

CAVERSTEDE EYFS SEND HUB RESOURCE LIBRARY – development

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 - Hub Sen 68 – Hub Sen 79

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

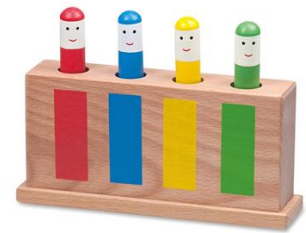
- Hand eye coordination creativity
- eye-hand coordination



Hub Sen 07 - Hub Sen 08

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

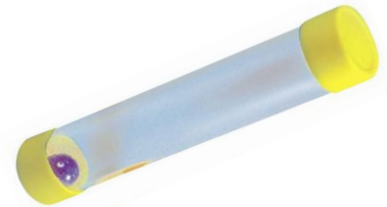
- Helps to promote logical thinking
- Is visually stimulating
- Develops motor skills
- Good for children who have an interest in things that spin/turn



Hub Sen 48

Shake, Rattle and Roll (x1)

- Helps to develop motor skills
- Visually stimulating
- Auditory



Hub Sen 58

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.

