

Objects of Reference (OOR)

Objects of reference: represent an activity, person or event

We use them to help someone understand what is happening

HOW?

- Before and while moving to a new activity give/show the child the object
- Begin the activity with the object still in view: to help build the connection
- Consistently use the same object



An object can be:

1. An item used during the activity

e.g. nappy = nappy change

1. A part of the actual object **e.g. rope = swing**
2. Something that is not directly related but can symbolise the activity **e.g. twig/leaf = outside**

Top tips

- Store your objects in an easy to access space
- First choose events that occur frequently
- Start with three objects for activities/events

You can add more objects later

