DEVELOPMENT OF MOTOR PLANNING, PROBLEM SOLVING, & SOCIAL SKILLS

MOTOR PLANNING

Refers to the ability to complete a novel motor task accurately; includes 3 steps: (1) ideation coming up with the idea; (2) planning/sequencing—create a plan; (3) execution—carry out the plan

Some skills required include visualization, sensory processing, balance, coordination, fine & gross motor skills

PROBLEM SOLVING

Refers to the process of finding solutions to complex or difficult issues; involves multiple steps including: (1) identify the problem; (2) assess the problem; (3) execute plan; (4) revise plan

SOCIAL SKILLS

Refers to our ability to communicate and interact with others. Some skills required include perspective taking, verbal & non-verbal language, symbolic thinking



Now 2 Locations!

30903 W. 10 Mile Rd. Suite B Farmington Hills, MI 48336

675 E. Big Beaver Rd Suite 201 Troy, MI 48083

(248) 893-6192 info@therapyspotmi.com www.therapyspotmi.com

Motor Planning & Problem Solving

- Allow for a variety of sensory experiences, including touch and movement
 - Ex: sensory bins, messy play, swings, bikes
- Allow for trial and error experiences
- Comment on the sensory components of a task
 - "That is a TALL tower!"
- Opportunities to play with games/toys that don't have clear rules or ways to play, such as blocks
- Challenge child to play a familiar game in a new way
- Pause and observe
 - Wait before offering suggestions or physical help
- Allow extra time for tasks that may require child to engage in problem solving (don't rush the process)
- Ask questions and wonder aloud
 - "I wonder what would happen if...."
 - "How/what else could you...."

Social Emotional Skills

- Label emotions and help child connect behavior to inner feelings
- Allow child the time and resources needed to regain control over emotions and praise the effort rather than punish the inability
- Allow child to explore emotional themes and cause/effect in pretend play
- Support development of social perspective taking
 - "I wonder how ____ feels/thinks...."
 - Use exaggerated affect (facial expressions & voice)
- Help connect ideas, thoughts, and feelings
 - "How did they make you feel?"
 - "How would you feel if..."
 - ""Why do you want ____?"
 - "Which do you like better and why?"