

# Sensory Scouting: An Investigation of Supports for Sensory Needs of Children in Local Businesses



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## INTRODUCTION & PARTNERSHIP

- 1 in 6 children in the United States have sensory processing difficulties (Little et al., 2015)
- Sensory Processing Disorder (SPD) is when a person has difficulties detecting, modulating, or interpreting sensory input (Crasla et al., 2020)
- Families with children with sensory needs may decrease community participation as a result of their child's needs not matching the environment (Little et al., 2015)
- Implications on family identity, quality of life, and overall wellness (Silverman & Tyszka, 2017)
- Data is needed to understand the sensory factors within businesses that may inhibit or allow participation for children with different sensory needs
- Twenty-One Senses is a non-profit organization founded in 2018 with the goal of teaching communities how to support and include children with sensory needs
- Twenty-One Senses partnered with the UNH Department of Occupational Therapy to pilot the sensory scout project in 2021

## RESEARCH PURPOSE

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-4<sup>th</sup> edition*

- Self-developed assessment
- Team of 5 Twenty-One Senses members
- Iterations with feedback, format refining and approach
- Assesses sensory factors in local businesses
- Trained and trialed with program director

### Participant Businesses: (n=9)

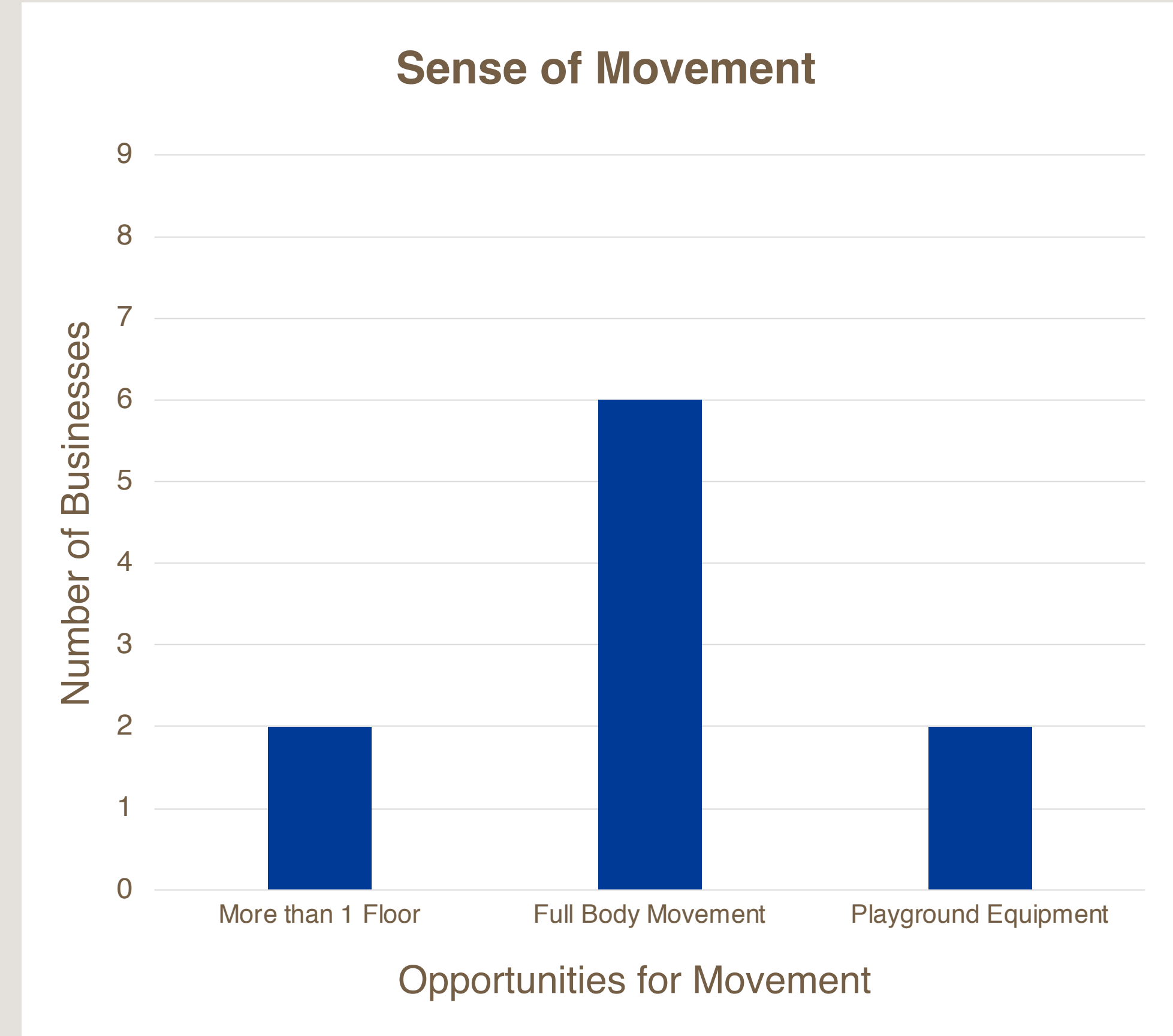
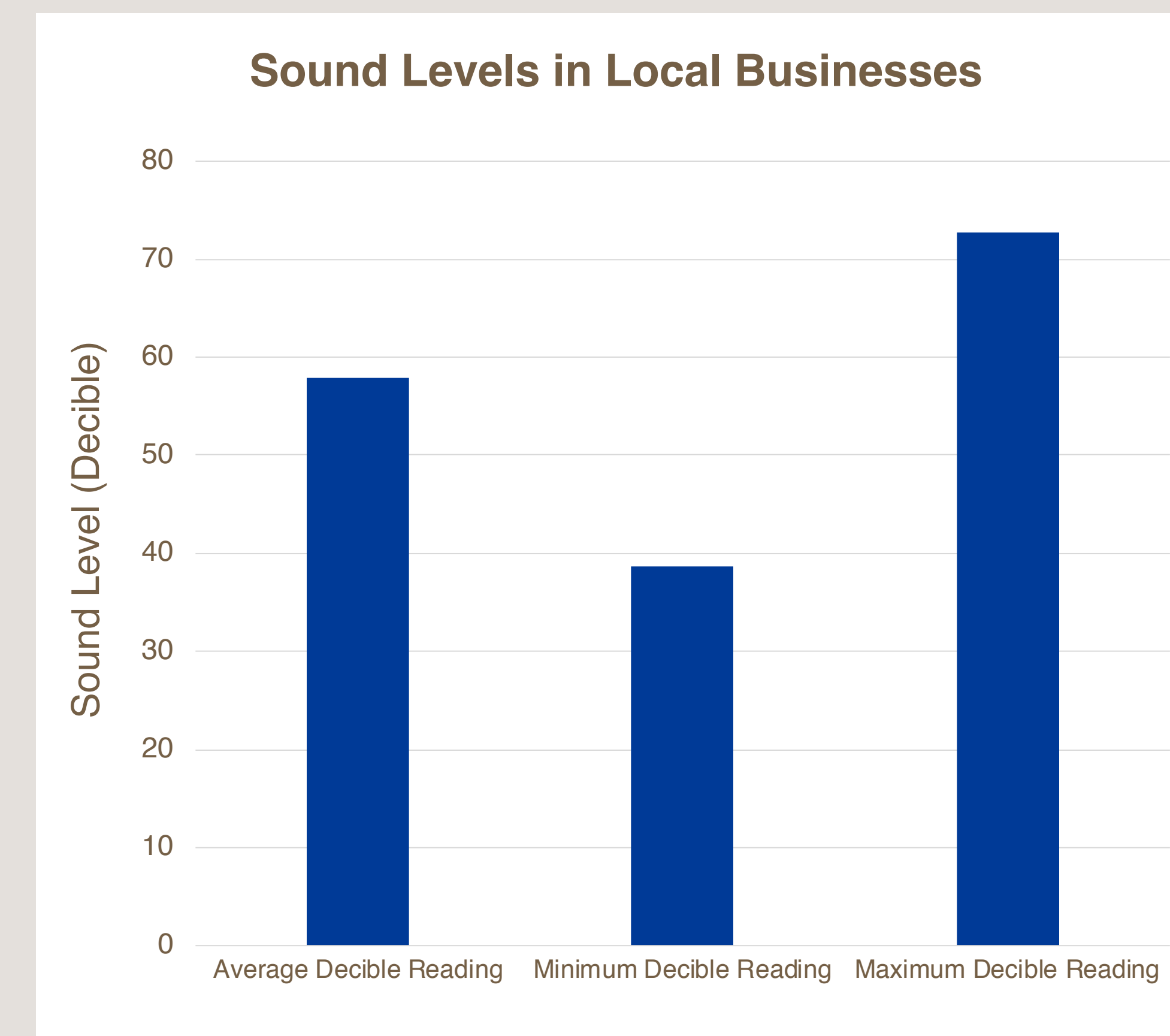
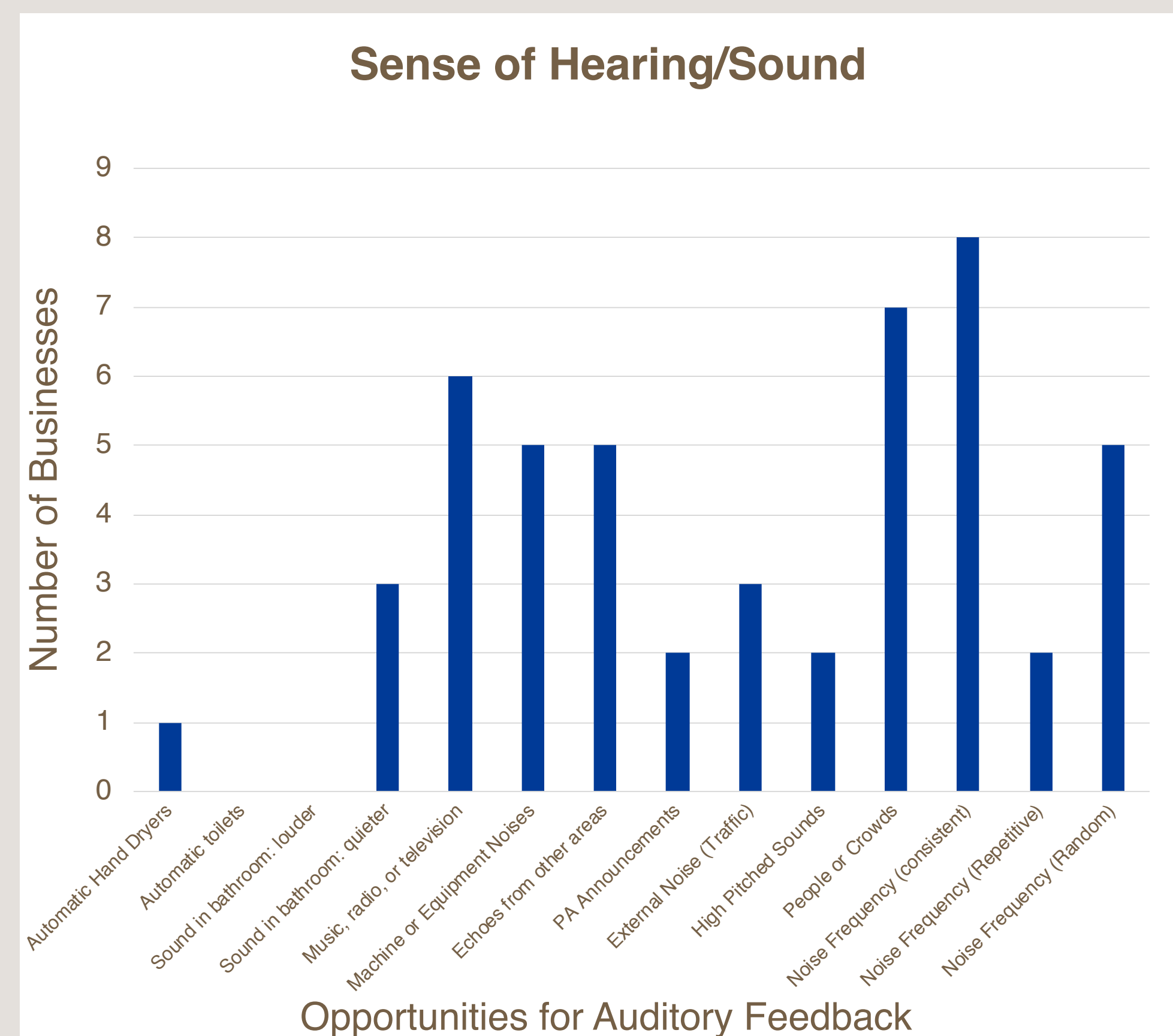
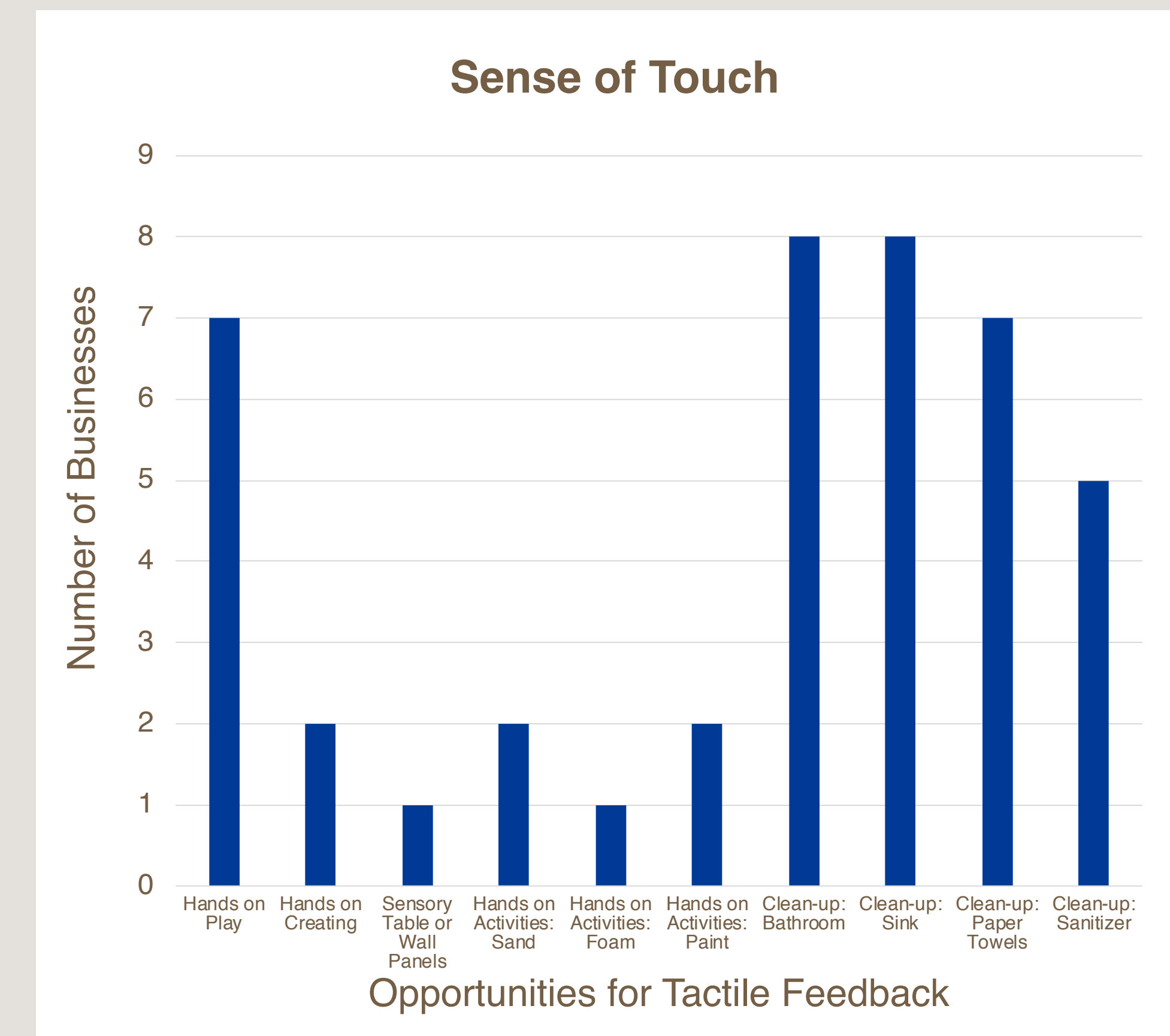
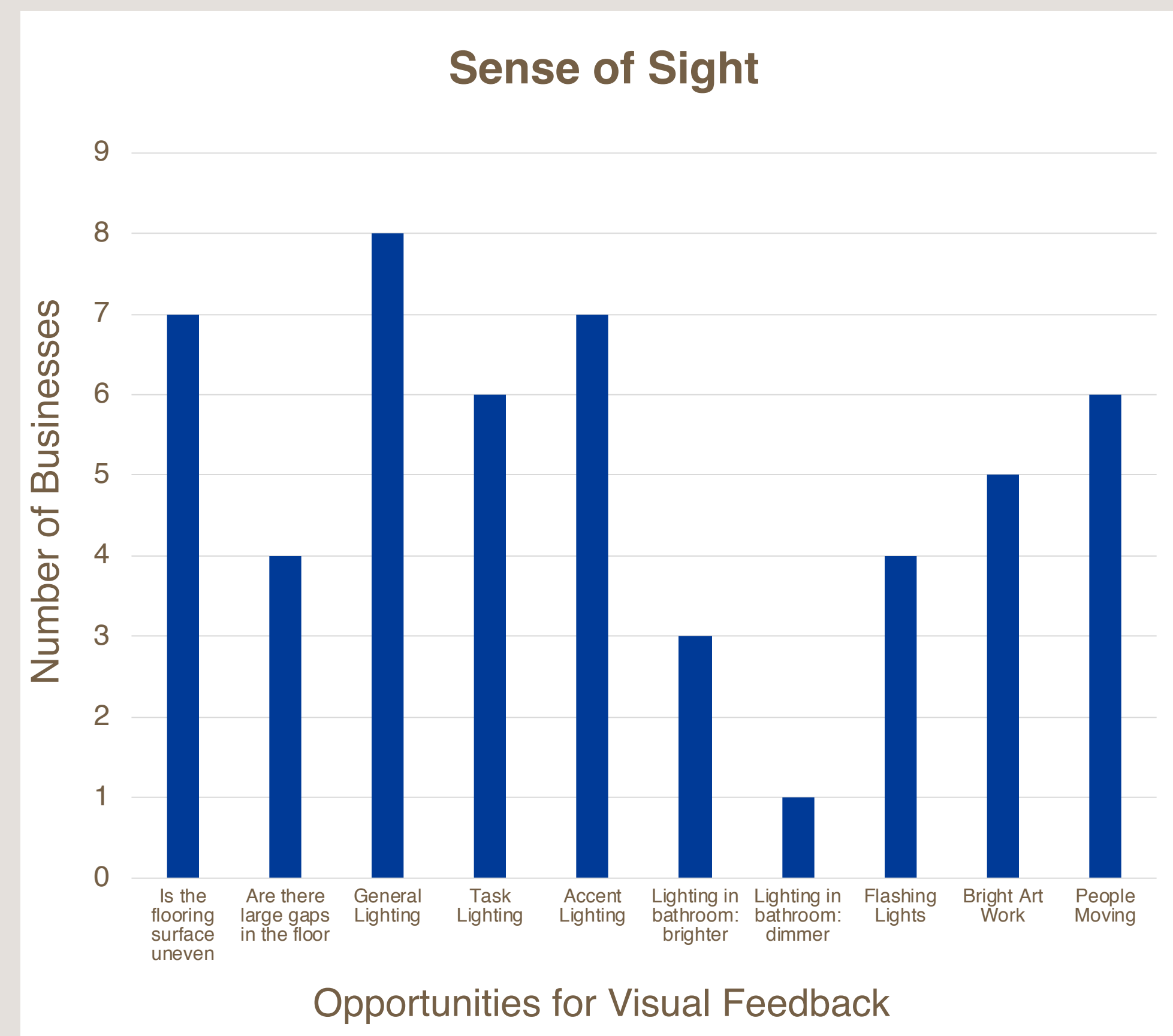
- Selected with external partner
- Seacoast New Hampshire area
- Verbal consent and collaboration throughout the assessment process

### Data Analysis:

- Categorized questions by sense in collaboration with pediatric OT faculty mentor
- Calculated frequency of item responses by number of businesses

Business Type	Business Purpose
Rage Room	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
Escape Room	A variety of rooms with different themes that have clues to solve a puzzle
Library	Access to books, magazines, computers, and other educational tools Children's room with toys and events catered to different ages
Indoor Rock Climbing	2 areas of rock-climbing walls with soft mats on the ground
Candy Store	Various types of candy and ice cream with eating area
Bowling	Bowling alley, arcade, axe throwing, and food area
Farm/Market	Indoor market with fresh foods, premade meals, petting zoo, play area, and fall festivities
Museum	Children's museum with a variety of activities to allow creative exploration
Toy Store	Small store with toys and games for children of all ages

## RESULTS



## FAMILY IMPACTS



## ACKNOWLEDGEMENTS

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