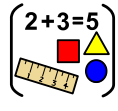
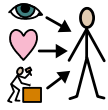




SENSORY



MATHS.



Experience



rain



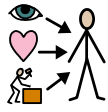
with

a

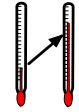


water bottle

spray .



Experience

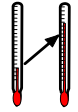


heat



with

a



heat



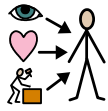
pack



in



microwave .



Experience



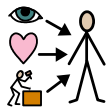
cold



with



ice.



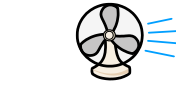
Experience



wind



with



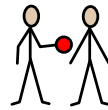
a fan.



What



does



your



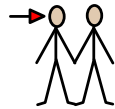
young person



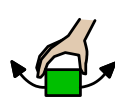
prefer?



Can



they



use

the



more



and



finished



cards



and

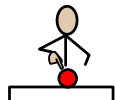


symbols

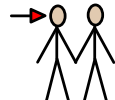
to



communicate



what



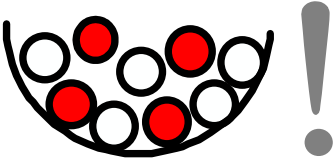
they



want



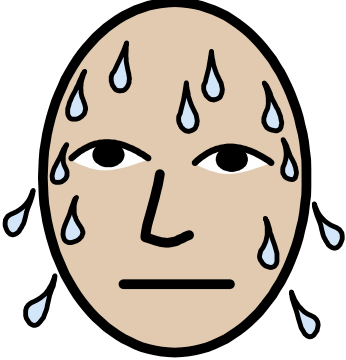
?



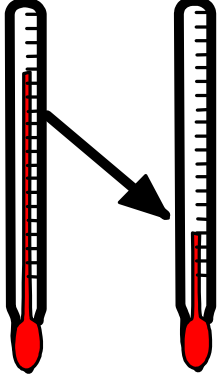
more



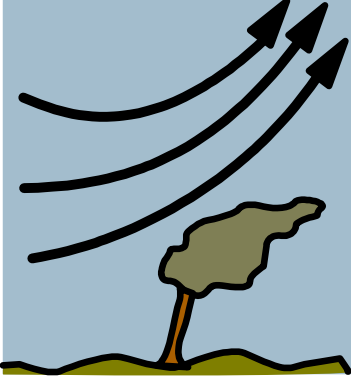
finished



hot



cold



wind



rain

**1**  
1

**2**  
2

**3**  
3

**4**  
4

**5**  
5