This sensory station supports motor skills, sensory processing, communication, and problem-solving.

1. Texture Simon Says

Just like the traditional game but using textures!

Examples:

- “Simon says: walk to the turf and touch turf on the wall.”
- “Simon says: hop to the stones and touch stones with two fingers.”
- “Simon says: only use your elbow to touch the pavement panel!”

Skills: listening, motor planning, impulse control

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2. Sensory Scavenger Hunt

Give kids a card, list, or picture clues.

Examples:

- “Find the roughest texture”
- “Find something bumpy”
- “Find the coolest feeling texture”
- “Find the one that feels like tiny rocks”

Kids walk and then touch the wall to confirm.

Skills: sensory identification, problem solving

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3. What’s That Texture? (Mystery Guessing Game)

Kids walk on a texture **with their eyes closed** (or using a blindfold),
then guess which texture it was by feeling the wall.

Variation: Start at the wall → walk to find the matching walkway section.

Skills: tactile memory, proprioception, body awareness

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4. Texture Relay Race (low-pressure/slow)

Kids move from one texture to the next in a sequence you choose.

Example:
"Walk on turf → touch sand on the wall → walk on stones → touch pavement on the wall."

Variation: Use jumping, tip-toeing, marching, or sliding steps.

Skills: sequencing, coordination, following multistep directions

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5. Texture Story Paths

Create a story where textures represent parts of the adventure.

Examples:

- Stones = climbing a mountain
- Sand = walking on the beach
- Turf = grass in a meadow
- Pavement = city sidewalk

Kids walk each texture and touch the wall texture to "activate" the next part of the story.

Skills: imagination, narrative development, sensory exploration

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6. Math Texture Hop

Place numbers or shapes on each walkway texture.

Example:

- "Hop on the stone path to the number 4."
- "Touch the sand panel, then walk to the next highest number."

Skills: early numeracy, spatial awareness

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7. Rhythm & Texture Beats

Kids tap the matching texture on the wall in a pattern.

Examples:

- Pavement = clap

- Turf = tap
- Sand = scratch
- Stones = knock

Call out a pattern:
“Clap–tap–scratch–knock!”

Kids walk to each texture as they beat the pattern on the wall.

Skills: rhythm, coordination, auditory processing

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8. Texture Target Time

Put small stickers, dots, or icons on certain textures.

Examples:

- Touch the wall where you see the star
- Walk to the circle on the turf
- Hit the diamond on the sand panel

Variation: Use colors, shapes, or letters.

Skills: visual scanning, matching, motor control