



## **The Snoezelen Roadmap**

Senses, equipment and designing  
a Snoezelen room



**Designing a room is all about your clients  
and not about what you like or your  
manager.**

*"It is not about money, equipment, showing off,  
personal preferences, what vendors want to sell  
you, but is all about:*

**YOUR CLIENT  
NEEDS!!!**

## Parts of the road map

### *Preparation:*

*-Who*

*-What*

*-Where*

*-How*

- Group/ individual
- Goals
- Does the room fit and meet demands
- What do I need?

## How to build up an activity

1. Transfer
2. Basiselement
3. Acclimatiseren
4. Zintuig beleving start
5. Algehele observatie
6. Aanpassen van het zintuig-belevingsaanbod
7. Geleidelijke afbouw
8. Transfer
9. Rapporteren bevindingen
10. Opruimen

1. Transfer
2. Base
3. Acclimatize
4. Sensory perception starts
5. Overall observation
6. Adapting the sensory experience supply
7. Phase-out
8. Transfer
9. Reporting findings
10. Cleaning

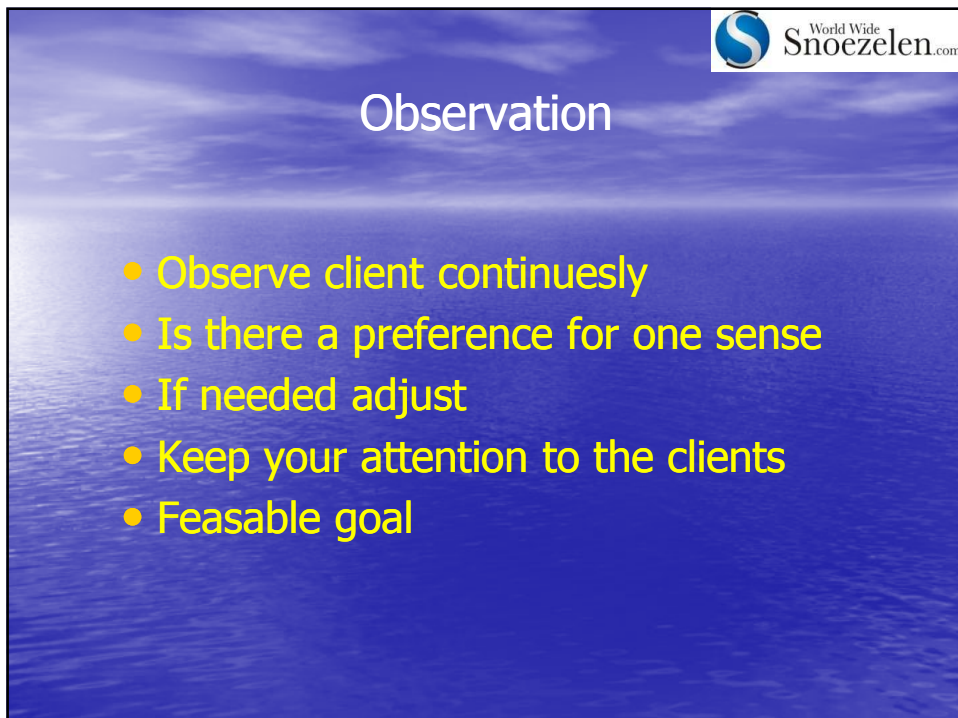
## Transfer

- structuur
- Rust
- Vertellen wat je gaat doen
  
- Structure
- Peace
- Tell what you are going to do


Clients need 20 minutes to get adjust to the room



Sense experience starts



Observation



- Observe client continuously
- Is there a preference for one sense
- If needed adjust
- Keep your attention to the clients
- Feasible goal

## Adjustment of sense stimulation offer

- Materials
- Attitude
- Change equipment

## Slow building off

- Tell what's going to happen
- Lower or increase the volume of the music
- Adjust lighting up or down
- Do not offer new materials
- Start and Close if possible with a kind of ritual

## Transfer

- Structure
- Peace
- Tell what you are going to do
- Try to keep the created peace and atmosphere of the group

## Reporting findings

- **Capture of the observation (Form)**
- **Overall impression**
- **Impressed by sensory (preferred sense?)**
- **Hot or hilarious moments**
- **Used material**
- **Objective**
- **Attitude supervisor**

## Cleaning

- Clean up used elements
- Store music cd
- Switch off equipment

A clean room is a good start for your colleagues

## Thanks

Let's develop Snoezelen Together