

Sensory Diets for Travel

Sensory diets during travel are critical! They help regulate arousal level & emotions, helping to create a fun travel experience.

Use this guide to better understand how to structure a sensory diet for before, during & after travel days.

Types of Input:

1 VESTIBULAR INPUT IS ALERTING

If a child seeks movement, provide 3-5 minutes of preferred movement based activities.

2 PROPRIOCEPTIVE INPUT IS CALMING

Complete a heavy work activity after a movement based activity to decrease overstimulation & promote a calm arousal state.

3 ORAL MOTOR INPUT IS CALMING

Provide a variety of types of oral motor input to promote a calm arousal state.

4 AUDITORY & VISUAL INPUT CAN BE CALMING

However, we encourage limited screen time. Instead, provide a variety of "natural" types of auditory and visual input.

5 TACTILE INPUT CAN BE CALMING

Fidgets are a fantastic way to provide an activity while also promoting a calm arousal state.

OLFACTORY INPUT CAN BE ALERTING OR CALMING

Calm scents such as lavender can be an effective tool to promote a calm arousal state.

Before Travel:



- 3-5 minutes of vestibular input.
- 5-10 minutes of proprioceptive input.
- Incorporate oral motor into the proprioceptive activity.
- Can complete a tactile sensory bin for 5-10 minutes as a calming activity.

During Travel:



- Provide proprioceptive input as needed (weighted items, vibration, joint compressions, etc.).
- Provide oral motor input as needed (drinking through a straw, hard candy, chewing gum etc.).
- Provide variety of visual & auditory activities (limit screen time).
- · Provide olfactory input as needed.
- Provide tactile fidgets as needed.
- Provide combination vestibular-proprioceptive activities during stops (i.e. animal walks at the rest stop, freeze tag, etc).
- If on an airplane, allow child to complete animal walks up / down the aisles every hour as needed.

After Travel:



- 5-10 minutes of vestibular input as needed.
- 5-10 minutes of proprioceptive input.

ensory Diets for Travel

Travel Sensory Diet Activity List:

- Use a social story to prepare for a trip. Include expected events, places, & emotions.
- If possible, do a practice run this is great for airports.
- Use YouTube as a way to visually prepare for different environments & expectations.
- Use a check-off calendar to provide a visual reminder of when the trip is occurring.
- Use a written / picture list of necessary items for child to pack.
- Allow child to plan some of the activities that will happen on the trip.
- -> Remain calm & practice EMPATHY. Traveling is hard & can cause big emotions.
- A pop-up tent is a great option to provide a "calm down" space in new environments.
- -> Pack a long a dry erase board or boogie board for easy creation of a sensory diet.



VESTIBULAR: INCREASE AROUSAL LEVEL

- → Rolling / Bouncing on a Therapy Ball →
- → Rocking Chairs
- → Jumping / Jumping Jacks
- → Log Rolling
- → Windmills
- Cartwheels

- Spinning
- → Jumping Rope
- -> Rocking Chairs
- Pass ball over heads & through legs
- → Wall Walk-Up
- → Hang / Lay Upside Down



PROPRIOCEPTION: REGULATE AROUSAL LEVEL

- → Shoulder Press Downs
- Cross Crawls
- → Jumping Up & Down
- Crawling on the Floor
- Animal Walks
- → Ball Walk-Outs
- → Chair Push-Ups

- → Steamroller
- Joint Compressions
- Yoga Moves
- → Push / Pull / Carry Heavy Items
- Vibration
- → Weighted Blanket / Vest / Lap Pad



ORAL

- -> Straw Drinking
- Chewy Foods
- Crunchy Foods
- → Gum
- → Blow Bubbles
- Blow Whistles / Practice Whistling

- → Lip Smacks / Tongue Clicks
- → Blow Up a Balloon
- Cotton Ball / Pom Pom Blow (With or Without a Straw)
- Sour Spray / Candy (Be Aware of Allergies)
- Chew / Mouth Tools / Pencil Toppers



AUDITORY

- Metronome (Phone App / Youtube)
- The Listening Program
- Classical or Preferred Music
- Motion Music:
 - · 'Head, shoulders, knees & toes'
 - 'We're going on a bear hunt'
 - 'Wheels on the bus'

- Over the Ear Headphones
- Noise Cancelling Headphones
- Rain Sticks
- Microphone System
- → Wall Walk-Up
- → Hang / Lay Upside Down



VISUAL

- → Infinity Loop
- Mazes
- Matching Games
- → Bubble Popping
- Relaxing Visual Input:
 - Gel Timers
 - Sand Timers
 - Calm Down Bottle

- Straw Blowing Games
- → Balloon Volleyball
- → Jacob's Ladder



TACTILE

- → Sensory Bin
- Massage
- Vibration
- → Wiggle Seat
- → Velcro Strips
- → Dollar Store Fidgets

- → Slime / Play-Doh
- → Shaving Cream
- -> Chalk
- → Stress Ball
- → Silicone Sponge



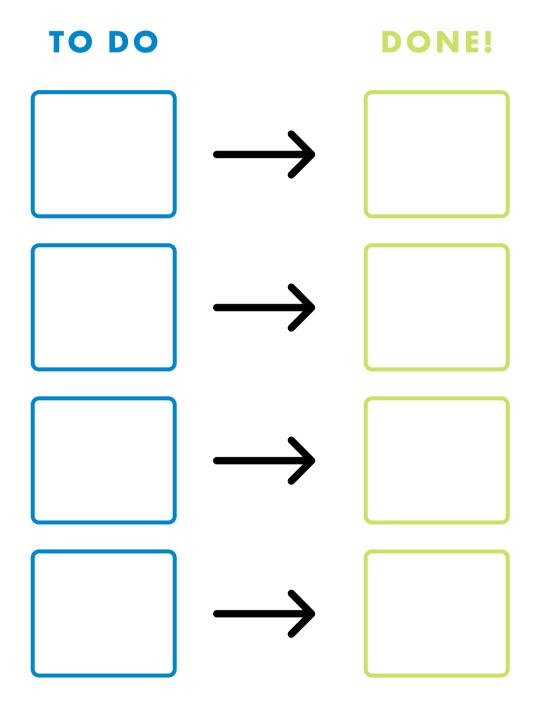
GUSTATORY / OLFACTORY

- → Sour Spray / Candy
- Strong Flavored Snacks
- ·→ Z-Vibe
- -> Chewing Gum
- Water Beads with Essential Oils
 - Gel Timers
 - Sandtimers
 - Calm Down Bottle

- Essential Oils:
 - Calming: Vanilla / Lavender
 - Alerting: Peppermint / Citrus
- → Oil-Diffuser (Small Travel Size)
- Scented Scrunchies / Bracelets / Necklaces

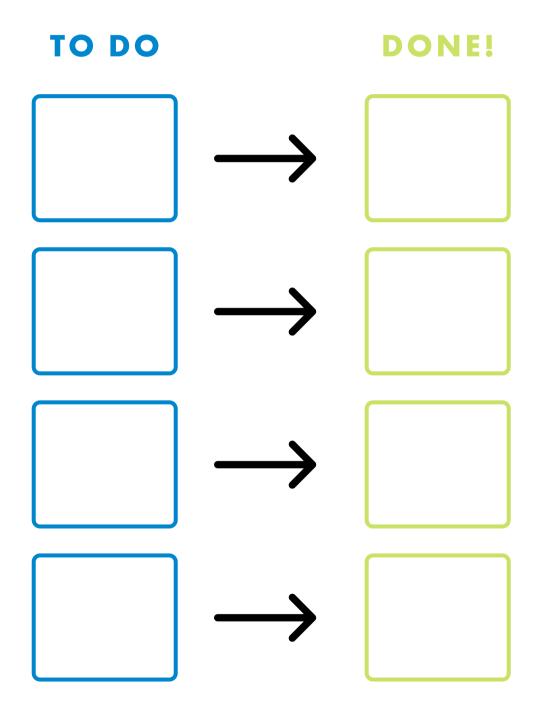
Before We Leave:

Vestibular, Auditory, Oral, Proprioception



While We Are Traveling:

Proprioceptive, Oral, Auditory, Tactile



Done Traveling:

Vestibular / Proprioceptive, Oral

TO DO		DONE!
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