

## **ALERTING AND CALMING STRATEGIES**

In order to attend to task, focus, and learn, our nervous systems need to be at an optimal level of arousal or alertness. We use different sensory experiences throughout the day to keep our nervous system at an optimal level of arousal for the activity we our engaged in, through a process called "self-regulation". For example, if our nervous system is *below* the optimal level of arousal for the activity, a sensory experience that excites our nervous system (i.e. cold shower) would bring us up. If our nervous system *above* the optimal level of arousal, a sensory experience that relaxes our nervous system (i.e. rocking in a is rocking chair) would help calm us down.

Sensory Strategies		
Sensory System	Calming	Alerting
	-Music with a steady beat -White noise -Monotone voice -Music/metronome at 80 bpm or slower -Block out noise (headphones) -Nature sounds, tribal drums, some rap music	-Non-rhythmical -Loud and fast music -High pitch -Music/metronome at 80 bpm or faster -Laughter -Yelling/crying -Crowd noise
Visual (Sight)	-Natural lighting -Dim lights/lights off -Minimal visual clutter	-Fluorescent lights -Lights on -Blinking bright lights -Glare from light on water -Sunlight through leaves -Focused light (i.e. flashlight)
Tactile (Touch)	-Deep pressure (hugs, bear hug vests, bean bag squishes, blanket wraps) -Neutral warmth -Small, safe places -Weighted blankets/weighted vests -Vibration	-Light touch -Tickles -Fast, irregular touches -Extreme temperatures (hot and/or cold) -Blowing -Vibration

Respect Competence Inclusion Presence Choice



Gustatory and Olfactory	-Crunchy foods	Spicy sour flavors
· · · · · · · · · · · · · · · · · · ·	· ·	-Spicy, sour flavors
(Taste and Smell)	-Chewy foods	-Cold or hot temperature
	-Mild flavors	-Crunch foods
	-Neutral temperatures	-Chewy foods
	-No odors	-Strong odors
	-Calming scents: lavender,	-Alerting scents: citrus, mint
	vanilla, pine	
Proprioceptive (Muscles)	-Weight bearing/sustained	-Quick muscle stretch
	muscle tension	-Bouncing
	-heavy work (carrying,	-Barefoot walking
	pushing, pulling, jumping,	
	crashing)	
	-Fine and gross motor	
	activities that involve resistive	
	movement	
Vestibular (Movement)	-Slow, rhythmical movement -	-Fast, irregular movement
	One plane-same speed and	-Different planes
	direction (i.e. linear,	-Spinning
	repetition, rocking chairs,	-Sudden stops and starts
	wagons, trikes/bikes, scooter	-Bouncing on lap, trampoline
	boards, swings	-Slides
	•	-Swings

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