INTRODUCTION & PARTNERSHIP

To examine and record the sensory experiences such as the sights, sounds, and physical movement opportunities within local businesses in order to share this information with families who have children with specific sensory needs.

METHODOLOGY

Data Collection:
- Sensory Scout Business Assessment 4th edition
- Self-assessment survey
- Team of 5 Twenty-One Senses members
- Selection of feedback format; refining and approach
- Assessment of sensory factors in local businesses
- Trained and trialed with program director

Participant Businesses: (n=9)
- Selected with external partner
- Seacoast New Hampshire area
- Verbal consent and collaboration throughout the assessment process

Data Analysis:
- Categorized questions by sense in collaboration with pediatric OT faculty mentor
- Calculated frequency of items responses by number of businesses

<table>
<thead>
<tr>
<th>Business Type</th>
<th>Business Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>RAVE Room</td>
<td>Open room to smash glass and other fragile objects with a variety of tools including hammers and bats. Open room to throw paint at walls and a canvas</td>
</tr>
<tr>
<td>Escape Room</td>
<td>A variety of rooms with different themes that have clues to solve a puzzle</td>
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<tr>
<td>Library</td>
<td>Access to books, magazines, computers, and other educational tools</td>
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<tr>
<td>Indoor Rock Climbing</td>
<td>Children’s room with toys and events catered to different ages 2 areas of rock-climbing walls with soft mats on the ground</td>
</tr>
<tr>
<td>Candy Store</td>
<td>Various types of candy and ice cream with eating area</td>
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<tr>
<td>Bowling</td>
<td>Bowling alley, arcade, air throwing, and food area</td>
</tr>
<tr>
<td>Farm/Market</td>
<td>Indoor market with fresh foods, premade meals, petting zoo; play area, and fall festivities</td>
</tr>
<tr>
<td>Museum</td>
<td>Children’s museum with a variety of activities to allow creative exploration</td>
</tr>
<tr>
<td>Toy Store</td>
<td>Small store with toys and games for children of all ages</td>
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</tbody>
</table>

RESULTS

Sense of Sight:
- Most businesses (7/9) had uneven flooring, and it may be challenging for a child that is sight seeking to perceive the raises in flooring.
- All businesses utilized a variety of lighting sources including bright lights to bring attention to a specific area or activity, which may impact participation for children that are visual seekers. (Twenty-One Senses Team, 2021A)
- 8/9 businesses had at least 1 visual experience including flashing lights, bright artwork, and movement of other people, which many children that are sensory avoiders tend to refrain from participating in. (Twenty-One Senses Team, 2021B)

Sense of Touch:
- The only two businesses that did not have an opportunity for tactile sensory experiences were the businesses with a purpose of selling goods.
- Only 1/9 businesses did not have nearby materials for cleaning up, such as a bathroom or hand sanitizer, despite this business having a petting zoo and outdoor playground. Children with tactile avoidance dislike getting dirty and avoid activities that involve sand or dirt but having an option to wash off can support the child’s ability to participate. (Twenty-One Senses Team, 2021A)

FAMILY IMPACTS

I would like to thank Danielle Heaton and Twenty-One Senses for allowing me the opportunity to pilot this assessment and assisting me with this project. This project also could not have been possible without the ongoing support from my advisor Sarah Smith. Also, I would like to thank the businesses for their openness to learning about how they can support children with sensory needs.

ACKNOWLEDGEMENTS

REFERENCES


