



BANANA SHIRE COMMUNITY RESOURCE CENTRE (CRC) RESOURCE LIBRARY PARENT / CAREGIVER INFORMATION BOOKLET



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Queensland
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BANANA SHIRE COUNCIL COMMUNITY RESOURCE CENTRE

Ensures access to the most appropriate services to meet needs

Provides resources, specialized equipment, kits and games to promote learning & development

Delivers funded support to schools

Dear Parent / Caregiver

The Community Resource Centre (CRC) is owned and operated by Banana Shire Council with support from non-government and government funding sources and public donations. It provides services, resources and facilities for people with identified needs and those who support them.

The CRC recognises not only the complexities of the daily living requirements of people with special needs, but also the challenges involved in actively promoting their growth and development.

For this reason, our Library has developed an extensive collection of resources to assist with a wide range of the physical, cognitive, social, organisational and academic challenges. Our library's collection is continually evolving and expanding, responding to contemporary research and advice from various allied health professionals, educators and individuals. Consequently, we actively seek constructive feedback and suggestions from our clients. Borrowers are invited to comment on the effectiveness of loaned resources and offer suggestions for changes and additions, either in person, by email or by using the feedback form included in the Appendix of this booklet.

This *Information Booklet* is provided as a quick guide to the range and types of resources available for loan. Most categories include a range of resources to cater for different ages and stages of development and our friendly staff are always happy to assist with locating the most appropriate items.

In order to borrow from the CRC, individuals, groups or organisations (e.g. schools) become members of the CRC for a modest annual fee (pricing available on the Banana Shire website <https://www.banana.qld.gov.au/>). The Centre is open every weekday from 9.00am - 5.00pm and our experienced, supportive staff are available to assist with advice concerning selection, collection or delivery, either in person, over the phone (07 4992 7360) or via email: crc@banana.qld.gov.au. Our *Application for Membership* forms can also be found on the Banana Shire Website: <https://www.banana.qld.gov.au/> (look in Community and Cultural / Facilities / Community Resource Centre).

We hope you find this information helpful.

Kind regards

Pam Semple


Senior Program Advisor





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Section 1 – Gross Motor Equipment

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RESOURCES	
BABY (B1)	Mobility, Co-ordination		
GROSS MOTOR OUTDOOR (GM1)	Mobility, Balance, Strength		
	Co-ordination, Strength, Social Skills		
	Co-ordination, Teamwork, Traditional Sport Skills		
	Mobility, Strength, Co-ordination, Agility		
	Water Confidence		
GROSS MOTOR INDOOR (GM2)	Throwing/Catching skills, Hand-to-Eye Co-ordination,		
	Balance, Mobility		
	Co-operative games, Teamwork, Agility Co-ordination		
	Mobility, Agility		

Section 2 – Fine Motor

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RESOURCES		
BABY (B2)	Co-ordination, Grips, Grasps, Strength, Visual Perception			Stacking, posting, push button & colour matching activities
FINE MOTOR COORDINATION (FM1)	Co-ordination, Grips, Grasps, Strength			Lacing, bead threading, hammering, peg boards, hand strengthening, squeezers, fasteners, stacking & fishing games
FINE MOTOR CONSTRUCTION (FM2)	Various Grips, Grasps, Strength, Motor Planning			Variety of construction blocks and sets, including Duplo, Lego, Krinkles, magnetic kits, marble run & wooden blocks
FINE MOTOR HAND SKILLS (FM3)	Pre--Writing, Early Pencil/Tracing Skills, Scissor Skills			Various types of scissors, pencil grips, tactile letters, mazes & handwriting kits
PUZZLES (P)	Visual Recognition, Spatial Relationships			Jigsaw puzzles of various types, themes & difficulties
EXPRESSIVE (E1)	Hand/Finger Mobility, Spatial Relationships			Playdough tools & kits, Mr Potato head & doll houses
MUSIC (MU2)	Hand /Finger Mobility & Strengthening			Various musical instruments with keys, strings etc

Section 3 – Postural Seating

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RESOURCES	
THERAPY TOOLS & EQUIPMENT (THY2)	Body Positioning & Posture		
			
A range of adaptive /adjustable seating options, cushions, chairs & tables *			




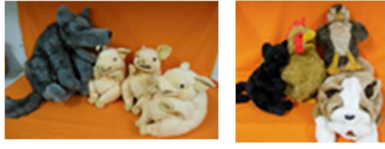


***NOTE:**

Good positioning is essential for learning (see attached EQ Information Sheet: “Seating for Learning”). The CRC retains a wide range of tables, chairs and other equipment specially designed to assist with muscle tone, postural and physical difficulties.

The CRC also has a variety of items to assist with activities associated with self-care and daily living.

All therapy equipment is available for borrowing, and many items come with helpful instructions and guidelines for set-up and use. ***Input from a therapist or member of staff is highly recommended.***

Section 4 – Communication

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RESOURCES	
COMMUNICATION (CM1)	Early Language Skills, Listening, Following Instructions, Pre-Reading		Books with props, listening games, answer buzzers & classification activities
COMMUNICATION (CM2)	Specialised Communication, Signing		Themed signing kits, books, CDs & reference material,
COMMUNICATION (CM3)	Auditory Awareness, Sequencing Skills		Phonic games, sequencing cards, THRASS resources, grammar activities (eg opposites) & story telling
COGNITIVE SKILLS (CS1)	Visual Memory Skills		Visual memory cards, games & activities
EXPRESSIVE (E)	Story telling, Role Play		Well-known stories with puppets & props (eg 3 Little Pigs, The Little Red Hen)
TABLE GAMES (G)	Sharing, Taking Turns, Visual Memory, Communication		Table/board games of varying complexity and focus
EDUCATION (ED)	Reference books to enhance Oral Language & Communication		Theory and practical strategies to assist with oral language difficulties; social skill books focusing on communication

NOTE:

CRC therapists may be able to offer additional resources to assist individual children who have significant difficulties with communication, including personalised **Aided Language Simulation** boards and visual schedules. The CRC has a range of high and low tech augmentative communication devices available for trial, including **PODD**, **Go Talks** and **Core Vocabulary** boards.

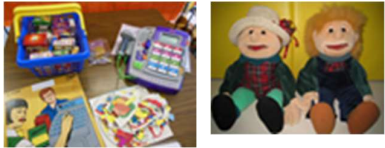
Section 5 – Language and Literacy

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RESOURCES	
BOOKS (BK2)	Fiction & Non-Fiction Books		
COMMUNICATION (CM3)	Language Development, Phonics, Early Reading, Story Sequencing,		
COMMUNICATION (CM4)	Literacy Skills, Spelling, Comprehension, Recognition of Language Concepts		
FINE MOTOR (FM)	Early Writing Skills, Letter Recognition		
CLASSROOM READERS (CR)	Developing Reading & Fluency Skills		
THEME BOXES (TB)	Literature & Subject Reading Exposure		
EDUCATION (ED)	Enriching & Guiding Literacy		
JAPANESE (JAP)	Japanese Language Skills, Cultural Knowledge Exposure		

Section 6 – Numeracy

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RESOURCES	
NUMBER SKILLS (NS)	Developing Numerical Concepts & Skills		Objects to sort/count, numerical recognition aids, hundreds mats/games, place value blocks & dominoes
	Conceptual Numeracy Principles, Processes & Operations		Various board games involving operations & manipulatives showing different fractions
	Mathematical Concepts such as Time, Money, Shape & Measurement		Time & money kits, bingo games, scales, measuring devices & 3D shapes
VISUAL PERCEPTION (VP)	Patterns, Symmetry, Shape/Colour Matching		Activities involving shape, colour & pattern matching & building
EDUCATION (ED)	Assisting with difficulties in Reasoning & Conceptual Development		Books with programs, activities & ideas for assisting students with learning
TABLE GAMES (G)	Counting, Number Skills, Strategy & Logic		Board games of varying complexity
MUSIC (MU)	Sequencing & Patterns of Sounds & Rhythm,		Various instruments (including djembe drums), books & CD's
PUZZLES (P)	Shape Recognition, Visual Perception		Jigsaws with difficulty levels from very simple (2-6 pieces) to complex (500, 1000)


Section 7 – Social Skills

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RESOURCES		
COMMUNICATION (CM)	Emotional Language, Self & Other Awareness, social contexts			Picture cards, scenario/situational activities, social communication games
BOOKS (BK)	Understanding Emotions, Skills for Social Success			Educational books with evidence-based research, strategies and activities addressing a range of social/emotional challenges
COGNITIVE SKILLS (CS1)	Visual Memory, Sequencing, Emotional Literacy			Picture cards, sequencing story cards & discussion starters
COGNITIVE SKILLS (CS2)	Body Image, Knowledge of Body, Health & Hygiene			Social discussion activities & games, story books about various feelings/situations, cook books, body part charts, 'Talkabout' books & DVDs
COGNITIVE SKILLS (CS3)	Sequencing of Events, Associations, Decision Making			Games & activities to stimulate thinking, discussion & decisions about social/emotional situations
EXPRESSIVE (E)	Social/Emotional Expression in different situations			Situation kits (eg shopping, hairdressing, doctor), a variety of puppets & dramatic play resources
GAMES (G)	Turn Taking, Social Expression, Communication & Interaction			Table games emphasizing specific social skills or general play, co-operative games

NOTE:

Historically, educators have successfully used construction kits, musical instruments, jigsaw puzzles, parachutes and ball games from other parts of our library to teach, encourage and practice social skills. The CRC staff also have access to a number of video-clips explaining, expressing and/or enacting different social situations to initiate discussion, encourage role play or illustrate a specific behaviour or skill.

Section 8 – Emotional Regulation

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RESOURCES	
SENSORY SKILLS & AWARENESS (S1)	Regulating Physical Sensitivities	 	Ear muffs (noise cancelling), fidget toys, sensory & tactile toys, various seating alternatives, wedges, Hokki stools & bean bags
COGNITIVE SKILLS (CS2)	Understanding of Emotional Strengths, Strategies to assist with Self-Regulation	 	“Superflex” resources, educational books & programs
COMMUNICATION (CM)	Appropriate Communication Skills, Listening Skills	 	Discussion cards, social situation games (eg ‘Chipper Chat’) & various listening games
TABLE GAMES (G)	Patience, dealing with Negative Emotions (eg frustration, losing, disappointment), Sharing, Social Interaction	 	Games involving fine motor skills, social interaction & turn taking etc
MUSIC (MU)	Emotional Calming, using music and/or rhythm	 	Various drums and drum kits, rhythm sticks, musical instruments & music CD's
EXPRESSIVE (E)	Emotional Expression, Calming	 	Bubble & playdough kits, puppets & figurines
GROSS MOTOR (GM)	Calming, Perseverance (with physical challenges), Social Play	 	Ball games, balance activities & co-ordination challenges
BOOK (BK)	Understanding Emotions	 	Story books & text books to assist understanding of emotions & emotional behaviour

Section 9 – Reference








CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RESOURCES	
BOOK (BK)	Information for teachers and parents (eg specific disabilities & educational challenges)		 <p>Books with information & strategies for dealing with autism, ADHD, processing challenges & Down's syndrome, etc</p>
COGNITIVE SKILLS (CS2)	Emotional Regulation, Social Skills, Social Thinking theory		 <p>Books & CD's, with principles & strategies around emotional literacy & social difficulties</p>
COGNITIVE SKILLS (CS3)	Complex Thinking & Reasoning Skills, Inferences		 <p>Books & CD's targeting higher order thinking, perspective taking & inferencing</p>
COMMUNICATION (CM3)	Expressive & receptive Language Skills		 <p>Practical strategies for developing grammatical and functional communication skills</p>
COMMUNICATION (CM4)	Language Concepts & Conventions		 <p>Spelling, reading, sentence & word-building strategies & program ideas</p>
EDUCATION (ED)	Planning, Assessments & Strategies (range of subjects)		 <p>General theoretic educational ideas, practical classroom strategies & tools</p>
PARENTING (P)	Parenting Advice (see also Books section)		 <p>Books and DVD's with helpful strategies & information for parents on a range of topics</p>

Section 10 – Sensory Processing

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RESOURCES	
SENSORY SKILLS & AWARENESS (S1)	Tactile Awareness, Visual & Auditory Skills	 	Various sensory activities, fidget toys, ear muffs (noise cancelling), light boxes, mirrors & sound matching activities
FINE MOTOR (FM)	Tactile & Visual Discrimination	 	Construction kits, threading, lacing & hammering
GROSS MOTOR (FM)	Posture, Stability, Tactile & Kinesthetic Experience, Motor Planning	 	A range of textured large and small play items, posting, throwing, movement, ride on & balance equipment *
EXPRESSIVE (E)	Tactile Experience & Emotional Expression	 	Various puppets, playdough tools, bubbles, cooking sets, dolls & cars
MUSIC (MU)	Recognition & Manipulation of Sound, Calming	 	Rain sticks, percussive and musical instruments, drums, dance scarves & streamers
COGNITIVE SKILLS (CS) & COMMUNICATION (CM)	Auditory Processing, Emotional Awareness	 	Auditory processing & memory games, sounds lotto, sing-a-long books & emotional awareness activities
BOOKS (BK)	Information, Tactile Associations	 	'Touch & Feel' books, reference and teaching books

* See also 'Section 3 - Postural Seating' for other therapeutic alternatives








Section 11 – Visual Perception

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RESOURCES	
VISUAL PERCEPTION (VP1, VP2)	Visual Recognition, Matching, Same/Different Discernment, Sorting		
VISUAL PERCEPTION (VP3, VP4)	Complex Visual Discrimination, Identification of Features, Spatial Perception, Patterns, Sequencing		
COGNITIVE SKILLS (CS1, CS3)	Visual memory, Association, Classification, Sequencing		
NUMBER SKILLS (NS)	Visual Perception, Sequencing, Patterning		
FINE MOTOR (FM)	Size & Shape Discernment		
PUZZLES (P)	Contextual Visual Perception & Recognition		
GAMES (G)	Visual Discrimination, Visual Memory		

Section 12 – Early Childhood (continued over page)

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RESOURCES	
EDUCATION (ED)	Special Needs & Early Skills Development (all areas)		Reference books, story books, sing-a-long music CD's, DVD's & books with learning activities
BABY (B1)	Play, Listening, Gross Motor Skills, Sensory Awareness		Push/pull toys, activity centres, sensory items, stacking & sound making toys
BABY (B2)	Grasping, Colour and Shape Recognition, Simple Problem Solving		Posting, stacking, colour/shape matching, toys with moving parts & activity centres
FINE MOTOR (FM)	Grips, Fine Motor Skill Development, Manipulation, Strength, Scissor Skills		Simple mazes, blocks, magnet construction kits, fasteners, hammering activities, threading, lacing, whiteboards, pegboards, hand strengthening & manipulation items
GROSS MOTOR (GM)	Agility, Balance & Strength Development, Motor Planning		Various balls & games, ride-on equipment, beams, frames, foam shapes, mats, parachutes & tunnels
SENSORY SKILLS & AWARENESS (S1)	Sensory Awareness, Experience & Discrimination, Calming		Touch & feel books, ear muffs (noise cancelling), mirrors, various 'feely' toys, tactile mazes, reflective balls, blindfolds, talking tubes
VISUAL PERCEPTION (VP)	Visual Discernment, Colour/Shape Recognition, Sorting		Matching activities, early dominoes, colour/shape manipulatives, sorting activities

Section 12 – Early Childhood (continued)

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RESOURCES	
COMMUNICATION (CM)	Letter Sounds, Listening Skills, Pre-reading, Literature Experience, Sequencing		
NUMBER SKILLS (NS)	Counting, Number & Shape Recognition, Early Measurement, Sorting		
MUSIC (MU)	Rhythm Development, Auditory Discernment, Emotional Soothing		
BOOKS (BK)	Listening Skills, Language Development, Literature Experience		
EXPRESSIVE (E1, E2)	Dramatic Play, Social Development, Expressive Language, Situational Awareness		
PUZZLES (P)	Visual Discrimination, Shape & Colour Recognition, Fine Motor Skills		
TABLE GAMES (G)	Social Skills, Turn Taking, Counting, Emotional Regulation		

Section 13 – Other Curricula

CRC CATEGORY	TARGET SKILL/S	EXAMPLES OF RESOURCES	
EXPRESSIVE (E)	Context-based Play, Imagination & Communication Development		Home corner toys, dolls, trucks and cars, farm/wild animal kits, dinosaurs & occupational kits
THEME BOXES (TB)	Extension of Knowledge & Experience (various subject areas, lower & upper primary)		Boxes of books about space, dinosaurs, farms, Australian history, science subjects & animals, etc.
EDUCATION (ED5)	Physical Resources (various educational topics, especially science)		Microscope, science kits (eg life-cycles), health kits & anatomical models
TECHNOLOGY (TECH)	Information Technology Skills & Application		Touch typing keyboards, robotics kits, leap pads, stem kits & Bee Bots
JAPANESE (JAP)	Japanese Language & Culture		Books, games, money, origami, & kimono kit
TABLE GAMES (G)	Development / Practice / Extension of various skills		Specific topic-related games including sustainability, shopping, co-operative learning & social skills.
DVD'S & CD'S	Knowledge & Understanding of Special Needs; Practice in Numeracy, Literacy, & Science		Informative DVD's about autism, sign language, parenting etc; interactive books (eg Dr Seuss), nursery rhymes & music CD's, maths & science interactive software



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