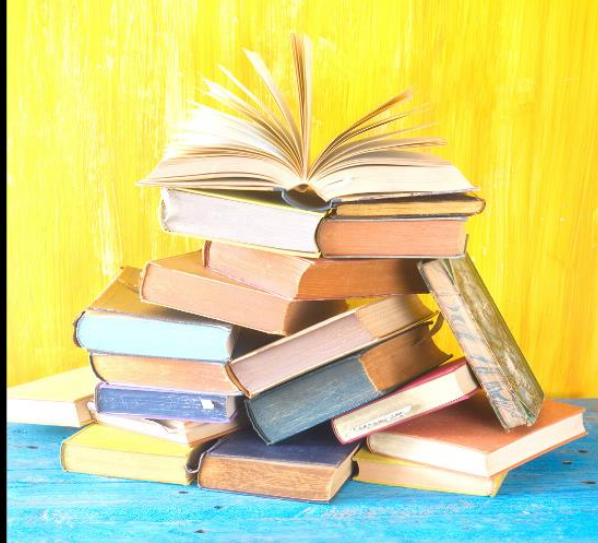




Secret Code: TOUCH



ADAPTIVE
TAKE-HOME
STORYTIME
THEME
TOUCH

Corona Adaptive

- The City of Corona Adaptive program is proud to offer a variety of recreational, educational, social, and creative activities for those 16 years and older with developmental disabilities.
- Adaptive Storytime is designed for teens and adults with special needs. This bi-monthly storytime encourages participants to engage their senses while enjoying a variety of stories, crafts, music, and social activities. Families and caretakers are encouraged to participate.

Today's theme is your ability to touch. We will be reading *Huggy the Python Hugs Too Hard* by Ame Dyckman and *Swallow the Leader: A Counting Book* by Danna Smith.

Simon Says by the Wiggles



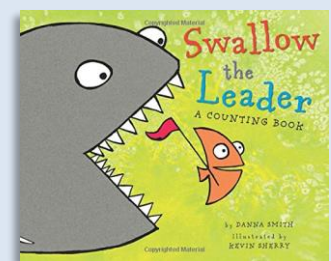
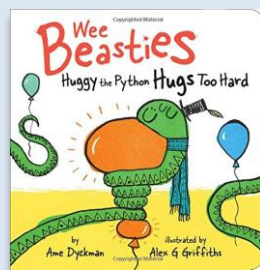
Listen on [YouTube](#)

Story Time

Adaptive Storytime [with Miss Ashley](#)
Huggy the Python Hugs Too Hard
by Ame Dyckman



Swallow the Leader: A Counting Book
by Danna Smith



CRAFT

Paper Telephone

Step 1: Each participant needs a piece of paper and marker.

Step 2: Participant will need a caregiver or coach to begin to draw something on their back. They cannot know what it is!

Step 3: Participants will be given a minute to figure out what the coach is drawing. The more detailed the picture, the more opportunity to guess!



PAPER TELEPHONE

Skill(s): The skill being focused on today is self-control. Participants will be asked to stand still for approximately a minute and to practice good sportsmanship.

Need:

- Paper
- Marker
- Timer

Instructions:

1. Participants will need a caregiver or coach present to help them with this activity. Confirm that the participant is comfortable with participating in the activity.
2. Coach or caregiver will be drawing on the participant's back. They must decide what they want to draw and write it at the top of their paper. Do not let the participant see!
3. One minute will be set on the timer, and in that minute the coach will attempt to draw what they wrote, and participant will have to try to guess what they are drawing as they draw the picture.
4. Participant can guess as many times as they would like as long as the timer does not go off.
5. If the participant gets the answer right, stop drawing and show them the drawing.
6. Switch. It is now the participant's turn to draw!

Helpful Internet Links

Find all storytime and program activity packets @ www.CoronaCA.gov/VirtualLaRS

Summer at Your Library (SAYL) Links: For information on signing up for the Summer Reading Challenge and participating in Summer at Your Library activities.

- www.coronaca.gov/SAYL

Helpful Library Links: Links that direct you to the Corona Public Library's webpage, Library's Calendar of Events, and the Library and Recreation's YouTube channel.

- www.coronaca.gov/library
- <https://www.coronaca.gov/about-us/library-calendar>
- <https://www.youtube.com/user/coronapublib>

Storytime Links: Links used in this week's Adaptive Storytime.

- Storytime: <https://bit.ly/2Xh4K9v>
- Song: <https://bit.ly/2MbVcX2>