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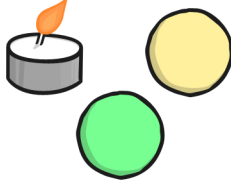



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The Good Samaritan Sensory Story

Story	See	Hear	Do	Resources
A man went on a journey between two towns. The road was very dangerous because of robbers.	Walking Man 	Footsteps	Tap feet and on legs/arms in time with the stepping sounds.	
Some robbers jumped out at the man and stole all his things, even his clothes! They left him on his own and went away.	Robbed man. 	Ouch yell!	Hiding under fabric- playing peek-a-boo style interaction game.	Small saris.
Sometime later, a priest came past on his horse. Priests were supposed to help people but when he saw the man he didn't want to get his hands dirty so he carried on his journey and didn't stop to help.	Priest 	Horse walking.	Hand massage.	Massage creams. 
Later one of the men from the robbed man's village came past. He saw the man but was late and it was getting dark so he carried on his journey and didn't stop to help.	Levite 	Horse walking.	Tracking light balls and tea lights. 	Hand held VI lights.
Later on a man from an enemy village went past. The two villages had been fighting for a long time and they didn't get on very well...	Samaritan 	Horse walking.	Bandage up arms or deep pressure squeezing on arms or legs.	Bandages, long lengths of fabric to wrap. 
but this man stopped to help the man who had been robbed. He bandaged him up and put him on his horse and took him to the next village. He paid for the man to be looked after until he was better.	Robbed man looked after. 	Drinking	Feel money.	Coins, money bags. 