

ACTIVITY GUIDE

# Sensory Board



# OBJECTIVE

To engage children in an interactive storytelling experience that combines tactile, auditory, and imaginative elements.

*(The stories can be AI-generated, guided by a prompt included in this document.)*

The Sensory Board helps children associate different textures with animals, encourages active listening, and fosters sensory exploration and language development.

# PREPARATION BEFORE THE ACTIVITY

## 1. Familiarize Yourself with the Sensory Board



Explore each of the six textured tiles (snake, sheep, dog, cat, zebra, and fish) and the sounds they produce when touched.



Note the texture of each tile and practice associating each texture with the corresponding animal to facilitate a smooth storytelling experience.



The Sensory Board has a USB stick where the audio files are stored. You can also add your own audio files into the USB stick.

## 2. Decide on the Number of Animal Characters



Choose between 2-6 animals for the story, depending on the group's size, age, and engagement level.



Select the specific animal textures you'll use (e.g., sheep, snake, and fish) and make sure these animals are incorporated into the story prompt.

### 3. Prepare the Story Using the AI Story Prompt



Use the template prompt below in ChatGPT (<https://chatgpt.com>) to create a story. Customize it to include the theme, setting, and animal characters you selected.

*I would like to generate a short story for children aged [insert age group, e.g., 3-5 years, 6-7 years, or 8-10 years].*

*Here are the details for the story:*

*Theme: [Insert theme, e.g., Friendship, Honesty, Obedience, Bravery, etc.]*

*Setting: [Insert setting, e.g., Forest, Jungle, Ocean, Farm, Desert, etc.]*

*Animal Characters: (Note: You can involve at least 2 animals and at most 6 animals)*

*Animal 1: [Choose either Fish, Dog, Cat, Sheep, Snake, or Zebra]*

*Animal 2: [Choose either Fish, Dog, Cat, Sheep, Snake, or Zebra]*

*Animal 3: [Choose either Fish, Dog, Cat, Sheep, Snake, or Zebra]*

*Animal 4: [Choose either Fish, Dog, Cat, Sheep, Snake, or Zebra]*

*Animal 5: [Choose either Fish, Dog, Cat, Sheep, Snake, or Zebra]*

*Animal 6: [Choose either Fish, Dog, Cat, Sheep, Snake, or Zebra]*

*Please generate a story that includes the following:*

*An introduction to the animal characters and the setting. Give the characters names that include the animal species. Use the names when referring to the characters.*

*A problem or challenge that reflects the theme of the story.*

*Dialogue for each animal character, where each one takes part in solving the problem.*

*A resolution to the challenge that teaches a lesson or moral tied to the theme.*

*A conclusion that wraps up the story and leaves the kids with a positive message.*

*The story should be engaging, age-appropriate, and simple enough for children in the specified age group to understand. Make sure each animal's personality aligns with its role in the story. The dialogue should be interactive and suitable for when the kids touch corresponding textured surfaces that represent the animals.*

Scan and copy  
the prompt



## EXAMPLE PROMPT:

*I would like to generate a short story for children aged 6-7 years.*

*Here are the details for the story:*

*Theme: Honesty and trust*

*Setting: In a village with beautiful forest*

*Animal Characters:*

*Animal 1: Fish*

*Animal 2: Dog*

*Animal 3: Cat*

*Animal 4: Sheep*

*Animal 5: Snake*

*Animal 6: Zebra*

*Please generate a story that includes the following:*

*An introduction to the 6 animal characters and the setting. A problem or challenge that reflects the theme of the story. Dialogue for each animal character, where each one takes part in solving the problem. A resolution to the challenge that teaches a lesson or moral tied to the theme. A conclusion that wraps up the story and leaves the kids with a positive message. The story should be engaging, age-appropriate, and simple enough for children in the specified age group to understand. Make sure each animal's personality aligns with its role in the story. The dialogue should be interactive and suitable for when the kids touch corresponding textured surfaces that represent the animals.*

# STEPS DURING THE ACTIVITY

## 1. Introduce the Sensory Board and Story to the Children



Show the children the sensory board and explain that each textured tile represents a different animal (e.g., the soft, fluffy tile represents the sheep, the scaly tile represents the snake, etc.).



Explain that as you read the story, they can touch the tile that matches the animal mentioned in the story to hear the sound associated with that animal.

## 2. Begin Reading the Story



Start with the story introduction, naming each animal character and prompting the children to find and touch the corresponding tile when each animal is introduced.



For example, say, ***In a cozy barnyard, there was a friendly sheep,*** and wait for the children to find the sheep tile and hear its sound.

### 3. Engage Children During the Story



Encourage the children to listen carefully for the animals' names and to touch the corresponding texture on the board when they hear an animal mentioned.



As each animal "speaks" or takes an action in the story, prompt the children to touch the matching texture tile. This tactile interaction reinforces their listening and comprehension skills.



Encourage them by saying, ***“Now who wants to find the dog?”*** or ***“Can anyone feel the zebra’s stripes?”***

### 4. Encourage Tactile Exploration and Sensory Association



Throughout the story, invite the children to feel each texture fully and think about how it might match the animal it represents.



Ask questions like

DOES THE FISH TILE FEEL  
SMOOTH LIKE REAL  
FISH SCALES?

IS THE SHEEP’S TEXTURE  
SOFT LIKE WOOL?

## 5. Wrap Up with a Reflection



After the story, gather the children for a quick discussion. Ask them which animal they liked touching the most or what they thought of each texture.



Reinforce the story's theme by asking questions like:

WHAT DID THE ANIMALS LEARN  
ABOUT FRIENDSHIP TODAY?

HOW DID THE ANIMALS  
HELP EACH OTHER?

# EXTRA ACTIVITIES

## Texture Matching Game



After the story, create a small game where children guess an animal just by feeling its texture without seeing it. This helps deepen sensory connection and memory.

## Draw Your Favorite Animal



Encourage children to draw one of the animals from the story and think about how they would show that animal's texture in their drawing.

## Follow-Up Storytelling



Ask children to make up a story about one of the animals on the board, using the textures and sounds as inspiration. This can promote creativity and help them form connections between textures and storytelling.

# Tips for Teachers and Volunteers



**Encourage Participation:** Remind children that everyone can take turns touching the tiles, especially when the story mentions multiple animals in quick succession.



**Adapt for Attention Spans:** For younger children, keep the story short and use only 2-3 animals. For older children, include more animals and a slightly more complex plot.



**Positive Reinforcement:** Praise the children each time they identify an animal correctly by touch. Celebrate their listening and sensory exploration skills.



**Observe Sensory Preferences:** Take note of any strong preferences or aversions to certain textures, as this can be helpful for future activities and understanding individual sensory preferences.



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