# **Aim High SEND Youth Forum Feedback**: Sensory Environment (Room)

To help inform the development of future sensory environments in schools, the Local Authority met with the Aim High SEND Youth Forum to gather the views, experiences and ideas of children and young people with SEND. During this engagement session, forum members were asked a series of questions about sensory spaces, their purpose, and what makes them effective and accessible. The feedback received provides valuable insight into the needs and preferences of young people and should be carefully considered by schools when designing proposals for new sensory environments. The questions used during this discussion are set out below and may help schools to capture the views of their own pupils as part of the proposal process.

Hillingdon is planning to offer schools the opportunity to develop sensory environments within their settings, and we would like your help to shape this work. As part of any proposal, schools will be expected to gather and consider the views of children and young people. To support this, the following questions were discussed with the Aim High SEND Youth Forum and can be used as a starting point for engagement with pupils:

- Name one thing that you would find most useful in a sensory room?
    - Bean Bag
    - Weighted items (blanket/cushions)
    - Music
    - Lights that can be adjusted, adjusted lighting
    - An egg hammock
    - Bouquet lighting LED fibre optic lighting
    - Fidget toys
    - Tents with cushions in
    - Texture stepping stones

- What item would help you most to stay regulated for learning in a classroom environment?

    - Ear defenders/discrete ear defenders
    - Fidget toys
    - Movement breaks

- How can Children and young people be involved in their school?
    - Ask young people to draw/sign what should go in
    - Using an anonymous ballot or voting box, where Children and young people can vote

- What should schools ask young people?
    - Simple questions in plain English that children and young people will be able to understand and answer
    - Have you got any discrete items that are not fidget toys
    - Who can use the sensory environment (space/room)? How many people at once?