



Individuals with Autism often have fine motor or motor planning problems that aren't apparent. Picking up small items or spinning a spinner can be difficult. For this application, we recorded the “moves” required to play the game Candy Land (blue, two orange, Mr. Mint, etc.). Players simply press the Randomizer instead of picking up a card. This is a fun way to ensure that motor skills are not limiting participation. It is also a great way to work on auditory processing by listening to simple one-word messages in a play situation.