

MULTISENSORY ROOMS

Snoezelen



A VOTRE SERVICE DEPUIS 1995



(Feel, Perceive, Grow, Explore, Discover, Interact, Absorb, Dream...)

A space filled with lights, fragrances, sounds and colours.

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1. What are they?

A physically and cognitively accessible environment, full of elements to stimulate and trigger the arousal of the senses. Thus helping the people to understand their environment and themselves, which then leads to exploration.

The most basic way of interacting with our environment is through our senses and movement.

Since their inception they have become another way of approaching the disabled person, achieving very positive outcomes through relaxation and multi-sensory stimulation,

“There is nothing in the intelligence that has not first passed through the senses”.
Aristotle

The world perceived through our senses

Sensory stimulation techniques consist mainly of **stimulating the senses** to enhance their functioning and thereby achieve a greater response from the patients and a **better understanding of their surroundings and of themselves**.

A Multi-sensory Stimulation Room is one of the tools for working on stimulation but it must not be the only one.

The environment created in a multi-sensory stimulation room is especially useful for working with persons with **mild or serious cognitive impairment**.

Dementia makes it difficult for the person to **perceive and understand the environment** around them.

Sensory deprivation is a major aspect of the disorientation and confused behaviour in dementia.

Sensory stimulation **from the first stages** of dementia: deterioration of the senses and movement but also of the sensory integration process.

Stimulation up to the **last stages** of dementia: basal stimulation, stimulation of emotions and memories by working on primitive centres of the brain (the last systems of the body affected by dementia).

The room is a **safe and pleasant environment**. Disruptive behaviour has been shown to be reduced; and it is a place where users want to return. Professionals also feel more comfortable there, and in closer contact with the user.



2. The multi-sensory room will help you to work on...

- The senses - together or separately.
- Sensory integration
- Basal stimulation, in the most complex cases.
- Relaxation
- Emotions and memories.
- Developing self-confidence. Self-control.
- Promoting decision-making.
- Establishing good communications: understanding, description, relationships, lived experiences, etc.
- Responding to changing stimuli (visual, tactile, proprioceptive, etc.)
- Rhythm and movement with music and visual support.
- Incentivising the exploration of your creative abilities.
- Reducing changes and behavioural disturbances.
- Increasing attention span, concentration, anticipation, etc.
- Recognizing persons and objects.
- Memory and visual interpretation.
- Psycho-motor skills, Exploration of the environment, Gross motor skills, Fine motor skills
- Getting to know your bodies.
- ... and more



Working in multi-sensory environments

On many occasions [we do not need to resort to very elaborate activities](#), as the stimulation room will particularly benefit those persons with the most serious conditions.

The room is an excellent tool for basal stimulation, and so many of its activities consist of bringing the person into contact with somatic stimuli (vestibular stimuli). [No previous experience is required for these activities.](#)

Before undertaking any project it is essential to bear in mind the following points:

- The room must be located in a quiet and soundproofed area, to prevent noise disturbance.
- Access to the room must be easy and appropriately signposted.
- It does not need to be too big, as it is intended to be an intimate space. However, it must be very comfortable for both the user and the assistant.
- Natural light is not necessary. Indeed, it is preferable to use artificial lighting. On the other hand, ventilation is important - usually that provided by the door and a window that can be opened is sufficient.
- The room must not be multi-functional. Within a space of ample surface area many elements can be kept for a wide range of activities; for instance, customary psychomotricity activities for multi-sensory rooms. The space can be multi-purpose, but both types of activities must not be engaged in simultaneously as they are incompatible.

3. Types of rooms and benefits

Two types of relationships are developed during work in the rooms:

- Therapist-User: An individual, relationship of mutual trust is generated.
- User-Environment: By developing sensory control, a motor reaction may be triggered.

Aimed at:

Persons of any age with any kind of disability (intellectual, physical or sensory) or those suffering from different pathologies:

1. Users with disabilities

Genetic conditions (Down's Syndrome, Acoustic, etc.)

Neurological conditions (Blindness, brain paralysis...)

Occupational therapy centres.

Special education centres

Associations

Various pathologies: Development problems, ADD and ADHD, mental illness, brain damage, chronic pain, etc.

2. Elderly persons:

Day centres

Residential homes

Neurodegenerative illnesses (Alzheimer's, Parkinson's, etc.)

3. Children - Early stimulation (0-6 years)

Primary care centres.

New-born wards in hospitals and clinics.

Nurseries

Schools: PT classrooms (Learning Difficulties)

Relaxation workshops

4. Others:

Psychological therapies (for anxiety, stress, etc.)

Private use

Types of rooms:

1. White Rooms (Security, Relaxation, Comfort): These are the most common and widely used. Their main aim is to achieve relaxation and sensory stimulation through discovery and spontaneity.

2. Black Rooms (Luminosity, Sound, Stimulation): Facilitate learning (cause-effect, semantics, space-time orientation) the quest for surprises and movement.

3. Adventure Rooms (Movement, Noise, Play): The elements used (hanging elements, ball pools, psycho-motor modules, etc.) facilitate perceptive-motor and sensory activity.



4. Materials used

Bubble tubes

Strong visual, auditory and vibratory stimulation produced by the running motor and moving water.

Interactive tubes include a box with buttons for the user to control the colour and switch the bubbles on or off.

- Visual stimulation
- Light ON/OFF
- Eye tracking and concentration
- Cause-effect
- Colour sequences: attention, memory, anticipation, etc.
- Counting the balls
- Touching the tube (vibration)
- Gross motricity exercises, balance, crossing the middle line, etc.
- Combined with other elements in the room.
- Base
- Mirrors



Fibre optics

Fibre optic tubes are a strong visual stimulus. They shine and change colour.

- Visual stimulation
 - Lights ON/OFF
- Eye tracking and concentration
 - Colour sequences: attention, memory, anticipation, etc.
- Gross motricity exercises - searching for the fibre, placing it on the body or removing it.
- Fine motor skills exercises
- Tactile stimulation
- Relaxation
- Combined with other elements in the room.

With fibre optic cables: I touch, I relax, I see, I interact, I feel calm...



Image projectors

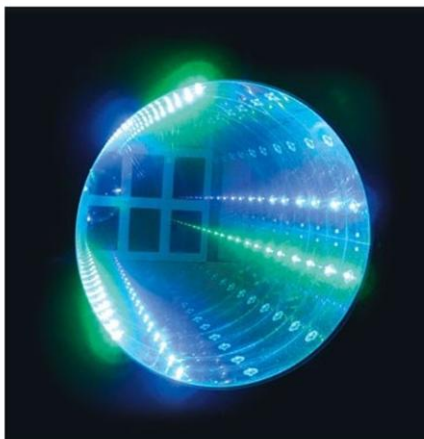
- Relaxation
- Recognizing persons and objects.
- Recall.
- Visual memory and interpretation: looking for matches, recognizing incomplete shapes, stopping the projector when a previously shown object appears, etc.
- Narration and communication: comprehension, description, relationships, etc.



Interactive panels

Converts voice into images
Converts my movements into images

- Visual stimulation
- Eye tracking
- Cause-effect
- Rhythm and movement with music and visual support.
- Voice practice: rhyming, imitating vocal patterns, etc.



Beds, poufs, vibrating sofas

Vibratory and vestibular stimuli.

- Music, noises of greater or lesser intensity with microphone, heavy breathing through the microphone, imitating the sound of one's heart beating, etc.
- Rhythm and other aspects that encourage language and communication, etc.
- Triggering responses to variations in volume, absence/presence of a stimulus.
- Relaxation



Aromas

- For stimulating emotions and memories. Accessing memories of people, places or situations related to olfactory sensations.
- Using aromas from daily life
- Providing various olfactory stimuli and waiting for a reaction.
- Associating smells with other factors. This helps to reinforce the person's attention span and alertness, tracking, memory, anticipation behaviour.
- Using the sense of smell in a range of activities and narrations. This promotes lived experiences and to remember them later (when the olfactory stimulus is found outside the room) etc.



Ultraviolet Light

Objectives of all kinds to gain the subject's attention better.

- Activities with different senses, ensuring the attention is on the stimulus.
- Discovering shapes, objects and textures that shine in the dark.
- Wearing white gloves, playing with the fingers and hands, picking up and holding objects, making shapes, etc. (body sketch, tactile stimulation, attention, eye tracking, hand-eye coordination, etc.).



Tactile items

- Conduct a relaxation session (music, massages, etc.)
- Tactile and vibratory stimulation: touching different textures, hugging or sitting on elements that vibrate when they are pressed, receiving or giving massages, etc.
- Displaying relaxing elements.



Musical Elements

Music for relaxing, classical music and music from different decades (1950s - 1980s).

- Relaxation
- Facilitates the creation of environments
- Auditory stimulation
- Dance and movement
- Non-verbal communication
- Looking back on one's life through the medium of music, evoking various memories.
- Enhanced attention levels, an effect often produced by music.



5. Suggested activities

Using the materials

The therapist must bear in mind a number of important considerations when using the materials. To evaluate the user's needs and place yourself in their stage of development, the starting point will be:

- Observing responses. When capturing the stimulus, we need to evaluate the response given by the user from various subtle nuances, which is more important than the number of acquisitions.
- Observe the responses when the stimulus is present and when it is absent.
Possible responses to watch out for:

- An alteration in the breathing pattern.

- The movements the subject makes:

- Turning the head, moving the hands, a slight muscular contraction.
- Closing eyes or blinking, if looking for or trying to touch something.
- Taking the object, holding it or letting it go; moving it or putting it in the mouth.
- Simply fiddling with it or examining curiously.
- If the subject is alert.
- Facial gestures made: changes of expression, smiling.
- Verbal signals given.
- Level of communication: more expressive or more receptive.
- Communicative code or channel used.
- Response time.
- Degree of motivation and tolerance of the stimulus.
- Degree of understanding.

Points to bear in mind:

- The variety of materials helps to develop curiosity, above all when a new element is introduced.
- The form of presentation is important to motivate interest and attract the subject's attention.
- The same type of material can be used for a range of stimulation purposes.
- The inclusion of this material and the objects they use every day in the user's space will facilitate the identification of the activities the person does, as well as the spaces in which they are done.

Classification of the stimulation material

When presenting the stimuli, we will need to take into account the body posture that helps the subject to perceive the stimuli; at the same time, the posture will need to be the one most consistent with their physical needs.

Respecting the ocular preference, which is the optimal distance at which the subject perceives objects, their auditory tolerance threshold; using the voice to move closer and for communication, as well as making it possible for the first tactile experiences to be pleasurable, to prevent possible rejection.

1. VISUAL STIMULATION

The aim of the activity is to check if the eye responds to a stimulus, to determine if one or other eye is dominant, to develop and reinforce voluntary eye control, promote reactions to light, promote visual contact, simulate eye tracking, etc.

It is important to pay attention to the subject's ocular preference (approaching from the side where the person has better vision so they notice our presence more easily) as well as observing the optimal distance from which they perceive objects.

If the subject does not show a clear response to light stimulus, continue with other visual stimuli; surprisingly at times, the response to brightly-coloured objects is better.

Suggested activities:

- a) Maintain repeated visual contact with the stimuli presented, both when moving and still, respecting the subject's visual field and the distance at which the subject can perceive the object.
- b) Track the object in horizontal, vertical, diagonal and circular movement.
- c) Locate the object, point to it or indicate where it is and/or grasp it.
- d) Discriminate between two or more objects...
- e) Contrast between darkness and light.
- f) Using a mirror or the mirror ball, reflect sunlight onto the subject's face.
- g) Artificial light: internal. Make light effects, focusing on the face with horizontal and vertical movements, encouraging the subject to search for the light, either at the ocular or manipulative level (if their motor skills permit).
- h) Using the fibre optic cable: watching, touching and handling it, etc.
- i) Brightly coloured and contrasting objects: noticing that an object is present, recognizing and/or identifying it. (Its chromatic tonality must contrast with the background or, if the object has more than one colour, the colour combination must be clearly differentiated.)

2. TACTILE STIMULATION:

The aim of this activity is to discover the awareness of one's own body by developing the various perceptions and using touch as another input channel for environmental information . Achieve a greater awareness of the subject's hands, fingers, arms, legs... recognition, exploration, discrimination, etc.

The material used in this area should have tactile features sufficiently contrasted and differentiated. We must ensure that the first tactile experiences are pleasant and gratifying to prevent any rejection.

Objects of different textures and shapes should also be easy to handle to facilitate access to users who may have difficulties in this respect.

Some examples of stimuli:

- Fabrics of different textures: wool, corduroy, cuddly toys...
- Laces, string, belts, strips of plastic, wood in the form of beads.
- Paper: in a range of textures and thicknesses.
- Heaters and ventilators: sensation of hot and cold air.
- Natural materials: Grass, straw, leaves, stones, sand, water...
- Lights: natural (sunlight), artificial (flashing blue lights, torches, etc.)
- Light-emitting objects: toys, tubes, spinning balls...
- Objects and materials with marked colour contrasts (black/white- red/white)
- Projecting slides.

Suggested activities:

- a) Recognizing objects by handling them and telling them apart.
- b) Using mittens to work on the body awareness through massage. Massage machines can also be used.
- c) Exercises involving touch, stepping, rolling, etc. on materials with different textures to develop their awareness of the different parts of their body. These activities can be done in other places, such as on the floor, the mat, etc.
- d) Start by gradually exposing the body to contrasts of hot and cold, progressively placing different parts of the body in contact: hands, feet, arms, legs, etc., in water and in air.
- e) Electrical devices that produce vibrations (vibratory beds or mats) to promote tactile body perception through the resonance of the object.
- f) Using body massages to help the subjects identify their own body and help them to differentiate it from their most immediate surroundings: their chair, the mat, the instructor, etc.

3. AUDITORY STIMULATION:

The aim of the activity is to achieve enhanced attention and concentration on sounds. Notice and respond to aural stimuli, discrimination, orientation to the sound source, recognizing and identifying voices, etc.

Materials:

- Natural sounds: opening and closing doors, water, etc. to help the subject become familiar with the space they are in and anticipate situations or actions in close proximity.
- Objects: Rattles, tambourines, maracas, bells, balls with built-in sounds, whistles, etc. Objects and materials that make sounds easily when they are dragged or dropped: made of metal, hard plastic, wood, etc. Objects that need to be activated in some way, toys with sound and light effects, music CDs, etc.

In relation to sound, it is important to bear in mind the auditory tolerance threshold and respect the user's sensitivity to the intensity of the sound and the sounds they will accept, to progressively extend these sensations if considered appropriate to do so.

With persons who are hearing-impaired or deaf, we will facilitate the integration of auditory stimuli by direct contact with the sound stimulus (vibratory resonance).

Suggested activities:

- a) Get the subject's attention (using a rattle, bell or other object that makes a sound) so they will look in that direction or search for the object with their hand.
- b) Objects with built-in sounds: Toys, CDs, etc.
- c) Visual reinforcement can also be included with small flashing lights to attract attention and make them easier to find.
- d) Have music accompanying an activity so users have another indicator to anticipate what will happen next. The music selected should be rhythmic with a clear start and finish. Music made using typical organs is not ideal (as it encourages the need to listen to it again more simply, or through a stereotype). Place visually attractive objects with sounds at reference points to work on recognition and location finding in space. These should be objects that make sounds easily when they fall, are dropped, dragged or struck. They help the person to perceive the proximity of what is happening around them. So not only should they be made of a material that emits sound, but also the space on which they are sounded must facilitate this.

4. OLFATORY STIMULATION:

The aim of this activity is for the user to become aware of the breathing process using the sense of smell as a new channel of information about their surroundings. Improve breathing ability and capacity, discrimination, etc.

Use items with strong and contrasting smells, associated with natural aromas: lemon, strawberry, eau de cologne, fruits, flowers, soap, etc.

- Objects: aromatic toys.
- Natural aroma atomiser...

Suggested activity:

Present the stimulus (smell) several times with a representative object, person or situation.

5. TASTE STIMULATION:

The aim of this activity is to stimulate the sense of taste and develop the processes of sucking, chewing, swallowing and the control of salivation.

Suggested activity:

Provide opportunities to have more taste experiences and progressively give the subject contrasting flavours (in small quantities) to increase their tolerance threshold and be able to widen the range of foods they can eat.

6. PSYCHOMOTOR STIMULATION:

This activity is to stimulate motor development while facilitating skills to explore the surroundings, manipulation, orientation and mobility; thus encouraging self-confidence.

Suggested activities:

Present numerous play situations to encourage subjects to move around in a risk-free environment where they can progressively extend the variety of movements they make, such as crawling, spinning, creeping, standing up and sitting down. Symbol games are also to be encouraged as they boost language skills and are beneficial for orientation in time and space.

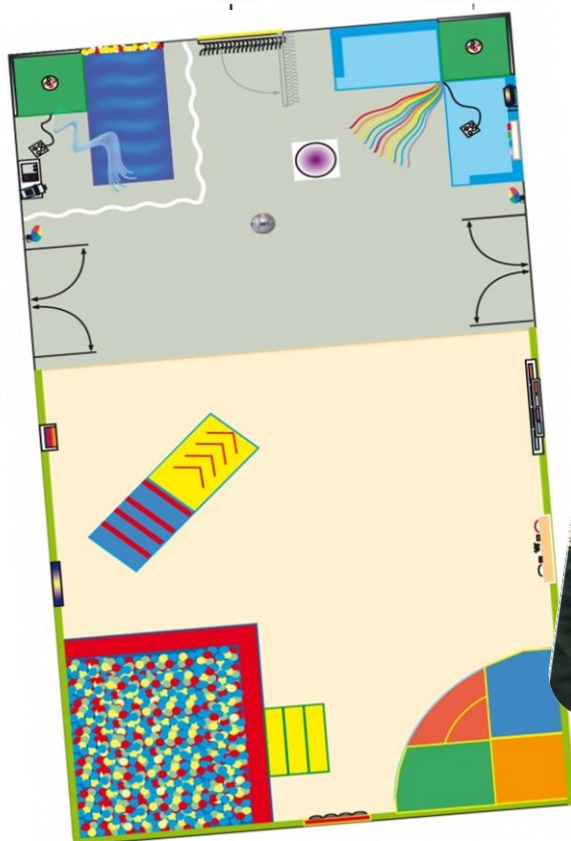
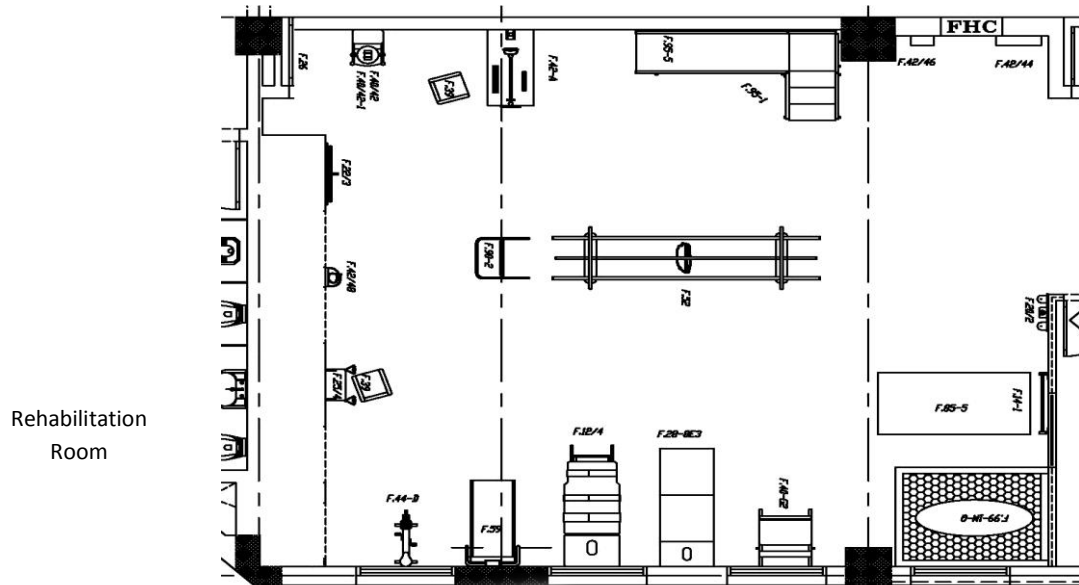
It is normal for users to become frustrated at times during the therapy at not being able to do some activity they want to do. In this case, the therapist must be at the person's side to provide support and make them feel accepted at those times too. This will lay the foundations of the person's self-confidence.

“Let’s make them aware of their environment, and feel through their entire being. Let’s create a stimulating environment, full of resources for action, to make them more active and then ... let them get on with it”

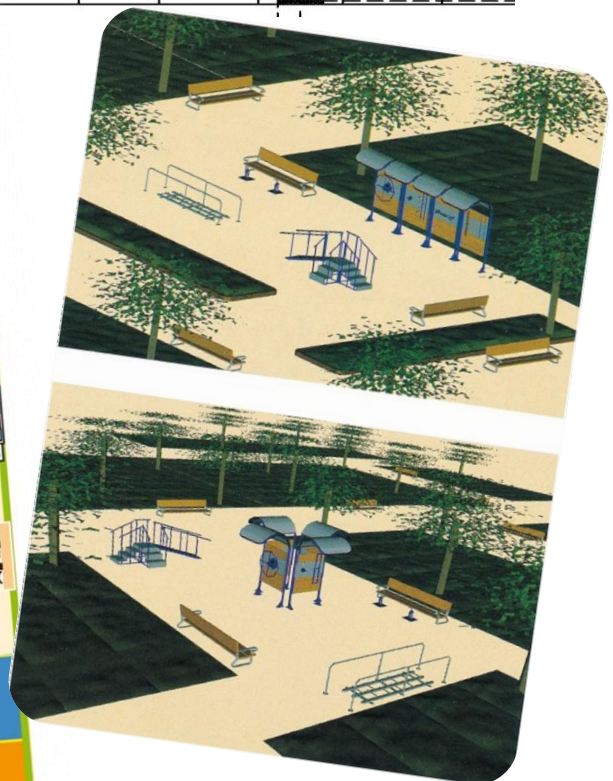
6. Consulting and Design

At **Ortotecsa** we work hard to adapt our products to maximize their functionality and thereby create spaces that are transparent and comfortable.

We support our distributors by designing with them, providing technical support and developing the plans required so that they can view their projects before implementing them.



Multi-sensory Room
(Snoezelen)



Park for the
Elderly

7. Certificates



Ortoteca holds the following certificates:

ISO 13485:2012 as manufacturer of medical devices and parks for the elderly.

ISO 9001:2008 as a quality company.

HEALTH LICENCE for manufacturing and importing **medical devices and Parks for the Elderly**.

EXPORT CERTIFICATE , including free sale, issued by the Spanish Agency of Medicines and Medical Devices.

"EXPERT PHYSIOTHERAPIST REPORT" - a technical review of our **Parks for the Elderly**.

All of our products comply with the requirements of the **CE Marking** as **manufacturers of Rehabilitation products and Parks for the Elderly**.

Rehabilitation Products declaration of compliance, in accordance with the **Directive 93/42/EEC** and its transposition to the Spanish Royal Decree 1591/2009, 16 October.

Parks for the Elderly declaration of compliance, in accordance with the standard **EN-16630** for permanently installed outdoor fitness equipment.



SNOEZELLEN ROOMS

Snoezelen rooms are physically and cognitively accessible environments fitted out to provide stimuli and trigger the arousal of the senses, thereby helping people understand the environment and themselves, leading to exploration.

Sensory stimulation techniques basically consist in stimulating the senses to enhance their functioning and thereby achieve a stronger response from the patients and a better understanding of the surrounding environment and the self.

The multi-sensory room will help you to work on...

- The senses - together or separately.
- Sensory integration.
- Basal stimulation, in the most complex cases.
- Relaxation.
- Emotions and memories.
- Developing self-confidence. Self-control.
- Promoting decision-making capability.
- Establishing good communications: understanding, description, relationships, lived experiences, etc.
- Responding to changing stimuli (visual, tactile, proprioceptive, etc).
- Rhythm and movement with music and visual support.
- Incentivising the exploration of one's creative abilities.
- Reducing changes and alterations in conduct.
- Increasing attention span, concentration, anticipation, etc.
- Recognizing persons and objects.
- Memory and visual interpretation.
- Psycho-motor skills, Exploration of the environment, Gross motor skills, Fine motor skills.
- Getting to know their bodies.

Aimed at:

Persons of any age that have any kind of disability (intellectual, physical or sensory) or who suffer from any of a wide range of pathologies:

1. Users with disabilities:

- Genetic conditions (Down's Syndrome, Acoustic E.T....).
- Neurological conditions (Blindness, brain paralysis....).
- Occupational therapy centres.
- Special education centres.
- Associations.
- Various pathologies: Developmental problems, Autism, Mental illness, Brain damage, Chronic pain, etc.

2. Elderly persons::

- Day centres.
- Residential homes for the elderly.
- Neurodegenerative illnesses (Alzheimer's disease, Parkinson's disease, etc.).

3. Children - Early stimulation (0-6 years):

- Primary care centres.
- New-born wards in hospitals and clinics.
- Nurseries.
- Schools: PT classrooms (Learning Difficulties).
- Relaxation workshops.

BUBBLE TUBES

Essential items in any multi-sensory room, they provide relaxation in addition to visual and tactile stimulation.

Provide smooth changes in colour through the effervescent water column.

Touch the tube and you will feel the vibration from the movement of the bubbles.

Bubble tubes help to recreate surroundings in which the colours, vibration, reflections and interactivity open up endless possibilities for visual tracking, motor skills training and cause-effect relationships.

They can be combined with plants and water systems to add to their attractiveness, which can also be achieved by placing many tubes in a row on the same base.



PASSIVE BUBBLE TUBE – EM.3306

Bubble columns with automatic colour switching. The colours are repeated in cycles with no need to operate a switch. 120 x 10 cm.

Voltage: 220-240V / 50-60Hz + 110-127V / 50-60Hz.

INTERACTIVE BUBBLE TUBE (4-BUTTON CONTROL UNIT):

1.2 m. (REMOTE CONTROL UNIT WITH CABLE) – EM.3307

1.75 m. (REMOTE CONTROL UNIT WITH CABLE) – EM.3308

1.75 m. (WIRELESS CONTROL UNIT) – EM.3308/1

2 m. (REMOTE CONTROL UNIT WITH CABLE) – EM.3309

The interactive bubble towers are equipped with 4 buttons (27 x 7 x 20 cm.) to control the colour and bubbles.

The interactive tube has an automatic sequence whose speed can be increased or reduced.

Press any of the colour-control buttons to change it and make the bubble tube change colour: red, yellow, green and blue.

Voltage: 220-240V / 50-60Hz + 110-127V / 50-60Hz.

PORTABLE BUBBLE TUBE – EM.3325

Bubble columns with automatic colour switching. 66 x 12 cm.

Voltage: 220-240V / 50-60Hz + 110-127V / 50-60Hz.



BUBBLE TUBES



COLOURED BALLS FOR BUBBLE TUBES – EM.3329

COLOURED FISHES FOR BUBBLE TUBES – EM.3330

12 fish or 15 balls that bob and down and wind through the bubbles in a serpentine motion. Totally transform the bubble tube with this accessory. The bubbles drive the fish and balls upwards, then they descend gently, creating a relaxing effect before they rise again. An extra stimulating effect.



SAFETY STAND FOR BUBBLE TUBE – EM.3331

Can be fastened to the wall to hold the bubble tube more securely.
21 x 40 cm.



BUBBLE TUBE LIQUID – EM.3333

Helps to prevent bacteria and algae from accumulating in the water inside bubble tubes, enhancing the clarity and quality of the water. 25 litres.

DRAINING PUMP – EM.3332

Empties the bubble tube easily.

SQUARE BASE: FOR 1 BUBBLE TUBE

1x1x0.5 m.- EM.3335/1

FOR 2 BUBBLE TUBES

1.2x1.2x0.5 m. – EM.3336/1

All of our bubble tubes are fitted with their own suction stand; however, we recommend you attach them to one of our padded bases so users can get closer to them and be seated comfortably around the tube.

ACRYLIC MIRRORS – EM.3600

Ideal for creating an optical illusion around the space.

For example, placing the mirrors in a corner with a bubble tube will create the impression of having several bubble tubes.

Shatterproof mirrors with wooden backing so the image does not appear distorted.

Supplied in any size and any dimensions (to cater for customer needs) up to a maximum size of 2.40 x 1.20 cm.



FIBRE OPTICS

The constant changes of colour are beneficial for the attention span and focus of the user and are particularly useful for persons with visual disability because they provide great visual stimulation.

Some suggested activities for fibre optics equipment: observation, touching, handling.

NB. Biting, sucking etc are not recommended.

FIBRE OPTICS:

100 UNITS (2 m.) - EM.3346

200 UNITS (2 m.) - EM.3354

400 UNITS (4 m.) - EM.3357

Fibre-optic ensembles that change colour along their entire length.

Light source required for operation.



FIBRE OPTICS FOR UV LIGHT (2 m.) - EM.3358

An ensemble of one hundred fibre optic elements that change colour constantly along their full length.

Shine especially brightly in ultra-violet light.

Light source required for operation.



FIBRE OPTICS LIGHT SOURCE - EM.3365

INTERACTIVE LIGHT SOURCE WITH CONTROL UNIT - EM.3367

The model EM.3365 provides a random cycle of colours for the fibre optics, whereas the interactive model EM.3367 allows the fibre optics' colours to be selected using the remote control supplied.

Voltage: 220-240V / 50-60Hz + 110-127V / 50-60Hz.

FIBRE OPTICS



E.M.3376



FIBRE OPTIC SHOWER WITH LIGHT SOURCE – EM.3376 INTERACTIVE FIBRE OPTIC SHOWER WITH LIGHT SOURCE – EM.3376/1

Its dazzling effects will make quite an impression on you.
Can be used sitting down or standing up.
183 x 60 cm² – 200 rods
Includes a light source and chains to attach the unit securely to the ceiling.
Voltage: 220-240V / 50-60Hz + 110-127V / 50-60Hz.



E.M.3386

FIBRE-OPTIC CURTAIN – EM.3381

EM.3381

Impressive fibre-optic curtain – 90cm wide.
Includes 100 fibre rods, light source and bracket.
The wall bracket enables the curtain to be rotated through 90 degrees.
Voltage: 220-240V / 50-60Hz + 110-127V / 50-60Hz.

FIBRE OPTIC CURTAIN (m2) – EM.3390

Its bright fabrics create an impressive effect, providing an extraordinary visual and tactile experience.
Maximum dimensions we can supply are 2 x 4 metres.
Light source required.

EM.3390



STAR-SPANGLED CURTAIN – EM.3386

The coloured stars shine and change constantly.
The controller enables you to control a range of functions: shining, speed and 6 night-sky effects.
2 m. long x 1 m. high. 48 LEDs
Includes light source.
Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60Hz transformer required.



INALAMBRIC SYSTEM

Now you can control all bubble tubes and fibre-optic devices wirelessly.

It's very simple: Combine up to 4 elements of your choice and control them at the same time or separately using 1 remote control unit.

You will need:

For example:

Combines with the fibre-optic screen, the star-spangled mat, and two fibre-optic rods.

You will need: One controller of your choice + the screen + the mat + the two fibre-optic rods with their light sources. (Apart from the rods, all of the other fibre-optic elements have a built-in light source already).

Now you can combine 2 bubble tubes, a fibre-optic rod and the star-spangled mat.

You will need: 2 bubble tubes + wireless receiver for each tube (no controller needed as it is built into the tubes) + wireless receiver for each tube + fibre optic rod and light source + star-spangled mat.

A CONTROLLER:

4 - button control handset.
Or 1 cube.
Or 1 joystick.



ELEMENTS YOU CHOOSE:

BUBBLE TUBE (Wireless receiver required)
FIBRE OPTIC RODS OR MATS/SCREENS (with their respective light sources)

Combine up to 4 at a time!

And remember, our bubble tubes have a built-in 4-colour remote control handset, so no other control unit is required.

WE CAN HELP YOU TO SELECT THE PRODUCTS THAT BEST RESPOND TO YOUR NEEDS.

FOR MORE INFORMATION PLEASE CONTACT WITH US



INTERACTIVE PANELS



Interactive panels are ideal for developing communication and cause-effect relations. They combine stimuli and responses through colours, music, touch and light.

These are very appropriate resources for persons with visual and auditory discrimination impairment, for improving the attention span, providing tactile stimulation, etc.



THE ENDLESS TUNNEL – EM.3401

The Endless Tunnel is an optical illusion that is sensitive to sound, which presents the user with colours that give an impression of unlimited depth and provides visual stimulation. In addition, if the screen is touched this can even double the effect of the lights.

A large cause-and-effect toy that stimulates voice communication. Operates in different modes that enable different colour responses and images to be formed by different sounds.

Sensitivity control unit and microphone included.

Can be mounted on a wall or placed on the floor. 61 cm².
Voltage: 220-240V / 50-60Hz + 110-127V / 50-60Hz.



MULTI-COLOUR LADDER – EM.3411

Comprises 15 coloured steps that change colour whenever anyone makes a noise such as clapping, shouting or singing.

The colour staircase is one of the speech therapist's favourite instruments as it encourages vocalization, breathing control and volume control using a simple visual effect.

Voltage: 220-240V / 50-60Hz + 110-127V / 50-60Hz.

107 x 38 x 20 cm.

OPTIONAL ACCESSORY:

MASKS FOR THE COLOURED STAIRCASE – EM.3411/1

3 masks that bring the steps to life.



LIGHTSHOW PANEL – EM.3421

Interactive element that responds to the user's voice or ambient sound. Some or other colours are activated, depending on the tonality, forming an effect that could be described as a "colour storm".

The warm colours (red, orange, yellow) will be activated by bass sounds while the colours at the cold end of the spectrum (green, blue and purple) are triggered by high-pitched sounds.

Can be activated using a microphone (not included). Equipped with a socket for connecting another external microphone if desired.

Voltage: 220-240V / 50-60Hz + 110-127V / 50-60Hz.
60 x 60 x 10 cm.

MUSICAL PANEL - EM.3422

Each time a colour square is pressed on the panel or stepped on if placed on a rug, the coloured panel lights up and a note or musical sound is emitted. 16 different sound and note options. There are also 2 personalized modes for recording one's own sound bursts or compositions. Voltage: 220-240V / 50-60Hz + 110-127V / 50-60Hz. Rug 90 x 140 x 8 cm., Panel 92 x 60 x 17 cm.



EM.3423

PALETTO - EM.3405

Ideal for cause-effect experiences and listening, concentration and recognition skills.

Comprises 8 groups of sounds (64 sounds in all) of musical instruments, sounds from daily life, etc.

The sounds can be used to tell stories, for example.

Amplifier and speakers included. Adjustable volume.

122 x 86 x 8.5 cm.

Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60Hz transformer required.



EM.3422

SENSORY GRAVITY PANEL - EM.3424

Designed to provide as much tactile stimulation as is needed while the child is having fun.

Also ideal for visual stimulation and the development of fine motor skills.

90 x 100 x 18 cm.



LIGHTS AND AROMAS PANEL - EM.3423

Ideal for stimulating the senses of smell and sight.

By pressing on one of the 4 lights or push-buttons, the player is rewarded with a pleasant fragrance. Ideal for exercising the memory since certain smells can be linked with certain colours or environments.

Can be placed on a table or wall. 61 x 30 x 20 cm.

Voltage: 220-240V / 50-60Hz + 110-127V / 50-60Hz.



INTERACTIVE PANELS



INTERACTIVE SYSTEM – EM.3426

Interactive education equipment which develops mobility, visual-motor coordination, perception and capacity of response through fun and learning.

All you need is an internet connection to use it. The interactive system projects a wide variety of dynamic games that enable the users to interact with the images and sounds in real time.

Very easy to use. An important tool for Snoezelen rooms, used in therapy and rehabilitation centres, schools and colleges, retirement homes, etc.

Includes a projector with a built-in movement sensor and computer. It is designed to allow for a wide range of applications in any room on a clear smooth surface (floor, tables, beds, wheelchair trays or any horizontal surface).

The size of the image displayed (approximately 2 x 3 m.) will depend on the height at which the device is suspended.



INTERACTIVE PLATFORM FOR DOWNLOADING GAMES AND APPS



Includes:

- Rehabilitation pack with 16 interactive games and 25 different levels.
- Movement detection system.
- Short-range projector.
- Built-in computer.
- Easy-to-use remote control (similar to a TV)
- USB, VGA jacks and LAN, audio interfaces.
- Can be suspended from the ceiling.
- Power lead.
- User manual.

Rehabilitation Pack:

Designed for rehabilitation centres and in particular for Snoezelen rooms: Both for children with different degrees of impairment and for elderly persons, stimulating the participants' senses.

The games in this pack have been developed in collaboration with specialists in the fields of special education, rehabilitation and physiotherapy in a wide range of rehabilitation centres, adapting to the specific needs of these users.

Lively, bright colours, larger active elements, slowed-down movements. This makes the games more accessible for special education needs.

The applications provide two difficulty levels to choose from. The user is rewarded with a round of applause when the exercise is performed successfully.

Available voltages: 220-240V / 50-60 Hz, 110-127V / 50-60Hz.

Features of the activities:

- Focused on visual attention and motor skills.
- Development of spatial orientation.
- Encourages the expression of positive emotions.
- Develops major motor skills.

The projector is the heart of the multi-sensory space, projecting slowly moving images and drawings on walls, the floor and any element in the way; creating a relaxing space, completely bathed in light.



STAR PROJECTOR - EM.3445

Laser projector that lights up the ceiling with hundreds of points that move slowly over a blue cloudy background, simulating a starry sky. Includes two adjustable glass lenses.
Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60Hz transformer required.



SPACE PROJECTOR - EM.3440

Projects a pleasing circular image with liquid-like effects in a darkened room. The images can be projected onto the ceiling or walls.
Produces an interesting effect for the audience to follow with their eyes and for working with colours.
Includes 1 liquid wheel.
Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60Hz transformer required.



SPECIAL EFFECTS PROJECTOR - EM.3430

The projector is supplied complete with its own rotating wheel (6" or 9" diameter), which can be speeded up, stopped or put into reverse.

Voltage: 220-240V / 50-60Hz + 110-127V / 50-60Hz.
14 x 24 x 38 cm.

PROJECTION DISCS:

FACIAL EXPRESSIONS - EM.3455/2

THE SEA BED - EM.3455/3

FARM ANIMALS - EM.3455/7

FRUITS - EM.3455/9

FIREWORKS - EM.3455/10

6" DISC STORIES:

THE THREE LITTLE PIGS - EM.3459

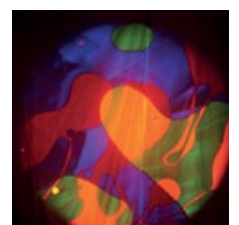
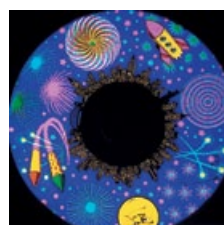
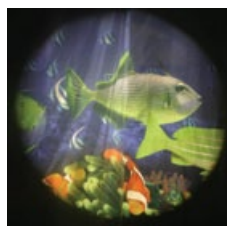
CINDERELLA - EM.3459/1

LIQUID PROJECTION DISC - EM.3460

6" projection discs, used with projector EM.3430, which turns the discs slowly, projecting their contents.

These provide a great visual stimulus.

They demand little intellectual capacity of concentration, which enables users to relax with the images without needing to anticipate or decipher the shapes or patterns of the objects.



LIGHTS AND ACCESSORIES



PROJECTION BROLLY – EM.3480

White umbrella that enables you to create a projection screen instantly.
123 cm. in diameter.



PROJECTION IGLOO – EM.3490

Projection surface ideal for creating a special atmosphere in which the child will want to sit or lie down.
Dimensions: 190 x 100 x 100 cm.



PROJECTION SCREEN – EM.3485

Projection screens have a dual action as the image is projected onto the surface and also through the material.
Ideal for fitting above a water bed, for sitting or lying down inside and relaxing with the colours.
Dimensions: 200 cm. high x 280 cm. wide – Includes ceiling attachment.

VISUAL STIMULATION



MULTI-COLOURED BALL – EM.3507

Great for cause-effect relationships.
Turns slowly, displaying a wide variety of coloured lights.
The ball is activated by pressing the switch and will continue to turn for as long as it is pressed. 12V.



MIRROR BALL 30 CM DIAMETER WITH MOTOR – EM.3500

Ideal for tracking activities in a sensory room.
Designed to provide relaxation, visual stimulation and balance.
Thousands of lights are created when a spotlight is focused on the mirror ball.
The ball is attached to the ceiling and spins slowly powered by a motor.
Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60Hz transformer required.

SPOTLIGHT FOR MIRROR BALL - EM.3510

Spotlight ideal for use with a mirror ball.

Aim the beam of light at the underside of the ball to create points all over the floor and walls.

Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60Hz transformer required.



EM.3510



EM.3511

MULTI-COLOUR SPOTLIGHT - EM.3511

Spotlight ideal for use with a mirror ball or can be used separately.

Wide range of colours. Comes with an infra-red remote control handset to control the colour, darkening, light, on/off and sound activation.

Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60Hz transformer required.



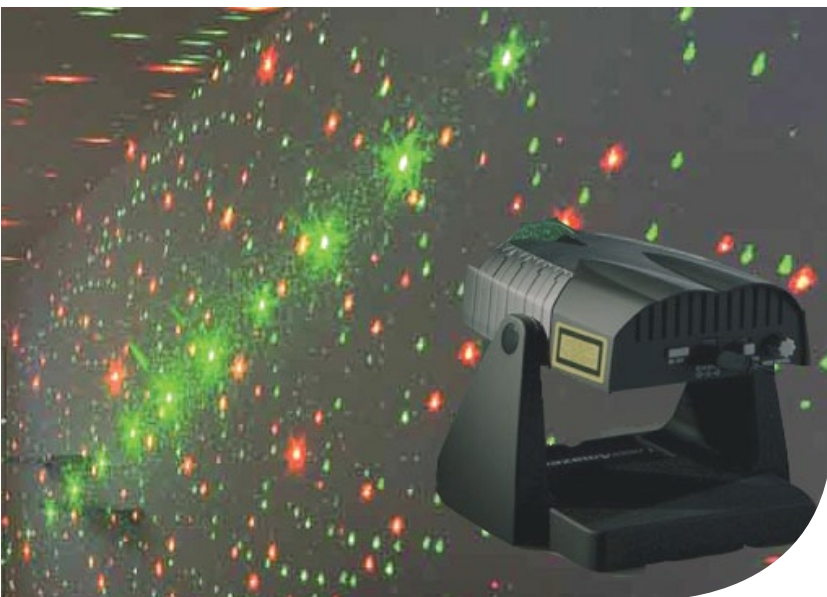
EM.3520



LED SPOTLIGHT - EM.3520

Ideal for lighting small rooms and adding a touch of colour. Bright coloured, alternating reflectors with adjustable speed.

Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60Hz transformer required.



LASER SHOW SPOTLIGHT - EM.3521

Creates a spectacular projection of between 3 and 30 metres in width with multi-coloured lasers.

Includes 4 different lenses and 39 projection combinations. Choose the lens, select the speed and let the show begin!

Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60Hz transformer required.

16 x 15 x 13 cm.

WATER SPOTLIGHT - EM.3522

Projects multi-coloured water images.

Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60Hz transformer required.

25 x 28 x 25 cm.



LIGHTS AND ACCESSORIES



ULTRAVIOLET



ULTRAVIOLET LIGHT - EM.3526

Powerful portable torch with two UV tubes that emit a high-intensity ultraviolet light. Rechargeable. Creates striking effects in dark rooms. Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60Hz transformer required. 24 x 15 x 8 cm.

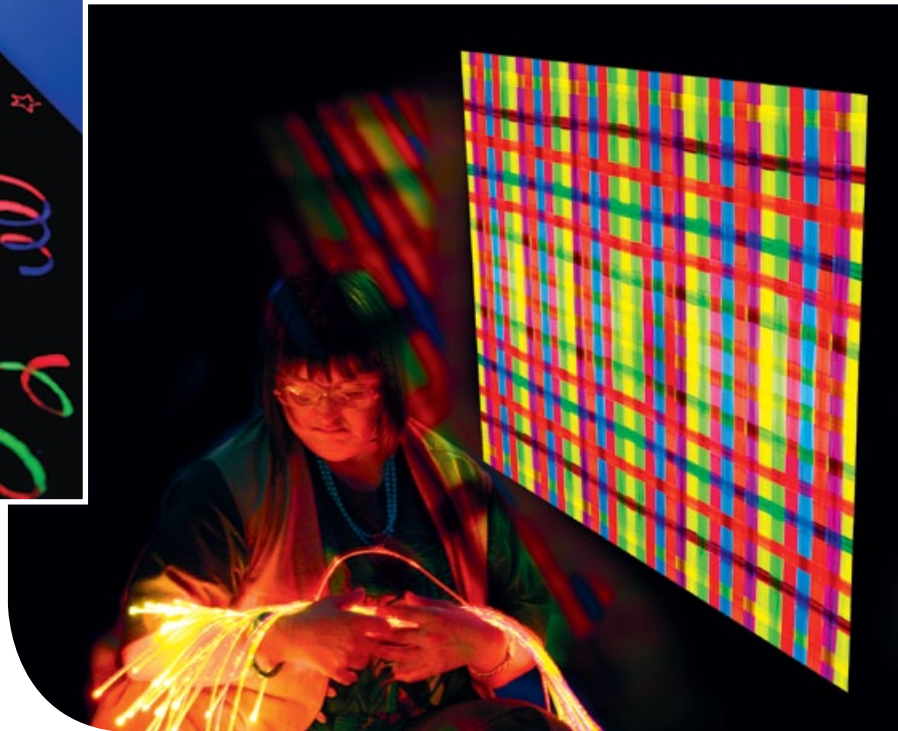


ULTRAVIOLET LAMP - EM.3527

Low output for close-up work. 17 cm.

UV SCREEN/MAT (m2) - EM.3395

Mat woven with fluorescent coloured threads. Very soft to the touch. Supplied in m2, to be laid in just one part of a room or to cover the whole floor area. We recommend it be used in conjunction with an ultra-violet light: EM.3526 or EM.3527.



UV MAT/CURTAIN - EM.3529

Can be used as mat on the floor or on the wall to create the effect of stained glass window. 1 m2.



UV CAVE - EM.3528

A portable, fold-away cave. Ideal for sensory stimulation and perception games. Dimensions: Cave dimensions- 1 x 1 x 1 m. Tunnel dimensions: 1.5 m. long x 48 cm wide.

LIGHTS AND ACCESSORIES



LUMINOUS TOYS (set of 6) - EM.3531

Set of 6 soft figures with LED light that changes colour.



UV MUSICAL MIRRORS ROUNDABOUT - EM.3532

Strips of UV-sensitive acrylic mirrors. Each strip has a bell that chimes when it spins. 23 x 20 cm.



UV COMMUNICATION SET - EM.3939

Paints, Felt-tip Pen, Letters and Markers, all of which are UV light-sensitive.



UV PROPIOCEPTION SET - EM.3940

Fluorescent wrist bands, mitts, cloak and gloves.



GROSS MOTOR SKILLS SET - EM.3941

Football, beanbag, scarves, balls and a Slinky.



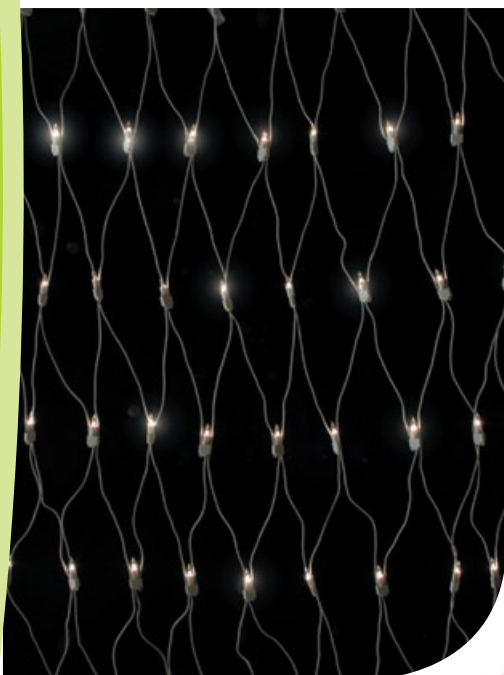
FINE MOTOR SKILLS SET - EM.3942

Tube with objects, plastic springs and knots game, all of which are light-sensitive.

LIGHTS AND ACCESSORIES



ACCESSORIES



STAR-SPANGLED CEILING - EM.3535

Network of small lights with different effects that flash on and off in different sequences, intermittently waxing and waning.

122 x 183 cm.

Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60Hz transformer required.



SHINY CURTAIN - EM.3540

A curtain of metal strips that flutters in a light breeze that can be supplied by a fan.

An attractive way to divide spaces in a multi-sensory room. 240 x 94 cm.

MAGIC FAN - EM.3545

Magic fan that produces moving colours. 2 x AA. 11 cm.



RAINBOW BALL - EM.3550

Each time the ball moves, the lights come on for 10-15 seconds. 7 cm. diameter.



FANTASY BALLS - T.P.1945

A bag of 12 foam rubber balls in attractive and varied colours. 65 mm.



MAGIC BALL, BATTERY-POWERED - EM.3551/1

Tactile and visual ball. Changes colour when squeezed with the hand. Very effective especially in dark environments. Fits perfectly in the palm of an adult's hand. 2 x AA. 8 cm. in diameter.



MUSICAL MIRRORS ROUNDABOUT - EM.3553

Spinning wooden frame with shiny chiming mirrors. 23 x 20 cm.

STIMULATION SMELL & HEARING

SOUNDS AND SMELLS EMITTER - EM.3585

7 natural sounds, including rainfall and heartbeats. 4 different fragrances that will activate, relax and revitalize.

Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60Hz transformer required.
10cm x 16 x 20 cm.

EM.3585



AROMATHERAPY BURNER - EM.3590

Through the burner, the essential oil is vaporized to create an aromatic and pleasant environment. A few drops will vaporize the essences to create a fragrance-filled room.

Automatic cut-off when the water is used up.

Timer: 2 and 4 hour settings.

Ambient light in 5 interchangeable colours.

Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60 Hz transformer is required.



EM.3590

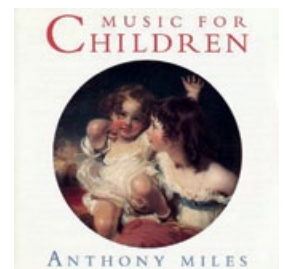
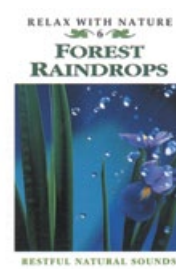
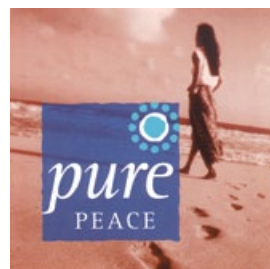
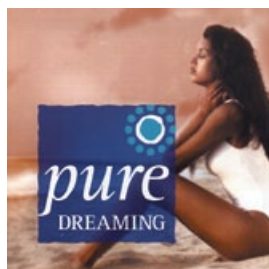
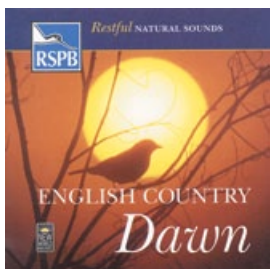
AROMATHERAPY KIT WITH 12 ESSENCES - EM.3592

Wooden case with 12 different fragrances.

Extra-large bottles containing 100 ml. of essential oil. Balsamic and stimulating.

Aromas: Cinnamon, Coconut, Strawberry, For Kids, Lavender, Lemon, Orange, Pine, Roses, Spa, Vanilla and Violets.

Recommended for use with the EM. 3590 incense burner.



PERFORATED BALL:

12 CM - T.P.1940

16 CM - T.P.1941

Plastic, semi-rigid perforated ball with a metal bell inside to work on sound stimulation. The ball cannot be accessed from the outside.



SOUNDS OF NATURE CD - EM.3571

OCEAN CHILL-OUT CD - EM.3572

PURE CHILL-OUT CD - EM.3574

SOUNDS OF THE FOREST CD - EM.3575

MUSIC FOR CHILDREN CD - EM.3806

See our MUSIC THERAPY section for more auditory stimulation items.

LIGHTS AND ACCESSORIES



TACTILE STIMULATION



DE-STRESS FIGURES – EM.3250

Set of 4 attractive silicon figures that will help reduce stress. (Die, heart, pig and ball).

EM.3227



TOUCH BALL – EM.3227

SPAGHETTI BALL FOR STIMULATION – EM.3228

Perfect for tactile and visual stimulation and for use to reduce stress. 8.5 cm.



SENSORY BALL:

6 cm. size – EM.3220

8 cm. size – EM.3221

9 cm. size – EM.3222

10 cm. size – EM.3223

22 cm. size – EM.3224

16 cm. SENSORY ROLLER – EM.3225

16 cm. SENSORY HOOP – EM.3226

With protruding shapes to provide sensory stimulation, these are ideal for massaging or stimulating different parts of the body, for relaxing, improving blood circulation, etc.

E.M.3228



SENSORY BALL:

55 cm. size – EM.3205

65 cm. size – EM.3206

75 cm. size – EM.3207

100 cm. size – EM.3209

Its surface with hundreds of protruding shapes are especially important for stimulating blood circulation, rehabilitation exercises, gymnastics, massages and help with relaxation processes and sensory stimulation.

Also recommended for working on balance and coordination.



TEXTURE MITTS - EM.3229

8 hand mitts with 8 different textures.

TOUCH CIRCUIT - T.P.1686

Each part has its own colour and texture; an excellent game that also allows us to work on sensations of the feet.

Six slabs 32 x 30 cm.



1.- JACKNOBBER MASSAGER - EM.3235

2.- KNOBBER MASSAGER - EM.3236

3.- PALM MASSAGER - EM.3237

Use its protruding knobs to massage tense muscles, stiff necks, tired or painful shoulders, back, arms or legs.

The smallest ball exerts the deepest pressure and therefore gives a more intense massage, while the largest ball exerts more gentle pressure.

Specially designed to fit the physiotherapist's hand to reduce the risk of RSI from over-use. Its design enables it to be used on clothing or with massage oil directly on the skin.



DE-STRESS MASSAGER - EM.3230

Its ergonomic design and tactile sensors provide a relaxing massage through vibration that will give a feeling of relief and well-being, thereby reducing accumulated stress and tension.

MASSAGE TUBE - EM.3240

Flexible and vibrating.

Battery-powered. The user can apply vibration to their back.

2 speeds. 58 cm.



WEIGHTED BLANKET:

LARGE - EM.3603

SMALL - EM.3605

The weight is evenly distributed through the blanket, which provides proprioceptive feedback for persons who need extra pressure.

Machine-washable cover.

EM.3603 - 152 x 84cm. 4.5 kg.

EM.3605 - 86 x 66 cm. 2.4 kg.



LIGHTS AND ACCESSORIES



PORTABLES EQUIPMENT

PORTABLE SNOEZELENT EQUIPMENT (DELUXE) - EM.3896

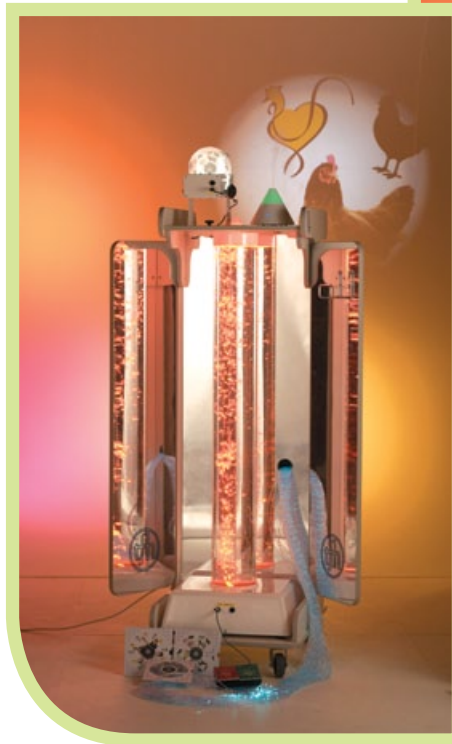
PORTABLE SNOEZELENT EQUIPMENT (BASIC) - EM.3897

Portable, versatile sensory experience for any space. The Portable Distraction Station is ideal where space is at a premium, such as in hospitals and nursing homes. Converts waiting rooms, treatment rooms and bedrooms into relaxing, distracting and empowering Multi-Sensory Environments. It can be moved easily from room to room on its sturdy wheels and requires only one plug to transform the room with the 'Big 3' Multi-Sensory items: Bubble Column, Projector and Fibre Optics. Measures: 70 x 45 x 58 cm.

Voltage: 220-240V / 50-60Hz + 110-127V / 50-60Hz.

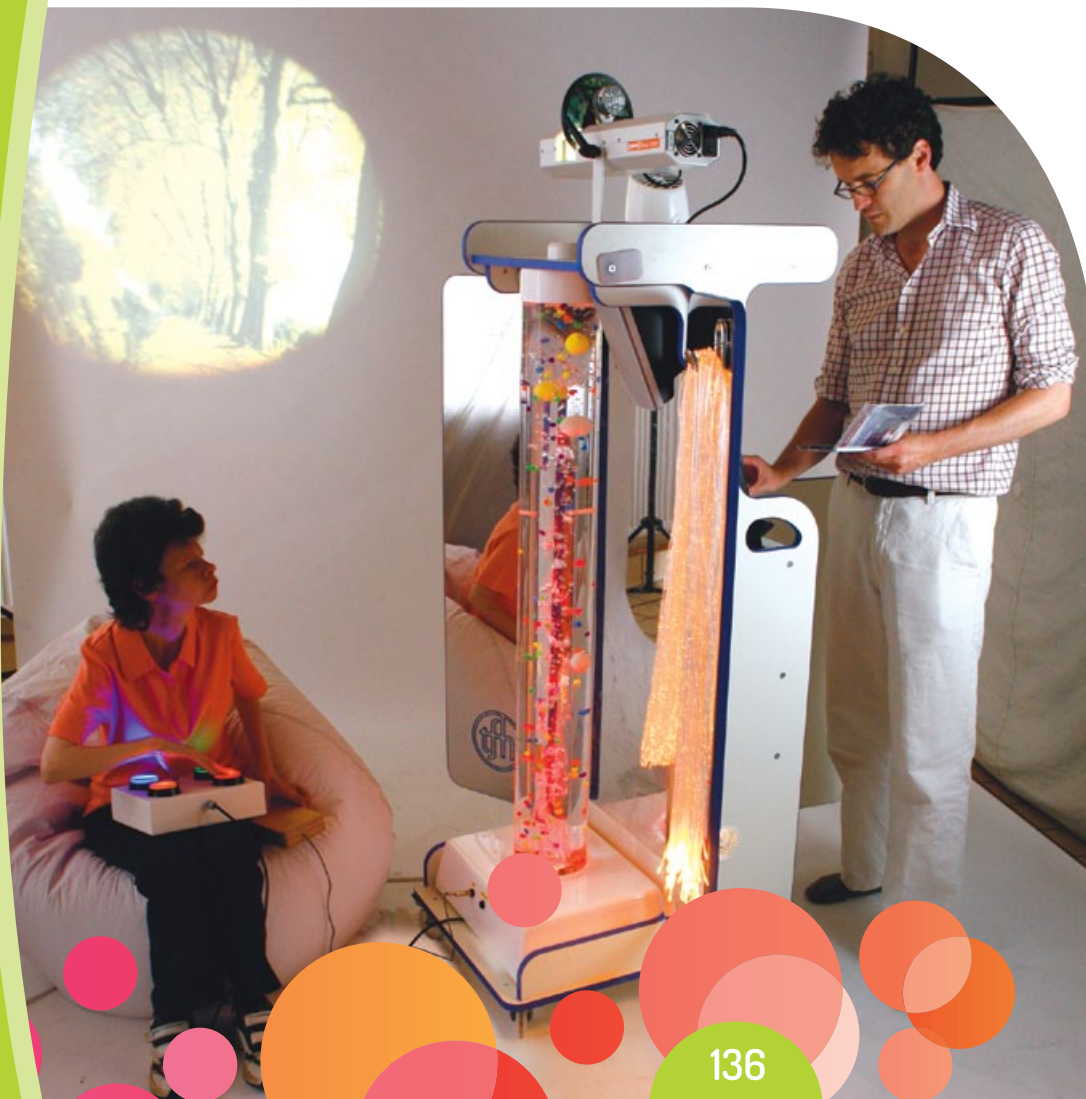
EM.3896 Deluxe Includes:

- Portable Unit
- Stand and Cabinet with Integrated Hi-Fi & Speakers
- Interactive Bubble Column 1,2m + controller buttons
- Projector + 3 effect wheels
- 100-Tail Fibre Optics with Light Source
- Ping Pong Insert and Ball Switch
- Aroma Diffuser and Aroma Kit



EM.3897 Basic Includes:

- Portable Unit
- Active Bubble Column 1,2m + On/Off Switch
- Projector + 3 effect wheels
- 100-Tail Fibre Optics with Light Source
- Aroma Diffuser and Aroma Kit



KITS AND SETS

Everything you need to fully equip your room.

RELAXATION ACTIVITIES KIT – EM.3900

Drawer with wheels containing the following set of items: Massage cushion, anti-stress Massager, Jacknobber Massager, Knobber, Palm-massager, Massage Tube, De-stress figures (set of 4).

“Sounds of Nature” CD, 3 CDs (“The Sea Chill-Out”, “Pure Chill-out”, “Sounds of the Forest”), Aromatherapy incense burner, and an aromatherapy kit with 12 essential oils.



TACTILE ACTIVITIES KIT – EM.3910

Drawer with wheels containing the following set of items: Touch box (stereognosis), Touch-photo association game, Touch dominoes, Massage cushion, Sensory balls of 55, 75 and 85 cm. in diameter, Sensory balls of 7, 9 and 22 cm., Sensory Roller and Hoop 16 cm.

VISUAL STIMULATION KIT – EM.3905

Drawer with wheels containing the following set of items: 2 Rainsticks (30 and 50 cm.), Topycolour Dominoes, Shiny Curtain, Magic Ventilator, Rainbow Ball, Luminous Toys (set of 6), Bright sky, Fantasy Balls (set of 10) and Little Frog Mirror.



LISTENING ACTIVITIES KIT – EM.3915

Drawer with wheels containing the following set of items: 3 sets of sounds (musical instruments, animals and nature, the house and the street), 2 Rainsticks (30 and 50 cm.), Sound Eggs (pair), fibreglass Castanets (pair) Castanets with handle, triple Sambina, Sambina with 12 pairs, Maracas (pair), Musical Bells, Guiro with stick, Football rattle, Rectangular China box (2 notes), 2 Ankle Bells, 2 bracelets with bells, Medium-sized bells on a stick, Tambourine 21cm diameter), musical Curtain, soprano flute, PVC Kazoo, 3-tone whistle, whistle siren, 4 CDs (Sounds of nature, Relaxation by the Sea, Pure Chill-out, Sounds of the Forest), 2 perforated balls with bells inside (12 cm. and 16 cm. in diameter).

LIGHTS AND ACCESSORIES



CHILDREN'S LISTENING ACTIVITIES KIT - EM.3915N

Drawer with wheels containing the following set of items: 3 sound games (musical instruments, animals and Nature, at home and in the street), 2 rainmaker sticks (30 and 50 cm.), 2 sound-matching games (animals, vehicles), fibreglass castanets, miniature musical bells, colour miniature bells, 2 wrist and ankle bell straps, multi-coloured tambourine, bear closed tambourine, tin drum, PVC kazoo, 3-note whistle, siren whistle, multi-coloured flute, PVC harmonica, 4 CDs, (Sounds of Nature, Pure Chill out, Sounds of the Forest and Music for Children, 2 perforated balls with bells (12 cm. and 16 cm. in diameter).



RELAXATION ACTIVITIES SET - EM.3920

Drawer with wheels containing the following set of items: Jacknobber massager, Knobber, Palm Massager, De-stress figures (set of 4), 2 CDs (Sea Chill-Out, Pure Chill-Out), Aromatherapy incense burner and Aromatherapy Kit with 12 essences.



VISUAL STIMULATION SET - EM.3925

Drawer with wheels containing the following set of items: 2 Rainsticks (30 and 50 cm.), Rainbow Ball, Luminous toys (set of 6), Shiny Sky, Fantasy Balls (set of 10) and Little Frog Mirror.



TACTILE ACTIVITIES SET - EM.3930

Drawer with wheels containing the following set of items: Touch-Photo Association Game, Touch Dominoes, Massage Cushions, 75 cm Sensory Ball, 9 cm Sensory Ball, 16 cm. Sensory Roller and Hoop.



LISTENING ACTIVITIES SET – EM.3935

Drawer with wheels containing the following set of items: Rainstick (30 cm.), Sound eggs (pair), fibreglass castanets (pair), Maracas (pair), Guiro with stick, Ankle bracelet with bells, Wristband with bells, Tambourine (21 cm.), PVC Kazoo, 3-note whistle, Siren whistle, 2 CDs (Sounds of Nature, Sounds of the Forest), Perforated bell ball 16 cm. in diameter.

CHILDREN'S LISTENING ACTIVITIES SET – EM.3935N

Drawer with wheels containing the following set of items: Rain stick (30 cm.), fibreglass castanets, coloured Bells, wristband – anklet with bells, multi-coloured tambourine, tambourine, PVC Kazoo, 3-tone whistle, siren whistle, PVC harmonica, 2 CDs (Sounds of Nature, Pure Chill-out), 12 cm. perforated ball with bell inside.



UV ACTIVITIES KIT – EM.3937

2 UV mats (approx 25 x 60 cm.), 1 LED glove, 6 paints, 1 multi-colour LED ball, 5 UV markers, one UV bulb, 2 UV rods, 3 UV tubes 1m balloons (2, 6 and 10 mm. Ø), 1 UV torch light, 3 fluorescent wool cocoons, 1 colour-changing egg, 3 bright mats, 1 bright glove, 1 UV star ball, 1 pack of bright stars, 2 UV straps, 1 pack of 3 glowing figures, 1 bright sensory ball, 2 scarves for juggling, 3 UV cloaks, one bright star ball.



EM.3937

UV ACTIVITIES SET – EM.3938

1 colour-changing egg, 1 fibre optic rod, 1 UV torch, 1 fluorescent tube, 1 star lantern, 1 sensory ball and 1 mini-disco ball.



EM.3938

The kits/sets may vary according to the stock of elements that comprise it. In any case, replacement elements will have the same characteristics and perform the same function.

MUSIC THERAPY



Activities with musical instruments help to stimulate the attention span, motor skills of coordination, movement (gross motor control), internal rhythm, etc.



RAINMAKER STICK (30 CM.) - EM.3001
RAINMAKER STICK (50 CM.) - EM.3002

DIATONIC PIPES - EM.3005
 Eight contralto-pitched pipes - each tube emits a musical note when struck against another or against the floor.
 Perfectly tuned. Made from soft, lightweight material.



FIBREGLASS CASTANETS (PAIR) - EM.3015

CASTANETS WITH FIBREGLASS HANDLES - EM.3020



SOUND EGGS (PAIR) - EM.3010



CASTANETS WITH WOODEN HANDLES - EM.3021



MARACAS (PAIR) - EM.3035



TRIPLE SAMBINA - EM.3026
SAMBINA WITH 12 PAIRS - EM.3032

MUSICAL BELLS - EM.3040
 Diatonic scale.
 Includes sheet music.



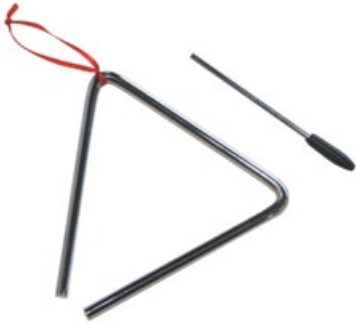
MUSICAL BELLS - EM.3042
 Eight notes, in eight colours.

STRIKE THE RIGHT NOTE: COLOURED BELLS - EM.3044



BELL-LAND - EM.3706
 A stimulating show of colour and sound (8 notes).





TRIANGLE (15 CM.) - EM.3081



CYMBALS (6 CM.) - EM.3085



GÜIRO WITH STICK - EM.3046



RATTLE - EM.3048



RECTANGULAR 2-NOTE WOODBLOCK - EM.3057



WOODEN BELL RATTLE WITH 5 BELLS - EM.3060



WOODEN KEYS - EM.3050



MEDIUM-SIZED BELLS ON HANDLE - EM.3072



ANKLE BELLS STRAP - EM.3065
WRISTBAND WITH BELLS - EM.3067



HEADLESS TAMBOURINE (20 CM.) - EM.3079



BAR CHIMES - EM.3095



3-BELL TAMBOURINE - EM.3069



DIATONIC 11-NOTE METALLOPHONE - EM.3100



TAMBOURINE (21 CM.) - EM.3077



DUCK XYLOPHONE - EM.3733



SWEET SOPRANO FLUTE - EM.3105



PVC KAZOO - EM.3107
3-NOTE WHISTLE - EM.3109
LONG WHISTLE - EM.3111
SIREN WHISTLE - EM.3112

MIRRORS



UNBREAKABLE WALL-MOUNTED MIRROR - F.92N WENDY HOUSE MODEL UNBREAKABLE - F.92N-2

Safety mirror with polystyrene laminated sheet, flexible and shatter-proof.

Decorated wooden frame.

F.92N - Dimensions: 120 x 50 cm.

F.92N-2 Dimensions: 120-150 x 50 cm.

CONCAVE/CONVEX MIRROR - EM.3890

An important item in a stimulation room, this curved mirror will mix up a real image of the child with a virtual one. The child will see a different reflection of him/herself every time he or she moves and depending on where he or she is located.

This mirror will become one of the most attractive items in the room for the child, and among the most important of all for visual stimulation, thanks to its magical effect and its moon-shaped design on a background of clouds.

Unbreakable mirror: dimensions - 153 x 67 x 44 cm. (frame 116 x 40 cm.).



ACRYLIC MIRRORS - EM.3600

Ideal for creating an optical illusion around the space.

Shatterproof mirrors with wooden backing so that the image does not appear distorted.

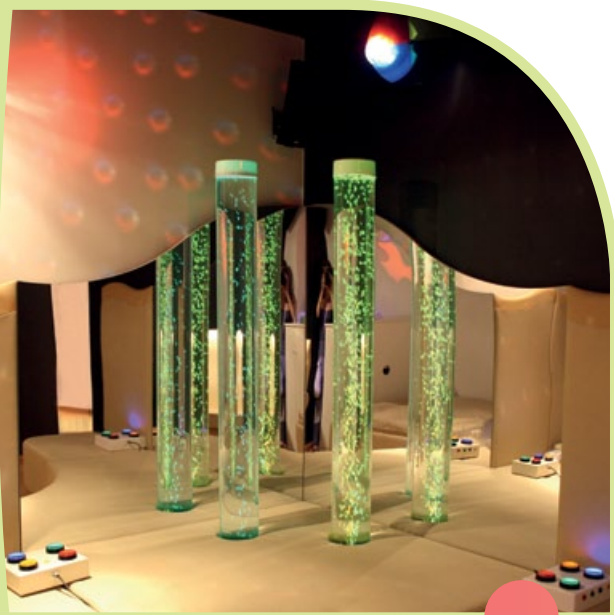
Supplied in any size and any dimensions (to cater for customer needs) up to a maximum size of 2.40 x 1.20 cm.



BUBBLE MIRROR PANEL - EM.3885

Nine convex distortions. Coloured padded surround.

84 x 84 x 5 cm.



VIBRO-ACOUSTIC RELAXATION

Several vibration/resonance elements with shapes that are soft to the touch, including a powerful resonating speaker concealed inside.

Any hi-fi system with a 50W per channel output will suffice to feel the musical resonance. The complete music unit can be purchased: catalogue reference number: EM.3637.

Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60Hz transformer required.



MUSICAL BEANBAG - EM.3633

80 cm.

VIBRO-ACOUSTIC ARMCHAIR - EM.3611

145 x 86 x 81 cm.



VIBRO-ACOUSTIC MATTRESS - EM.3861

162 x 78 x 46 cm.



VIBRO-ACOUSTIC LOUNGER - EM.3612

123 x 69 x 60 cm.

HEATED MASSAGE MAT - EM.3612/1

COVER FOR MASSAGE MAT - EM.3612/2

Supplies mild heat. The hand control unit has several speed combinations.

152 x 41 x 5 cm.

Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60Hz transformer required.

VIBRO-ACOUSTIC WATER BED

INDIVIDUAL - EM.3866

DOUBLE - EM.3866/1

Water is an important medium for the music of resonance and vibration.

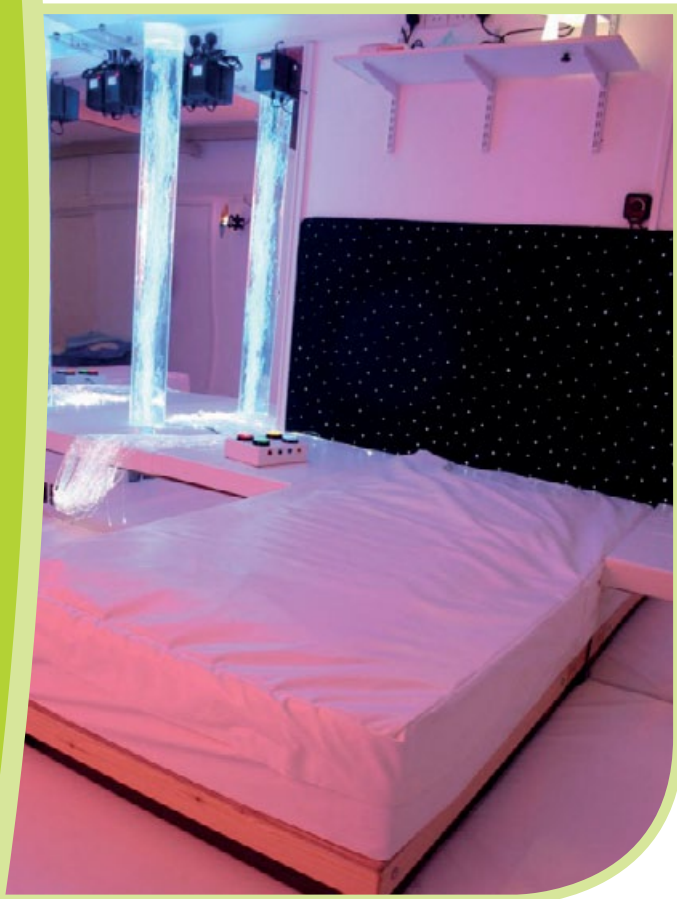
Wooden base with two built-in vibrators. It plugs in to the stereo system just like a speaker.

EM.3866 - 200 x 100 x 46 cm.

EM.3866/1 - 200 x 140 x 46 cm.



FURNITURE



THERMAL WATERBED:
INDIVIDUAL - EM.3870
DOUBLE - EM.3872

This bed is composed of a water mattress which adapts to the shape of the body and a heating system to maintain a comfortable temperature. With vinyl coating. Contains a thermostat and heater.
 Voltage: 220-240V / 50-60Hz. For 110-127V / 50-60Hz transformer required.

EM.3870 200 x 100 x 23 cm.
 EM.3872: 200 x 140 x 46 cm.
 On the floor.



WATER CONDITIONER FOR WATERBED - EM.3883

Add to the water when filling the bed and every 12 months thereafter.

118 ml. bottle. Sufficient for an individual water bed.



RELAXATION HAMMOCK - EM.3640

An elegant and extremely comfortable hammock. Finely balanced for smooth movement. Sturdy metal frame coated with washable material.

Can be suspended from the ceiling or from a stand (stand not included).

Length: 165 cm.

OPTIONAL:

T-SHAPED STAND FOR HAMMOCK - EM.3640/1
CORNER STAND FOR HAMMOCK - EM.3640/2



MODULAR ARMCHAIR - SEATS 1 - EM.3620

Dimensions: 55 x 65 x 70 cm., height of seat: 40 cm. Wooden frame



MODULAR CORNER ARMCHAIR - EM.3625

Dimensions: 60 x 60 x 63 cm., height of seat: 40 cm. Wooden frame.

To fit in the left or right corner of the room according to customer's specifications.

ROUND HIGH POUFFE - EM.3846

30 cm. Ø and 25 cm. in height.



RELAXING POUFFE 105 cm. - EM.3630

The filling makes it adapt to the body shape. Leather-feel material. 105 cm. tall.



VESTIBULAR AND PROPIOCEPTIVE STIMULATION

Vestibular stimulation produces familiar motor sensations such as changes in position in space, rhythmical rocking and swaying, turning movements, etc.

Spinning and rotating movements, rocking and swaying, all provide a lot of vestibular stimulation to the brain, helping it to better organize itself by processing the sensory data, which contributes to balance.

**WE SUPPLY A WIDE RANGE OF THERAPY PRODUCTS FOR VESTIBULAR CONDITIONS.
WE CAN HELP YOU TO SELECT THE PRODUCTS THAT BEST RESPOND TO YOUR NEEDS.**

FOR MORE INFORMATION ON VESTIBULAR ITEMS PLEASE CONTACT WITH US



PSYCHOMOTOR STIMULATION



PSYCHOMOTOR TRAINING MODULES

Set of differently coloured interlocking modules.

By combining these, we can form a variety of figures, and therefore many psychomotor exercises : sliding, jumping, climbing stairs, crawling, swinging, working on coordination and balance and relaxing the child on the mat or under the bridge as the child can see his/her reflection in the unbreakable mirrors inside.



- MAT (150 x 55 x 3 cm.) - T.P.1801
- CRASH BARRIER (120 x 30 cm.) - T.P.1802
- STAIRCASE (100 x 60 x 60 cm.) - T.P.1803
- STAIRCASE (120 x 80 x 60 cm.) - T.P.1804
- RAMP (100 x 60 x 60 cm.) - T.P.1805
- RAMP (120 x 80 x 60 cm.) - T.P.1806
- BENCH (120 x 30 x 30 cm.) - T.P.1807
- ROLLER (120 x 30 cm.) - T.P.1808
- BENCH-ROLLER SUPPORT (30 x 60 x 60 cm.) - T.P.1809
- SEESAW ARCH (120 x 30 x 60 cm.) - T.P.1810
- BRIDGE (90 x 60 x 80 cm.) - T.P.1811
- BRIDGE WITH MIRRORS (90 x 60 x 80 cm.) - T.P.1812



BRIDGE WITH MIRRORS – T.P.1812

Ideal for sensory stimulation rooms.
90 x 60 x 80 cm.



ROCKER FOR TWO – T.P.1815

Rocker for young children. It is perfectly balanced to provide a pleasant rocking motion for one or two children.

Cute little cow – measurements: 116 x 28 x 50 cm.



TATAMI WITH ILLUSTRATIONS – T.P.1825

Ideal for covering the entire floor of a room or just a part of it (tatami type suitable for indoor use).

They are joined together using velcro pads which enable the child to perform all kinds of activities on them without dislodging them.

Decorated with motifs suitable for children.

Dimensions: 120 x 150 x 2 cm.



MULTI-COLOUR FOLDING MAT – T.P.1819

Foldable mat in four colours (red, blue, yellow and green).

Dimensions: 200 x 100 x 3 cm.

PSYCHOMOTRICITY



BALL POOL - T.P.1831

Can be fully dismantled.
Easy to assemble with velcro fasteners and brackets.
High-density material that will not lose its shape with use.
Dimensions: 200 x 200 x 100 cm.
Capacity for 1,800 balls (not included).

BOX OF BALLS - T.P.1836

Specially designed for use in sensory pools.
Light, hermetic plastic. Sturdy and durable for intensive use.
Box of 600 balls in assorted colours. 7 cm. in diameter.

BALL BATH - T.P.1832

Consists of a set of interlocking polypropylene modules.
Dimensions: 150 x 52 cm. For 1,200 balls (not included).



PSYCHO-MOTOR SKILLS ACTIVITY TROLLEY:

TROLLEY ONLY - T.P.1860

WITH ACTIVITY EQUIPMENT - T.P.1861

The trolley comes in handy for collecting and moving the psycho-motor activity materials.

The trolley is made from pinewood and is fitted with 4 casters to make it easy to move around.

Contains the basic set of equipment for psycho-motor skills training, comprising:

2 x T.P.1861-A - TUBULAR HOOPS (diameter: 36 cm.) - set of 5

2 x T.P.1861-B - TUBULAR HOOPS (diameter: 50 cm.) - set of 5

2 x T.P.1861-C - TUBULAR HOOP (diameter 61 cm.) - set of 5

5 x T.P.1861-D - HOOP SUPPORTS

1 x T.P.1861-E - POLE/HOOP CLIPS (set of 12)

1 x T.P.1861-F - POLE 100 cm. (set of 10)

1 x T.P.1861-G - POLE 70 cm. (set of 10).

1 x T.P.1861-I - ROPES (10 m.) - set of 4

1 x T.P.1861-J - ROPES (2.5 m.) - set of 4

3 x T.P.1861-K - MACE

6 x T.P.1861-M - CIRCLE (20 cm. diameter)

6 x T.P.1861-N - 1 kg. SAND BAG

6 x T.P.1861-O - HANDKERCHIEFS 100 x 70 cm.

2 x T.P.1861-P - HAND PRINTS (set of 6)

2 x T.P.1861-Q - FOOT PRINTS (set of 6)

50 cm. STACKABLE CONES - J.T.11270
Set of 6.



PARACHUTE 3.5 m. - T.P.1834

PARACHUTE 6 m. - T.P.1835

Nylon, fitted with 12 handles (T.P.1834) or 20 handles (T.P.1835).



ROUND TRAMPOLINE - T.P.1840

To work on balance disorders.

Very safe thanks to its non-slip base and height adjustable securing bar. 67-120 cm.

Can be disassembled and reassembled, suitable for indoor and outdoor use.

102 cm. diameter.
Max. weight: 100 kg.



BOBATH BALLOONS:

45 cm. - T.P.1950

55 cm. - T.P.1951

65 cm. - T.P.1951-G

75 cm. - T.P.1952

85 cm. - T.P.1953

95 cm. - T.P.1954

120 cm. - T.P.1955

130 cm. - T.P.1956

High-quality, giant balls designed for physical exercises. Intended for therapy or rehabilitation areas (strength building, flexibility, balance, coordination, etc.).



PSYCHOMOTRICITY



INFLATABLE ROLLERS:

- 50 x 30 cm Ø – T.P.1958
- 65 x 40 cm Ø – T.P.1959
- 90 x 55 cm Ø – T.P.1960
- 115 x 70 cm Ø – T.P.1961
- 130 x 85 cm Ø – T.P.1962

Recommended for psycho-motor activities and can also be used in water.

These rollers are specially created for persons who are unable to work with conventional round balls.

Their shape and limitation of movements mean that they can provide greater stability than round balls, offering a safe and steady base.

Used extensively for re-education in geriatrics, neurology and orthopaedics.



BALL INFLATING PUMP

- T.P.1965

25 cm.

INFLATABLE BALL WITH ROPE 20 CM – T.P.4490

The ball can be used to improve reflexes and coordination. Used during motor skills training courses, it is particularly recommended for toning arms and legs and for improving hip mobility.



T.P.4490



T.P.4480

FLOATING BALL 22 cm in diameter – T.P.4480

Ultra-light, inflatable. Contains no PVC.

MEDICINE BALL:

- 1 Kg – T.P.1880
- 2 Kg – T.P.1881
- 3 Kg – T.P.1882
- 4 Kg – T.P.1883
- 5 Kg – T.P.1884



The medicine ball is an ideal item for working on strength in any of its three main forms: endurance strength, explosive strength and maximum strength.



SET OF BOWLS - J.T.11265

24 cm. wide made of wood.
Very useful for working on concentration and dexterity. Benefits motor skills and movement coordination.
Encourages subjects to play with one another and socialize while also developing accurate aiming.



FOAM BOWLS - T.P.4471

QUOIT THROWING ON A BOARD - J.T.11262

An excellent game of skill that helps to improve psycho-motor ability.
A board with five targets arranged in a cross and six silent, flexible quoits in attractive colours.



HOOP THROWING GAME - J.T.11263

Comprises: 3 supports + 3 x 35 cm. hooks + 15 hoops 36 cm. in diameter.

This game will help users to develop their motor coordination and concentration as well as working on psycho-motor skills and can be played indoors and outdoors.



FLOOR DARTBOARD - J.T.11266

An excellent game of skill and concentration. To improve accuracy in throwing. Easy to pick up and roll up. Using small soft sacks, plain or in animal shapes. The points scored can be increased according to the colour of the animal.

Includes 8 small sacks. Dimensions: 100 x 100 cm.