CAVERSTEDE EYFS SEND HUB RESOURCE LIBRARY – development

Hub Sen 142
Rattle & Roll racer
The interactive racing driver doubles up as a rattle and, when you shake him, the car races forwards and backwards! (Best used on hard flooring.)
The car has different phrases and sounds. Also has flashing lights and sing-along songs.
Helps with gross motor skills, hand/eye coordination, first words, cause and effect.



Hub Sen 139
Driver steering wheel
Introduces animals, colours, numbers, and places through fun phrases and realistic car sounds.
Steering wheel moves the mini car, press the chunky buttons to hear phrases.
Features include light-up horn button, non-breakable wing mirror for self-discovery, gear stick, and light-up traffic lights.
Helps develop motor skills and encourages discovery and exploration.



Hub Sen 137
Dancing Duck
- Each button has different content of music and funny sounds.
- Press the head button to make the duck move.
- When the music sounds, the lights also come on.



Hub Sen 135
Set of 3 Monster Trucks
Three robust, chunky and easy to use trucks.
As well as having different animal characters, each of these 3 monster truck toys uses a different method of movement. These are;
- pull back motor (leopard)
- free wheel (crocodile)
- friction power (bull).

Help to improve fine and gross motor skills alongside ongoing cognitive development.



Hub Sen 133
Shape & Spin gear sorter
- Arrange the six geometric, coloured shapes with gears on the flexible base to configure a variety of chain-reaction layouts: a row, a snake, a triangle, a square, or a circle. Regardless of the base layout, the gears will always spin
- Easy-to-grasp shapes – supporting their fine-motor development.
- Each gear can be fit only with the matching shape, strengthening your child's understanding of different shapes and sorting skills.
- Teaches cause & effect while developing their visual thinking, hand - eye coordination and fine motor skills.



Hub Sen 132
Fun Farm game
Colours & size recognition and shape sorter; recognize the size and to correctly put vegetables & animals of different sizes into the holes.
- Fine Motor Skills Toys; hand-eye coordination; shape recognition and dexterity.
- Cognitive Flexibility



Hub Sen 131
Woodpecker magnetic feeding game
Find the worms hidden in the tree hole with the magnet on the 'mother bird'. Then feed the worm into the baby bird's mouth
- Numeracy, Literacy & Spacial Awareness
- Fine motor skills development



Hub Sen 130
Cash Register
- Slide credit card toy
- Teaches colours, shapes, cause and effect
- 9 coins and 2 credit cards



Hub Sen 128
Light & Sounds guitar
Create music and lights when the five colourful chord buttons are pressed. Pluck the strings by strumming them back and forth, bang the drum button for a cool beat, then slam the whammy bar.

This product supports development through: developing fine motor skills, imaginative play, lights and sounds and music recognition



Hub Sen 143
Busy Activity Cube
Helps to develop their sensory and fine motor skills – as well as dexterity, concentration, finger & grip strength and hand-eye coordination.
Contains 7 different safe activities.
1. Faucet; a true to size tap that can be turned
2. Key lock with 2 attached keys
3. Fidget spinner
4. Unidirectional switch, clicks audibly when switched
5. A free rotating wheel
6. Spring latch, push the pin until it clicks and it releases with a button
7. Plastic nut & bot – safe and smooth edged nut can be screwed on & off the bolt



Hub Sen 115

Ball Drop Piano



- Sounds & Sights: activate the five switches, building fine motor skills along the way
- Music: create sounds by pressing, turning or pulling the switches in sequence
- Lights at the base of each tube light up.
- Cause and effect.

Includes 13 sound effects, 4 instrument sounds, 4 light effects and 1 song

---

Hub Sen 116

UFO Shape Sorter



- Cause and effect
- Helps to develop fine motor skills, hand-eye coordination as well as learning about sizes, shapes and colours.
- Press the spaceship down and it will spin upwards – the shapes will then pop out.

Hub Sen 83

Tumble & Twirl Ball Spinner



- Cause and effect
- Push the top down and the balls spin around. The clear doors can be opened and the balls roll all over the place

---

Hub Sen 81

Singing Animal Keyboard



- Cause and effect
- Press the keys and the animals pop up and make animal noises

---

Hub Sen 107

Matching Animal Cubes – with sound



- Match the 2 halves of the same animal and it will make the animal noise

---

Hub Sen 106

Hello Sunshine – Hide & Seek Game

- Helps to develop gross motor skills and language skills
- Encourages instruction following
- Play hide and seek while engaging in active play



Hub Sen 109

Pop Up Mice

- Cause and effect



Hub Sen 78

Pop Up Pirate game

- Great for turn taking
- Encourages anticipation



Hub Sen 95

Press & Go Crocodile

- Cause and effect
- Push the animals on the crocodiles back and make it move along the floor



Hub Sen 96

Flapping wings penguin

- Cause and effect
- Wind up the penguin to make its wings spin and flap



Hub Sen 97

Spinning Top

- Cause and effect
- Push the top down and watch it spin



Hub Sen 105 Hub Sen 113 Hub Sen 117

Ball Spinner



- Push the plunger down and watch the balls spin
- Cause and effect

Hub Sen 82

Count & Twist shapes



- Develop finger manipulation.
- Match the colours and shapes and then twist into place.

Hub Sen 110

Horizontal Threading Bar



- Helps to develop fine motor skills.
- Twist and turn the sorting discs into position so that they move up and down the bar.

Please note size of the resource as below.



Hub Sen 111 - Hub Sen 112

Pop Up Friends



- Helps to develop hand and eye coordination with colours and different shapes.
- The removable shapes are easy to pick up.

Hub Sen 03 - Hub Sen 04 - Hub Sen 05 - Hub Sen 06

Shape and Sounds sorter



- Develops early language skills and manual dexterity, and promotes early reading concepts
- Encourages learning and interaction.

Hub Sen 16 – Hub Sen 17

Pull out shape puzzle



Helps to encourage;

- Thinking skills
- Problem solving
- Social skills
- Shape recognition
- Communication skills
- Hand to eye coordination

Hub Sen 31/144 - set of 2 items

Pop Up Farmyard Friends



This toy has different buttons, levers, and push-down flaps which can support:
Development of fine motor skills
Understanding of cause and effect

- Hand eye coordination creativity
- eye-hand coordination

Pop up fire truck



Wooden toy with four coloured push-up faces, each face is a different colour. The faces are easy to both pop up and push back down. Press the colourful characters and they will bob up and down, stimulating a child's interest. Ideal for the developing child, encouraging hand and eye co-ordination and colour recognition. The wooden characters lift out and can be played with independently. It is suitable for ages 12 months and up.

Hub Sen 68/08 – set of 2 items

Hub Sen 79/07 – set of 2 items

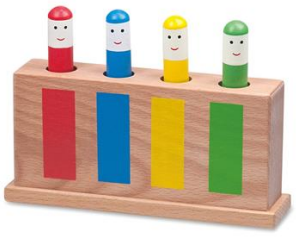


Pop Up Farmyard Friends

This toy has different buttons, levers, and push-down flaps which can support:
Development of fine motor skills
Understanding of cause and effect

- Hand eye coordination creativity
- eye-hand coordination

Pop-Up toy



This pop-up toy is made of wood and has four coloured push-up faces, each face is a different colour. The faces are easy to both pop up and push back down. Press the colourful characters and they will bob up and down, stimulating a child's interest. Later, they can progress to colour matching the characters to their slots. Ideal for the developing child, encouraging hand and eye co-ordination and colour recognition. The wooden characters lift out and can be played with independently. It is suitable for ages 12 months and up.

Hub Sen 29 - Hub Sen 30

Ball Run



Safe for ages 9 month and up, the Rollipop marble and tracks set is ideal for developing and enhancing;

- the motor skill
- cause and effect
- creativity
- eye-hand coordination

Hub Sen 42 - Hub Sen 43

Body Awareness O/T cards



- Body Awareness Fun Deck includes 56 illustrated cards featuring Otis, the OT Gorilla, in different body positions.
- Gives ideas for working with children on body scheme, spatial awareness and visual perceptual skills. Children can have fun playing the suggested games while imitating Otis.
- Includes five levels - from table top positions using arms and hands up to complex pairs of opposing body positions.

Hub Sen 44 – Hub Sen 32 – Hub Sen 33

Pound a Ball game



- Fun for children to pound the balls until they drop in the block and slide out. There are four balls, yellow, red, blue and green.
- It improves the hand-eye coordination, aligning, slotting and aiming. It is specially designed for easy gripping.
- Cause and effect toy
- A good activity for children with a trajectory schema
- Good for turn taking

Hub Sen 46 - Hub Sen 47

Cogwheel game



- Helps to promote logical thinking
- Is visually stimulating
- Develops motor skills
- Good for children who have an interest in things that spin/turn

---

Hub Sen 48

Shake, Rattle and Roll (x1)



- Helps to develop motor skills
- Visually stimulating
- Auditory

Hub Sen 58 – Hub Sen 123 – Hub Sen 124

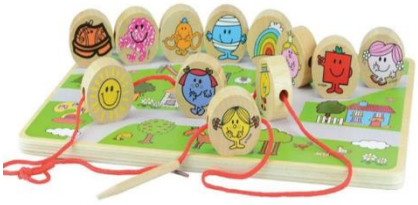
Press and Glow spinner



- The press & glow spinner mesmerizes the child with chasing lights and melodies! When they press down on the star, melodies play and lights spin round and round.
- Promotes hand/eye coordination and motor skills.
- Visually stimulating
- Cause & effect
- Makes sound
- Ideal for children who have an interest in things that spin.

Hub Sen 67

Mr Men Lacing game



The wooden end of the lace is sturdy and easier for children who are not yet ready for a ‘floppy’ lace end.

- Helps to develop their hand-eye coordination and imagination.
- Good for building concentration and fine motor skills.
- Slide the lace through each wooden Mr Men and Little Miss character with the wooden needle.
- Promotes using both hands together.