

PILLAR

1. "Building blocks visual: wobbly tower of blocks versus perfectly stacked tower, relating posture to kids' toys"
2. "Cartoon skeleton: friendly skeleton stacking his bones like coins in a piggy bank, making good posture fun"

Alpine Sports

1. "Cartoon skier: friendly character on snowy mountain with back bones highlighted, showing where to be extra careful, winter sports safety for kids"
2. "Ski lodge scene: cartoon animals doing special stretches after skiing, making exercise fun and relatable"

Anatomical Connections

1. "Body map for kids: spine as a tree trunk with colorful branches connecting to tummy, heart, and other parts, nature-inspired anatomy"
2. "Connect-the-dots body: friendly spine with dotted lines to organs like a puzzle, making anatomy accessible"

Anterior Pelvic Tilt

1. "Water bowl analogy: cartoon pelvis as a bowl, showing normal position versus spilling water forward, simple visual metaphor"
2. "Before/after cartoon: child's hip position improving from tilted to balanced, like fixing a seesaw"

Anticipatory Postural Adjustments

1. "Baseball sequence for kids: cartoon child getting ready to catch, knees bending before ball arrives, sports preparation"
2. "Cat getting ready to jump: friendly cat showing how bodies prepare for movement, animal comparison kids understand"

Assessment Protocols

1. "Friendly coach character: smiling coach with clipboard checking child's posture like a fun game, positive assessment"
2. "Posture checklist with stickers: colorful chart with smiley faces for different body positions, gamifying assessment"

Asymmetries

1. "Cartoon child: one shoulder higher like carrying school bag, then balanced after exercises, relatable scenario"
2. "Baseball player character: showing it's okay to be stronger on one side for sports, with thumbs up, normalizing differences"