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	Titolo	Playing, laughing and learning with children on the autism spectrum [[electronic resource]] : a practical resource of play ideas for parents and carers / / Julia Moor
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	Nota di bibliografia	Includes bibliographical references (p. 279-280) and index.
	Nota di contenuto	FRONT COVER; Playing, Laughing and Learning with Children on the Autism Spectrum: A Practical Resource of Play Ideas for Parents and Carers (Second Edition); Contents; Introduction; 1. Why is Playing So Important?; Why is play so difficult for children with autism?; So what do we actually mean by play?; Using this book; 2. Early Playing Skills: Gaining Attention and Sharing Space; What does 'sharing space' mean?; The drive to avoid; Communication; Ideas to try; Moving on; Individual example: Andrew; What is Intensive Interaction?; 3. Structured Play Why do children on the autism spectrum need structure?What does 'structuring play' actually mean and how does it work?; Creating play opportunity - setting the stage; Breaking play down into tasks; Applied behavioural analysis (ABA); Structuring early learning; Individual example: Sam; Structuring the day - creating a visual diary; Introducing choice and flexibility; 4. Your Computer as a Valuable Resource; Free picture communication aids; Websites to explore emotions; Website for schedules/calendars/tokens; Websites for worksheets and craft activities; Websites for interactive games

Using interactive computer games with your child Adaptive hardware; Visual prompts for computer use; Electronic books; Using digital photography to make activities; Using digital photography to assist understanding and choice making; 5. Toys, Toys, Toys; Help - my child won't play with his toys!; Reassessing existing toys: back to basics; Being organized; Picture prompts for playing; Getting started: ideas; Individual example: Sally; Sources of toys; What to look for in appropriate toys; Separating toys into challengers and reinforcers; Modifying existing toys to remove stress

The importance of realism Specific useful toys; Birthdays and Christmas; 6. Table-Top Games and Puzzles; What is a puzzle?; Getting started; Shapes; Introducing fun into table-top play; Colours; Matching games; Posting games; Simple jigsaws; Bricks; Threading; Categories; Memory Games; 7. Music; Saviour and enemy; Ideas to try at home; Introducing new sound; Listening and playing to music together; Relaxation; Scripts to rhythm - encouraging speech through song; How does this work in practice? - ideas; Singing spontaneous commentaries; Making your own music; Using your music box

Reducing background noise in the home Auditory Integration Training; 8. Turn-Taking in Play; Theory of mind and social development; Why is turn-taking difficult for children on the autism spectrum?; Awareness of others: practical activities to help; Awareness of others' thoughts: practical activities to help; Small beginnings: turn-taking with an adult; Turn-taking with peers and siblings; Aids to help turn-taking; Turn-taking in everyday life; 9. Physical Games and Activities; Sensory integration problems; Getting started; Ball games; Small ball play; Large hoop; Indoor ball pit; Large boxes

Making a tactile box

Sommario/riassunto	This book is not just a collection of play ideas; it shows how to break down activities into manageable stages, and ways to gain a child's attention and build on small achievements. Each chapter covers a theme, including music, art, physical activities, playing outdoors, puzzles, turn-taking and using existing toys to create play sequences.