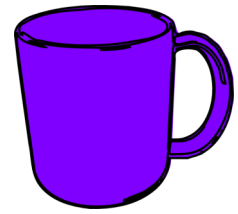









# Objects of Reference



Objects of Reference are objects used to represent a person, activity or event. When used, children will learn over time that the object represents an event, activity or a person. These objects are used to help a child to understand what is happening in their environment. They can also be used to help children make choices.

## How to make Objects of Reference

1. Select the activity, event or person that you want the child to understand, e.g. snack.
2. Choose an object. It should be simple to understand, like:
  - The item you would use for the activity e.g.  = snack
  - ♦ A part of the actual object e.g.  = swing
  - ♦ Something like the actual object e.g. fabric of the same material as the Object  = 
  - ♦ Something that is not directly related but can symbolise the activity e.g. A pebble could symbolise going outside for a walk 
3. Begin with 3 objects of reference for activities that happen often . You can add more later.

## How to use Objects of Reference

1. Before you start the activity give the child the Object of Reference . Use a sign and/or say to them e.g. "going for a walk. "
2. After giving the Object of Reference you should start the activity immediately to help them understand the connection between the object and the activity.
3. Objects should be used consistently every time you do that activity.
4. When the activity starts, take the Object of Reference from the child and put it away. E.g. in a bag or box with the other Objects of Reference.
5. Once the child understands the link between the objects and activities you can use these objects to offer choices between activities.