playing on the treehouse can practice action and descriptive words. Other activities in this space allow practice of vocabulary words. Don't forget to use exclamatory vocabulary like "Wee!," "Yay!," and "This is fun!"

Vocabulary Words Action Words Descriptive Words

- animals
- shapes
- fruit/vegetables up/down
- kitchenware

- climb
- slide
- colors

textures

- under

Port of Call



Ages 0 to 10

Visit the Museum's Port of Wilmington to create your own train track! Younger children can practice vocabulary, action, and descriptive words. Adults can have older children follow directions by asking them to build a specific train track. They can also practice predicting when adults ask, "How fast can we go?"

Vocabulary Words Action Words Descriptive Words

transportation vehicles

- traffic signs
- local locations

break

stop/go

This exhibit features a pirate ship where children can

- build colors
- fix fast/slow
 - high/low
 - tall/small

Ahoy! Wilmington



Ages 0 to 10

imaginative play. Either the adult or the child can shout orders to keep the ship in order.

- treasure
 - anchor
- sail

pretend to steer the ship and swab the deck! Younger children can work on vocabulary words. actions words, and exclamatory words. Adults can use following directions with older children through

- shoot (cannon)Aaarrrggg!
- turn (wheel) plank

Vocab Words Action Words

• Boom!

Exclamatory Words

Aye!

Wonders of Water





Ages 0 to 10+

This exhibit educates children on the importance of the water cycle while examining natural vs. manmade filtration. The water table gives children a chance to work on action words, descriptive words, and expressive sounds while older children can work on following directions by being asked for or providing instruction on how to build specific structures with the blocks. Older children can also work on inference (title vs text) and large vocabulary.

Younger Children

Action Words Descriptive Words Exclamatory Words

- build
 - fix
- wet
- turn
- colors
- tall/short
- Splash!
- Ready, go!
- Wow!

Older Children

Vocabulary Words

- water conservation
- water recirculation
- water vortex
- water filtration
- soil layers
- bacteria
- chemicals
- dust and dirt
- pet waste

Title vs Text

All of the vocabulary words to the left are titles with a larger text in this exhibit. A child and their adult can read the text. After reading the text. have the child report back a summary in their own words.

Art Studio



Ages 0 to 8

At the Art Studio, children are encouraged to experiment with different materials as they create masterpieces. Vocabulary words can be incorporated into the art piece your child creates and the art supplies they use. This experience allows younger children to practice descriptive and action words. Older kids can work on following directions.

Action Words

- color cut
- draw make
- paint clean up
- **Descriptive Words**
 - colors shapes
 - large/small messy
 - sticky gooey

Wellness Way



Ages 0 to 8

In Wellness Way, an adult can incorporate vocabulary, action, and descriptive words into their child's imaginative play at a doctor's office for dolls. Don't forget exclamatory words like "Ouch!" or "That hurts!" and instructive play using "Let's check...."

Vocabulary Words Action Words Descriptive Words

feed

listen

- doctor
- doctor's equipment
- body parts
- cough, sneeze
- check sick

 - hurt
 - hot/cold
- give (a shot)stinky
- weigh healthy

Bone Health & Healing



Ages 8 to 10+

Skele-World features a life-sized skeleton on a surfboard. The skeleton features scannable QR codes that allow guests to use their smartphone to identify different bones of the body. This creates an academic learning experience for older children. They can work on big vocabulary, listening to descriptions, and reading comprehension. Don't forget to ask WH questions!

- skull
- radius lumbar spine patella
- clavicle
- tibia • thoracic spine • humerus
- pelvis
- ulna phalanges
- calcaneus femur metatarsal

Virtual Reality



Our Virtual Reality exhibit is temporarily closed due to COVID 19 concerns. We hope to get it up and running as soon as high touch areas are no longer a concern.

Imagination Playground





Ages 4 to 10+

This space encourages critical thinking, problem solving, and imagination. Adults and children can explore an air chair, magnetic ring launcher, Newton's bike, air harp, and flight tube. Younger children can use action words to describe movements they experience. Older children can learn academic vocabulary and practice answering questions.

Air Chair Action Words

up/down, push Academic Vocabulary

Magnetic Ring Launcher

up/down, push

Academic Vocabulary

electric current.

magnetic current,

listen, watch, hear

sound? Why?

What is your favorite

piston

Action Words

repel

Air Harp Action Words

Questions

Newton's Bike Action Words

go, ride, look, pedal

Questions

What is going to

happen?

How high do you think it

will ao?

Flight Tube Action Words

go, up

Academic Vocabulary thrust, lift, drag, gravity

Questions

What flies the highest? Which object goes up the tube the fastest? Why do some materials

not fly?

Community Market



Ages 0 to 10

The Community Market teaches children the importance of nutrition, making healthy choices at the grocery store, basic math skills, and real world applications. Adults can practice themed vocabulary, action, and descriptive words with younger children. Older children can practice following directions by creating grocery lists. They can work on applying and comparing information with the nutrition fact labels.

<u>Vocabulary Words</u> <u>Action Words</u> <u>Descriptive Words</u>

- food groups
- check out
- colors

- grocery items
- push
- shapes

Kid Power



Ages 0 to 10

This exhibit gives children a fun way to expend energy while learning the importance of being active. The space allows for younger children to practice and describe action words. Each exercise station has a plaque that asks questions for older children to predict how they will perform. The plaque also points to which body parts they use.

Action Words

- jump balance • punch
- stretch ride move
- pedal walk reach

Descriptive Words

- high low
- fast slow
- long short

Discovery Diner









Ages 0 to 10+

This interactive exhibit features a life-like dining area and cafeteria. It allows for younger children to practice using vocabulary, action, and descriptive words. You can use exclamatory words like "Yucky!" or "Yummy!." Sections of the exhibit give older kids a chance to practice title vs text, comparing and contrasting information, and following directions.

Younger Children

- food items
- plate
- table
- eat
- healthy/good
- drink
- unhealthy/bad
- clean up colors

Older Children

Vocabulary Words

- vitamin A
- vitamin C
- folic acid
- potassium
- magnesium
- dairy
- grains
- protein
- vegetables
- fruit
- processed

The vocabulary words on the left are titles with a larger text in this exhibit. An adult and child can read the texts together. After, the adult can have the child summarize it back in their own words.

In the activity, Rethink Your Drink, children can compare drink options based on their sugar content.

At the recipe board, children can describe things they do and do not like in the recipe. Adults can encourage them to think about what they could change in the recipe to make it something they'd like. An adult can have a child practice following directions by either creating themselves or having their child create a list of foods to put on a plate. Another way to incorporate wording like "I need...on my plate." into imaginative play.

Outdoor Courtyard



Ages 0 to 10

Children can play hopscotch, crawl through a worm tube, visit Emma's River Shanty House, explore the gardens, or hop on the school bus. To practice descriptive words, engage a child in a game of I-Spy or visit the Sensory Garden. On the school bus, a child can practice themed vocabulary, action, and description words.

Vocabulary Words Action Words Descriptive Words

- bus driver
- seat
- wheel
- drive
- honk
- ride
- slow/fast
- loud/quiet
- smelly