

# How to...Objects of Reference (OoR)

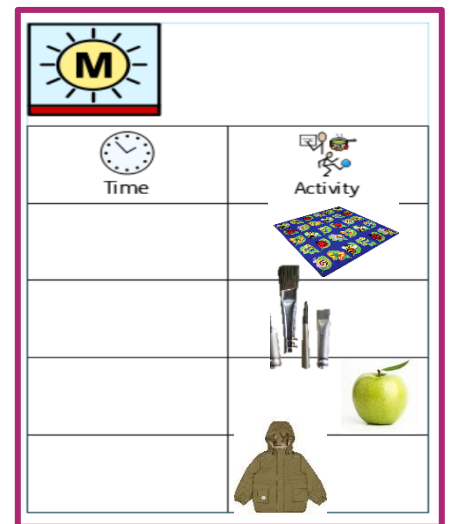
Objects of Reference are objects with special meanings given to them, to represent different activities within the day, for example a plate might represent lunchtime.

## Before you start:

- Identify the level of the child.
- Identify daily routines and allocate an OoR for each activity.
- Consider where you will store the OoRs so that they are displayed in a way that supports the child.

## At the beginning of the day:

- Set up the OoR as a visual timetable for the day.
- Ensure the whole class team is aware of how to use OoR and the reason for this.



## Using the OoR:

- Present the OoR to the child before the activity/transition.
- Allow time for the OoR to be processed and explored before any other cues are given.
- Use simple language alongside the OoR to model (this can be any form of communication e.g., Makaton signs.)
- Support the child to transition to the activity/ routine - taking the OoR with you.

## Following the end of the activity/ routine:

- Place the OoR in the individual's hands.
- Use simple language to let the individual know that the activity has ended.
- Support the child to place the OoR back in the agreed location.