


«Приемы развития пространственной ориентировки у детей с ОВЗ»

«Methods of development of spatial orientation in children with OVD»





Пространственная ориентировка - это способность человека в каждый данный момент правильно представлять себе пространственное соотношение окружающих предметов и свое положение относительно каждого из них.

Spatial orientation - is a natural ability to maintain our body **orientation** and/or posture in relation to the surrounding environment at rest and during motion.

Сложности в овладении пространственной ориентировкой ведут к:

- ошибочному написанию цифр и букв;
- неправильной ориентировке в тетрадях;
- не различение схожих по написанию букв;
- неправильному расположению рисунка на листе бумаги;
- неправильному выбору направления движения и т.д.

The lack of formation of children's spatial representation inflicts harm on abilities in different spheres of life:

- maths – incorrect writing numbers
- writing –; children can mess up upper and lower elements of letters
- reading – problems with a fluent reading
- drawing – difficulties with mastering proportions and
 - motor exercises - difficulties with choosing a direction during group moving

Этапы развития пространственной ориентировки у детей:

1 этап – ориентировка в схеме собственного тела и на теле другого человека;

2 этап – ориентировка в окружающем пространстве;

3 этап – ориентировка на плоскости и на листе бумаги.

- Phases:
- The first phase - orientation in ones own bodies and the body of another person
- The second phase – orientation in the surrounding environment
- The third phase - Orientation on the surface and a sheet of paper.

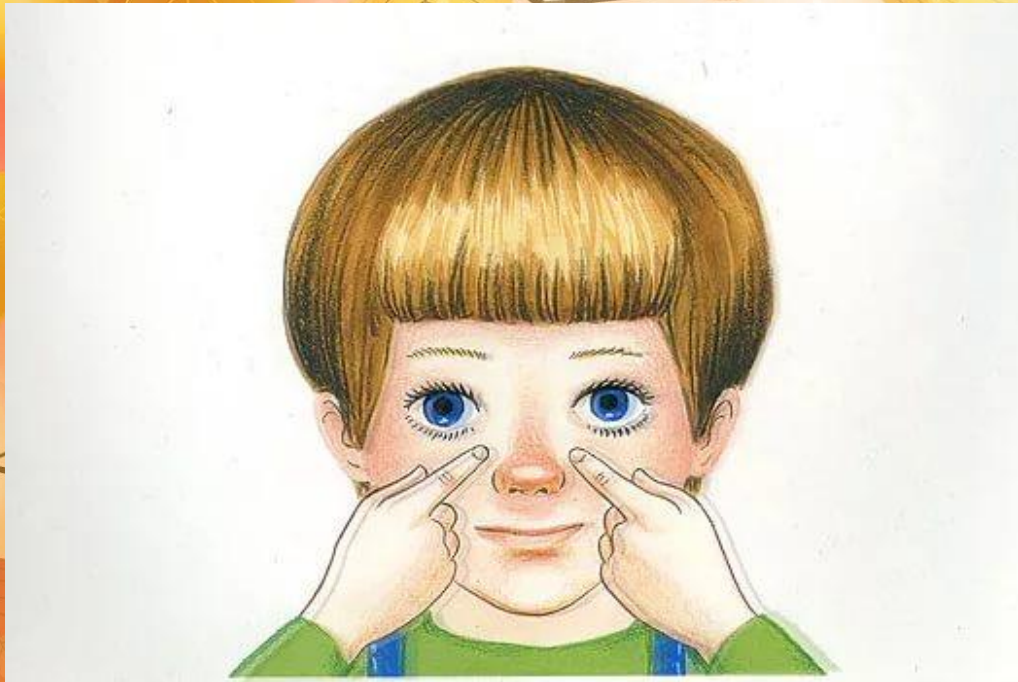
The background features a light blue sky with soft, out-of-focus bokeh lights in shades of white and yellow. The scene is framed by vibrant autumn leaves in shades of orange, red, and yellow, with dark brown branches extending from the top and bottom edges.

**1 этап – ориентировка в схеме собственного тела и
на теле другого человека**

**1. The first phase - orientation in ones own bodies and
the body of another person**

Рассматривание в зеркале, а потом без зеркала «Покажи, где у тебя голова», «Покажи, где у тебя глаза», «Покажи, где у тебя нос».

**Look at yourself in the mirror and then do the following without mirror's help:
“Show your head”, “Show your eyes”, “Show your nose”**

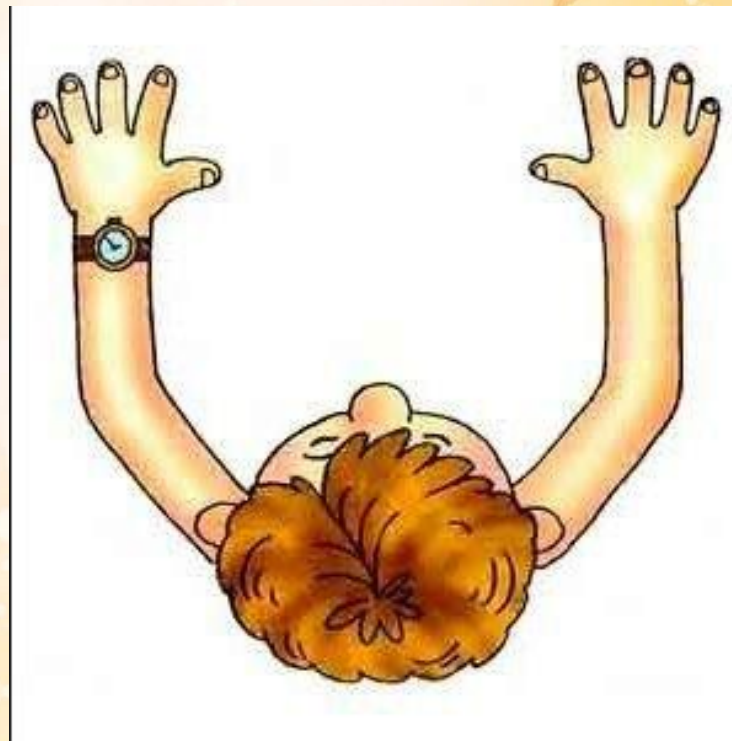


Игры с куклой «Где у куклы...», «Купание куклы».

**Games with a doll “Show where doll’s ...”,
“Bathing doll”**



Игровые задания «Возьми игрушку правой рукой», «Топни левой ногой», «Попрыгай на правой ноге» (используется система меток).



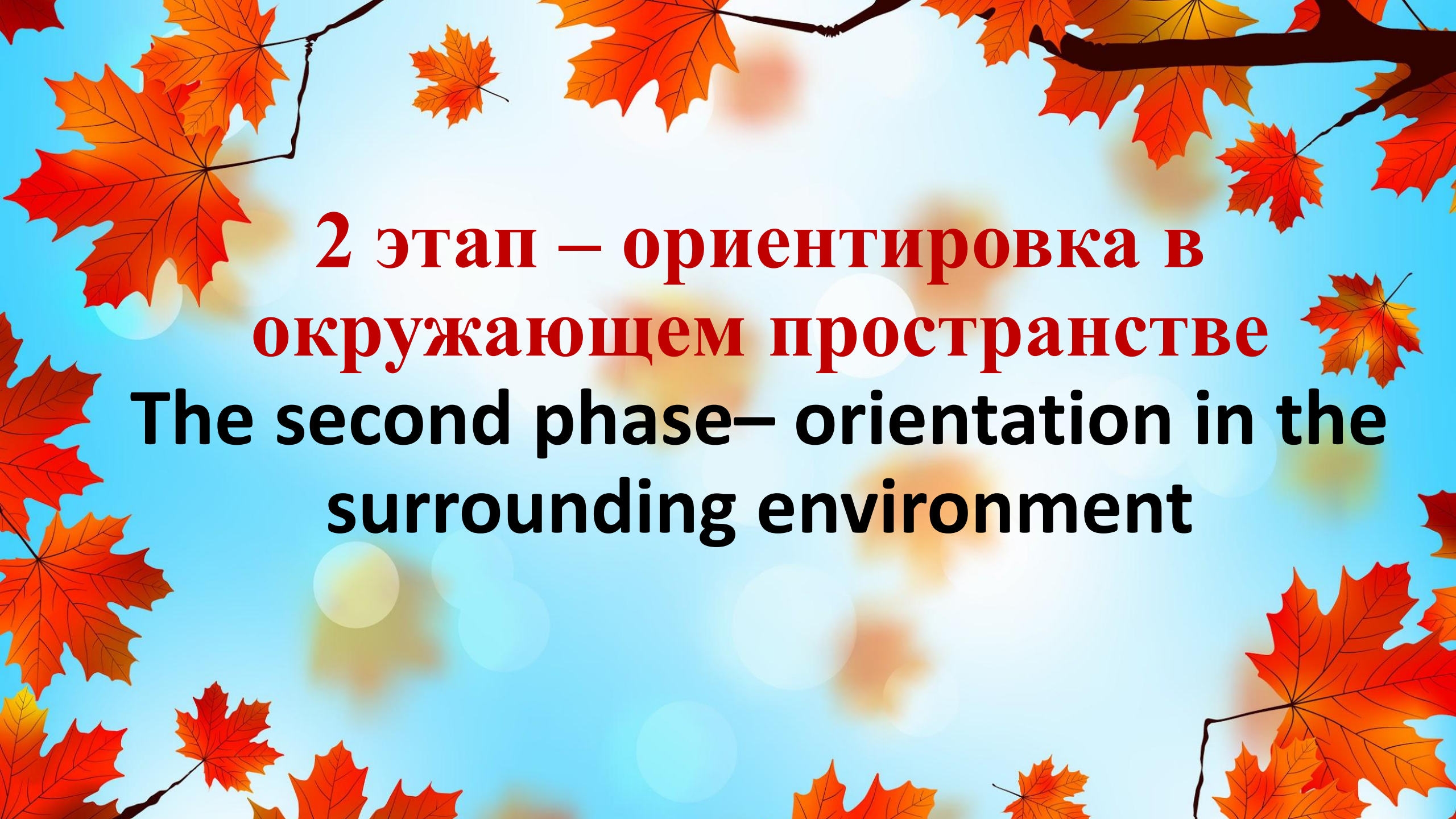
ИГРА «ТЕНЬ»

Game “Shadow”



- Game «Shadow». Participants are separated on pairs according to the prepared cards. Each participant finds a partner. One is “a human” and another is “a shadow”. “A human” moves and “a shadow” repeats movements. You should pay special attention on “a shadow”, he\or she has to move in the same pace.



The background features a light blue sky with soft, out-of-focus bokeh lights in shades of yellow and white. Scattered throughout are various autumn leaves in vibrant orange, red, and yellow, some attached to dark brown branches. The overall aesthetic is warm and seasonal.

**2 этап – ориентировка в
окружающем пространстве**

**The second phase – orientation in the
surrounding environment**

«НАЙДИ ИГРУШКУ»

« Hunt-the-thimble »



«ГДЕ ЧАСИКИ?»

“Where’s clocks?”



«РЕГУЛИРОВЩИК»
“REGULATOR”



Игра «Да, нет»

Game “Yes or no”.

- All participants are located in the middle of the room and looking towards one direction. A teacher choose the object in this room, the task is to guess. You can ask questions which may be answered “yes or no”.



Game «Find a treasure». You will look for something (object) according to scheme. Firstly all participants should be dividing into groups. Each group gets “secret map”, where the «treasure” is marked. Your task is to find this “treasure”.

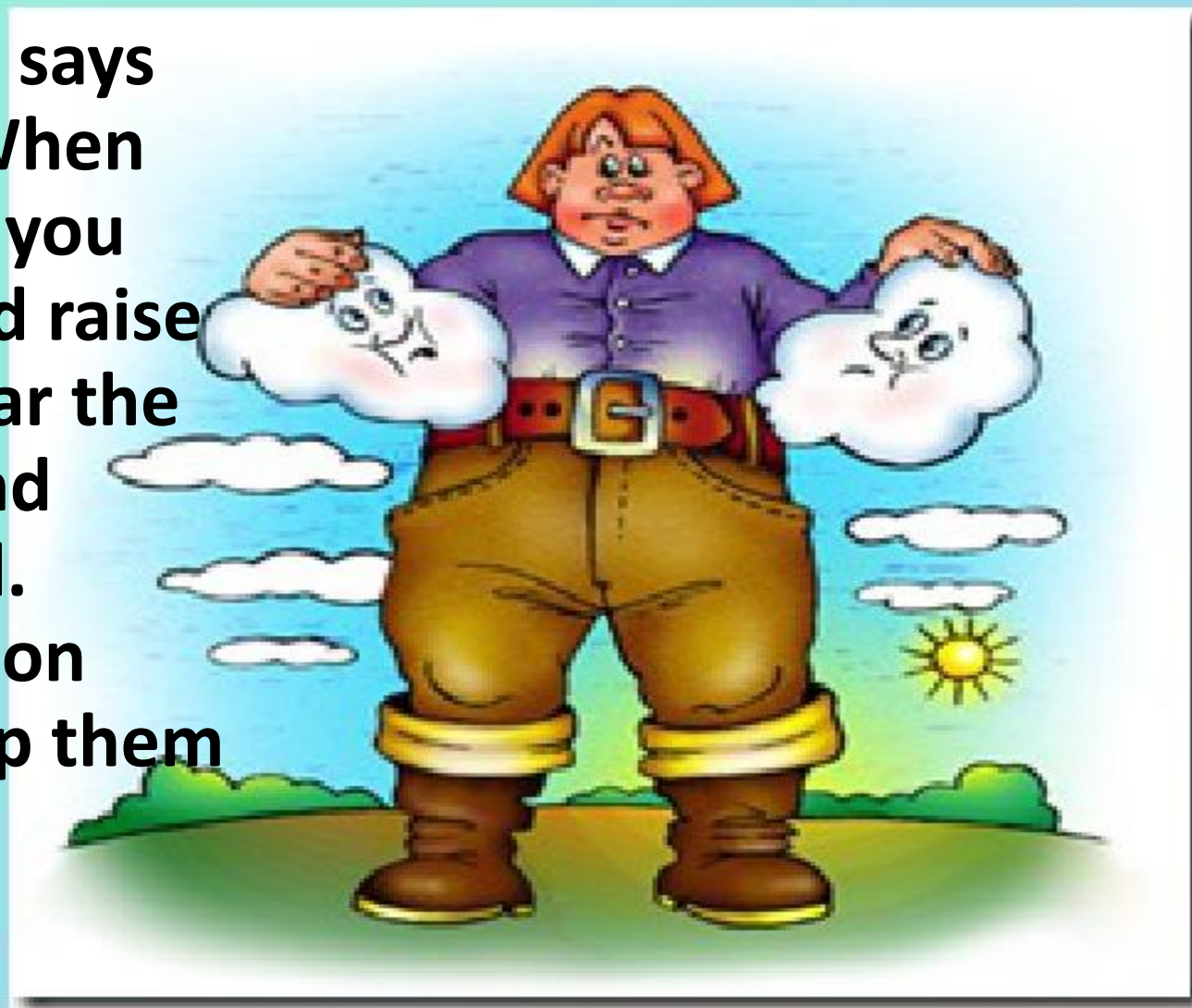


Найди клад!



Игра «Гномик и Великан»

- “Dwarf and giant”. Teacher says either a dwarf or a giant. When you hear the word “giant”, you have to rise on the toes and raise the arms up. When you hear the word “dwarf” - sit down and extend your hands forward. During the stage of education don't confuse children, help them by speaking.



The background features a light blue sky with soft, out-of-focus bokeh lights in shades of white and yellow. Scattered throughout the scene are several maple leaves in vibrant autumn colors, including bright orange, red, and yellow. Some leaves are attached to dark brown branches that frame the top and bottom edges of the image.

**3 этап – ориентировка на плоскости и на листе
бумаги**

**The third phase – Orientation on the surface and a
sheet of paper.**

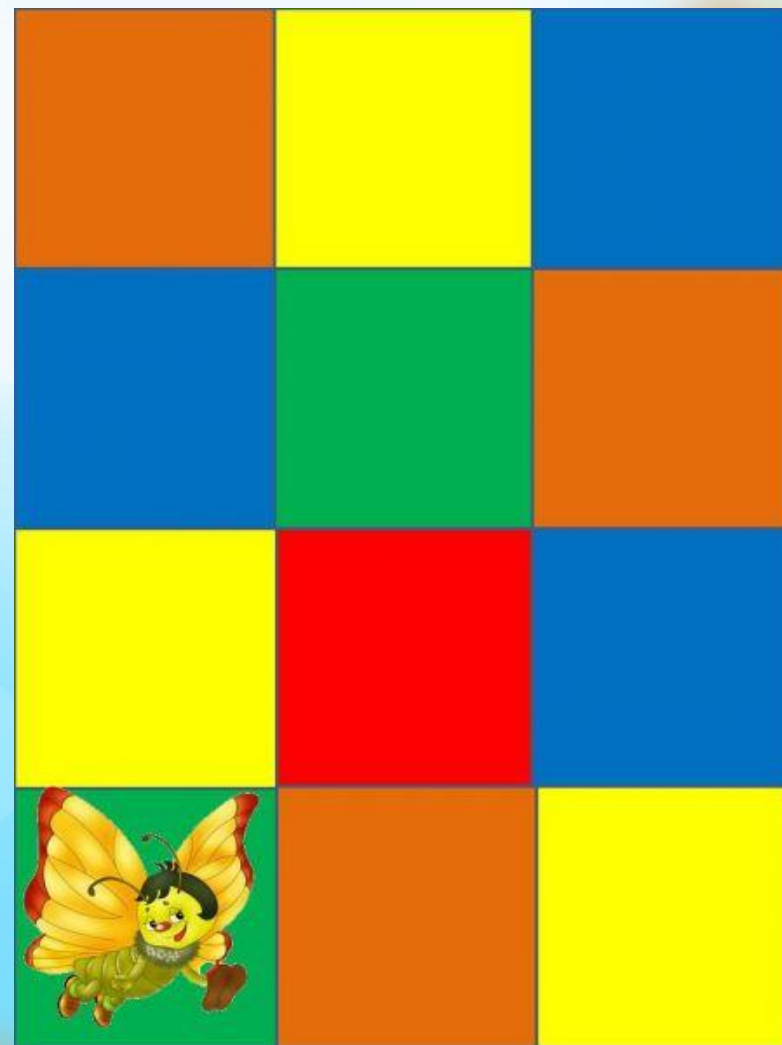
ИГРА «ПОДВОДНЫЙ МИР»

Game “underwater world”



«КУДА ПРИЛЕТЕЛА БАБОЧКА»

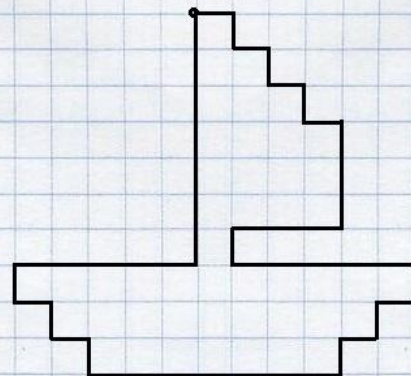
“Where is the butterfly?”



«ГРАФИЧЕСКИЙ ДИКТАНТ»

“Graphic dictation”

Bebiklad.ru



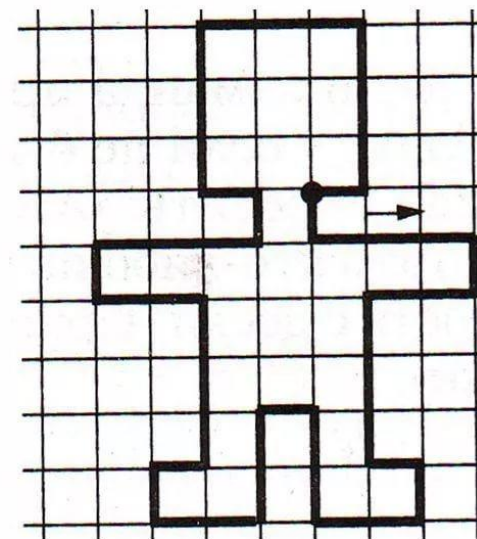
Графический диктант "Кораблик"

Отступи 10 клеток слева и 2 клетки сверху.

Поставь точку и начинай рисовать.

1 →	1 ↓	1 →	1 ↓	1 →	1 ↓
1 →	3 ↓	3 ←	1 ↓	5 →	1 ↓
1 ←	1 ↓	1 ←	1 ↓	7 ←	1 ↑
1 ←	1 ↑	1 ←	1 ↑	5 →	7 ↑

Диктант по клеточкам



«ПРОЗРАЧНЫЙ МОЛЬБЕРТ»

«Transparent easel»



The background features a light blue sky with soft, out-of-focus bokeh lights in shades of white and yellow. Scattered throughout the scene are several maple leaves in vibrant autumn colors, including bright orange, red, and yellow. Some leaves are attached to dark brown branches, while others are floating or falling. The overall composition is bright and cheerful, evoking a sense of gratitude and appreciation for the season.

Спасибо за внимание!
Thank you for your attention!