fine motor
sensory table
blocks
dramatic play
How Are You Feeling?

Happy
Sad
Excited
Sick
Tired
Okay
Mad
Surprised
Frustrated
quiet
sit
look
listen
table work
lunch
playground
book
Add symbols and labels to the buttons below. Print and cut out the buttons, and place two of the items on the First-Then Chart.
Add symbols and labels to the buttons below. Print and cut out the buttons, and place two of the items on the First-Then Chart.
<table>
<thead>
<tr>
<th>First</th>
<th>Then</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
help
EXTRA #4: Visual Supports

“1, 2, 3, All Done” is a visual support that uses pictures to set clear expectations. Using this board, the child learns that they must complete three work activities before their break or play time. This can help increase on-task behavior. Caregivers can start with only one activity and the #1 icon and increase up to three activities as the child can tolerate more tasks.
“First-Then” is another strategy that uses pictures to create expectations and encourages ‘work’ before ‘play. Remember, always put the ‘lesser desired’ activity in the First box and a more highly preferred activity in the Then box. This should increase motivation for on-task behavior.
“Break Board” can be used to encourage engagement in ‘work’ tasks by providing the child opportunities to ask for a ‘break’ rather than engage in disruptive behavior to avoid a task.
“Visual Schedule” sets up clear expectations and encourages the child to transition from one activity to another, using their schedule. Visual schedules can assist with transitions, increasing on-task behavior, and teaching daily living skills. Here are some examples, but the limits of pictures that can be used on a schedule are endless!
“Wait Card” is a tool to teach a child how to ‘wait.’ This is an important skill that translates across environments. Teaching a child to ‘wait’ can be an effective way to manage difficult behavior with a tangible reason or function.

“Help Card” is a tool to let the child know help is available.