

SPECIALTY AREAS

- Fine Motor Development
- Sensory Processing
- Motor Coordination
- Handwriting
- School Function and Participation
- Visual Perceptual Skill Development
- ADHD (Attention Deficit Hyperactivity Disorder)
- Autism Spectrum Disorder
- Down Syndrome
- Self-Regulation
- Self-Care Skills
- Social Skills
- Feeding
- Sensory Diets



CHILDREN'S THERAPY PLACE LOCATIONS

101 S. Allumbaugh Way
Boise, ID 83709

2273 E Gala St., Suite 120
Meridian, ID 83642

5640 E. Franklin Rd, Suite 180
Nampa, ID 83687

1399 Fillmore St., #502
Twin Falls, ID 83301

MORE INFORMATION

Treasure Valley: (208) 323-8888
Twin Falls: (208) 423-8957
childrenstherapyplace.com
info@childrenstherapyplace.com



Occupational Therapy Services





Treatment Approaches

- Handwriting without Tears
- Sequential Oral Sensory (S.O.S.) Approach to Feeding
- Therapeutic Listening
- Astronaut Training
- Aquatic Therapy
- Zones Program for Self-Regulation
- Caregiver Education
- Primitive Reflex Integration
- Task-Specific Training
- Strength Training
- Sensory Processing

For more information on treatment approaches, please talk to your child's Occupational Therapy Provider or visit:
childrenstherapyplace.com/occupational-therapy



Occupational Therapy at CTP

At Children's Therapy Place, our licensed and certified Occupational Therapy Practitioners use an evidence-based client-centered approach to equip children with the tools and skills needed to independently participate in their daily lives. We work alongside parents to manage sensory and emotional needs, teach adaptive skills, and encourage problem solving strategies.

The First Visit

During the first visit, an Occupational Therapy Practitioner will work with you and your child to identify needs and evaluate current function levels. Following the initial interview, the provider will conduct a thorough assessment to determine which of the services and therapeutic treatment approaches will benefit your child best. The interview and assessment can take between one and two hours.