

Celeste Bailly

Independent Study and Mentorship - Occupational Therapy

Mr. Speice

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Original Work Assessment

Objective

My objective for this work was to create a three-dimensional model that Occupational Therapists can use to help children to develop their fine and broad motor skills as well as situational awareness. I aimed to make a structure that would be aesthetically appealing to toddlers and young children and provide a calming yet interactive environment in which they can express their creativity and interact with their surroundings.

Tools

The program Google Sketchup was used to design the three-dimensional digital model of my original work. This program was very effective for the task because it allowed me to pay incredible attention to detail and perfect every aspect of the model from every angle. I was also able to manipulate the textures of the different materials included in the model both to see what the various colors will make the model look like as a whole and to define the exact details of what will eventually be my final product. For the advertisement of the model, I used the program Canva. I kept in mind the soft and pastel color scheme of the model and created an advertisement that both captured the emotional appeal of the model to children and the knowledge-based application of it in the hands of an Occupational Therapist. Finally, I used iMovie to create a

virtual-tour of the model which I placed on my website so that people can understand the function of each element of the model.

Description of Process

First, I used Google Sketchup to create the framework for the structure, which included the walls and floor. I colored the walls with a calming pastel shade of green, and then began to add some basic components. Initially, I placed a small door in the corner for the children to crawl through, but I quickly understood that I do not have the carpentry skills to make a functioning door, and it will be nearly impossible to reduce the safety hazard of children hurting their fingers in the door. I removed the door from the structure.

I also added a texture wall with several swatches of different materials, including cork, carpet, and plastic. The purpose of this element is to indulge the children's tactile senses when they interact with the structure. I then added a ladder for the entertainment of children with more developed broad motor skills. Children may practice using larger muscles in their arms, legs, and core. I began to worry about the safety of the children climbing the ladder, so I added a squishy safety mat under the ladder.

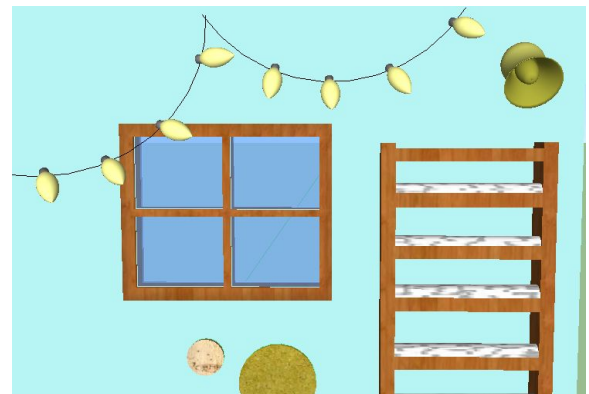
I then understood that it would be beneficial to have a padded component that children can sit in to feel compressed and relaxed, so I added a densely cushioned chair in the corner where the door used to be. After debating possible ways to allow children to manipulate their surroundings, I came to the idea of hanging string lights around the edges of the structure with which children can use a remote to adjust the settings. In order to promote contact and interaction with the outside world, I added a window on the same wall as the texture pads and the ladder. I then added a drawing board with the primary purpose of helping children in the development of fine

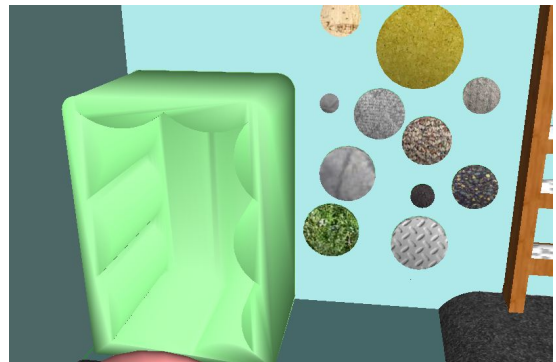
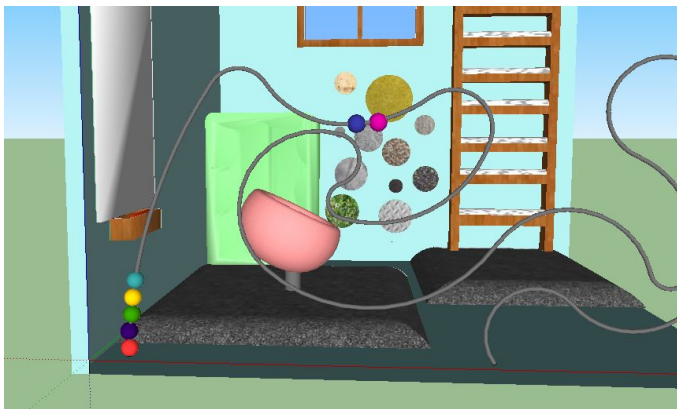
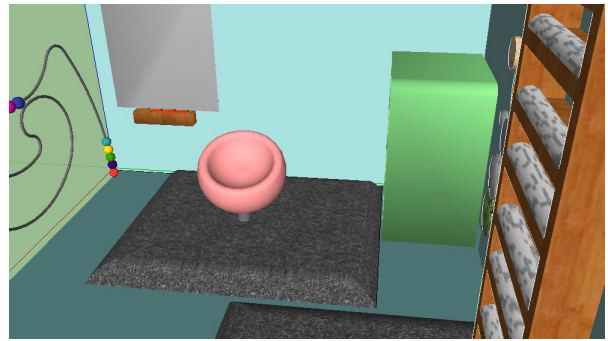
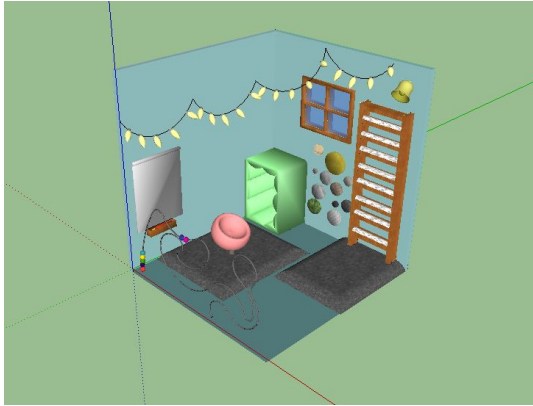
motor skills. As I realized that I was nearly finished with the structure, I manipulated the color scheme of the walls and the different objects to make them more visually appealing to young children. I then began to smooth the edges of the components for two reasons. Primarily, I aimed to ensure that any screenshots I took of the structure were easier to visually process. Second, I hoped to make the model more closely resemble what my final product will look like, because real three-dimensional objects do not have black outlines.

I added some final components to the model, including a spinning chair with a safety mat under it and a giant curved wire with colored beads that children can slide around. Finally, I spent a great deal of time perfecting all of the edges and small details, and ultimately softened the entire structure in order to eliminate any sharp edges that would pose as both an aesthetic burden and a safety hazard to children.

Once the structure was completed, I used screen recording software to create a “virtual tour” of my model with narration explaining what each component was. I uploaded the “virtual tour” to YouTube and placed it on my digital portfolio. I also created the advertisement using Canva in order to convey to the public what the purpose of the model is, using a calming color scheme on this component so that it will be visually appealing to young children and their parents.

Finished Product





A calming environment for young children that awakens the senses and develops motor skills and situational awareness



The sensory room



VISIT FOR MORE INFORMATION



Virtual Tour: https://youtu.be/6Ew-g_bX3aI

Application

After completing the original work model as well as several means for the public to access it (a “virtual tour” on YouTube and a paper advertisement), my objective became the future real world application of this work. I have decided to construct the real three-dimensional model of this “Sensory Room” in my garage for my final product, so my real-world application of my product will include presenting the model to the public. Part of the execution of my final product will also include passing out copies of the advertisement I created to the parents of children that use my structure. My introducing this structure to the public, I hope to spread awareness regarding the importance of developing motor skills and situational awareness as well as provide a means by which Occupational Therapists may enhance the therapy experiences of their younger patients.