

WHAT TO EXPECT IN THE SANDTRAY FOR EACH AGE

AGE

TRAY SETUP

FIGURES

3 & under

Uncontained; track the progress rather than the finished tray

Sharks, monsters, babies, parents; anything they can reach off the shelf

4

Ordering - look for disruption, lining the tray

Categories of figures, farm animals, family figures, babies, houses

5

Order - beginning story "magic"

Fantasy figures, babies, houses

6-8

Very busy - "random" story telling

cars, weddings, fantasy, ego figures, setting fires

9-10

Sequential story telling; beginning abstract images

Knights, soldiers, horses, family, constellations

11-14

More static, ordered stories, lack of moving worlds

Mythic fantasy, dungeons, princesses

14-18

resemble adults - journeys

All - more abstract

18-25

Journeys, gatherings, centering

Ideal masculine, feminine, churches, temples, wedding items, couples

25+

Journeys, gatherings, mounds and voids

Babies, children, eggs, mother and child, father and child, gardens, treasures, families

50+

Journeys, quests, centering, meeting of ego and divine, obstacles, scarcity

Mystery, unknown, hidden spiritual figures