

Fantacolor Button Board



As well as developing two-handed play this game gives the helper-hand practice in:

*Thumb/finger grasping
Whole hand grasping*

*Holding
Reaching
Releasing*

<http://research.ncl.ac.uk/hemiplegiaresearch-fungames>

Your child should start by choosing a picture and placing it on the tray.



Next he/she needs to take the coloured buttons out of the cardboard.

Your child should hold the card in one hand and use the other to push the buttons out.

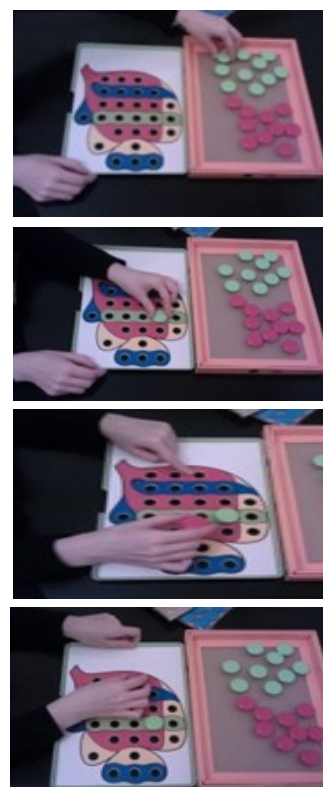
He/she can then line them up in the box.

Ask your child to choose one of the buttons.

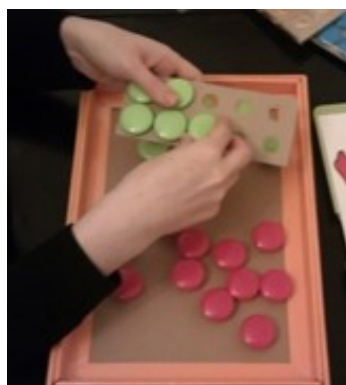
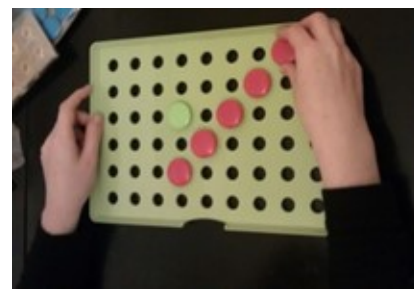
He/she can pick it up in his/her dominant hand, if your child finds it too difficult to grasp with his/her helper hand.

If your child picks the buttons up with his/her dominant hand, ask him/her to use the helper hand to point to where he/she will put the button.

Encourage your child to try picking up the buttons with his/her helper hand each time he/she plays. Your child could pick them up in his/her dominant hand and pass to his/her helper hand if preferred.



Your child could also use the grid to make patterns of his/her own without any guide picture.



At the end, your child will need to take all the buttons out of the grid and put them back into the cardboard holder.

He/she can hold the cardboard in one hand and place the buttons in it with the other.

See how fast your child can take the buttons out at the end.

The fastest way is to use two hands.

Ask your child to turn all of the buttons over so that they are all the right way up.

He/she could line them up in coloured rows before putting the game away.

You can buy other sets of this game to get a variety of sizes of pieces.

