fine motor

sensory table
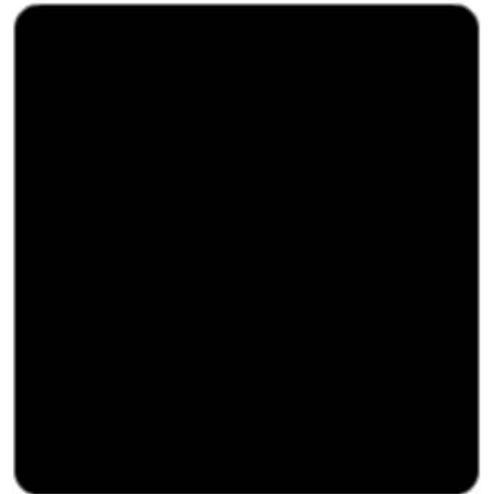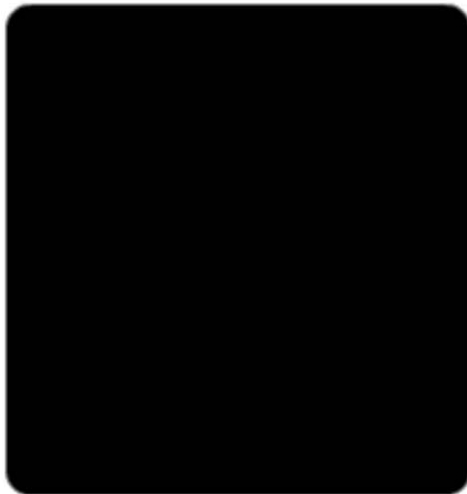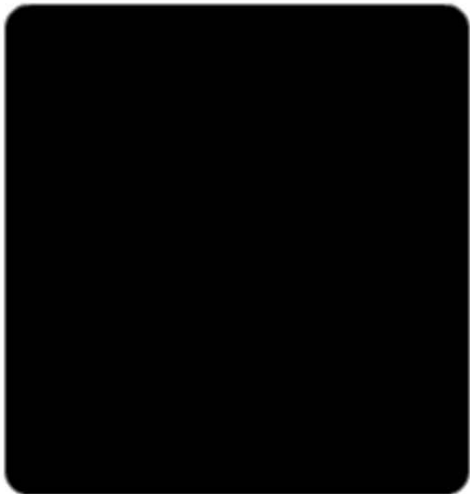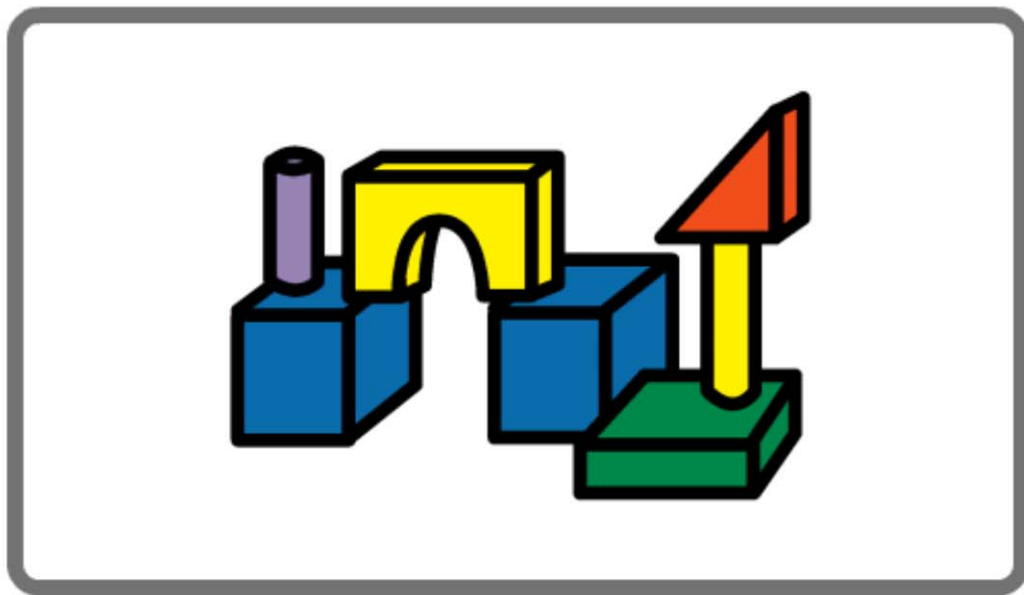
blocks
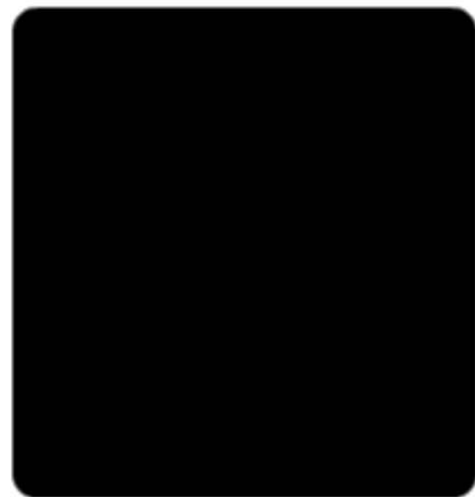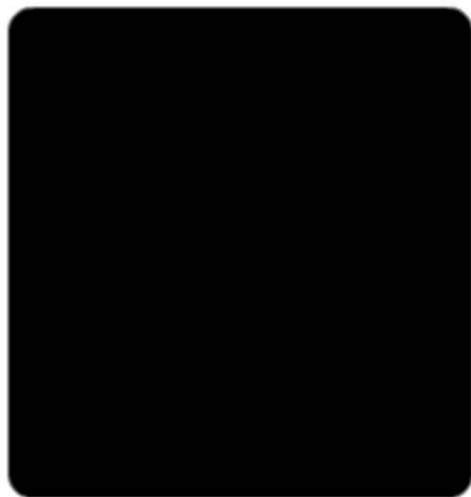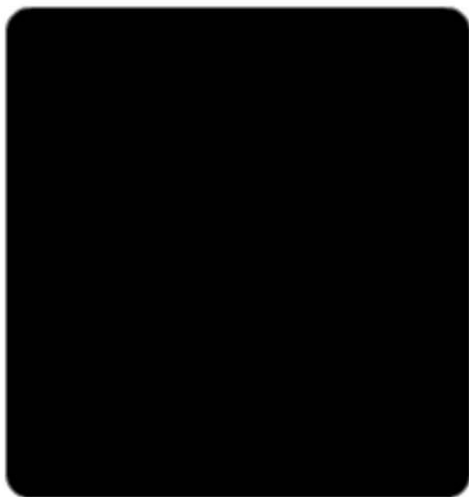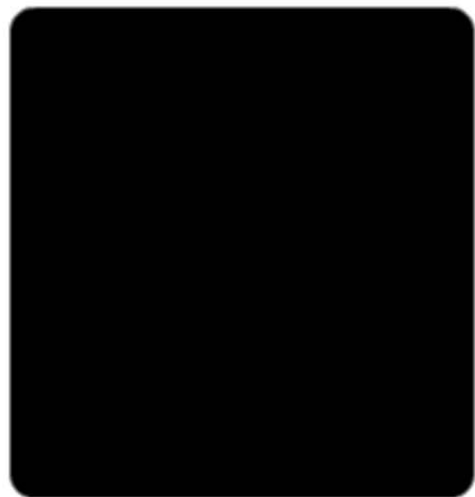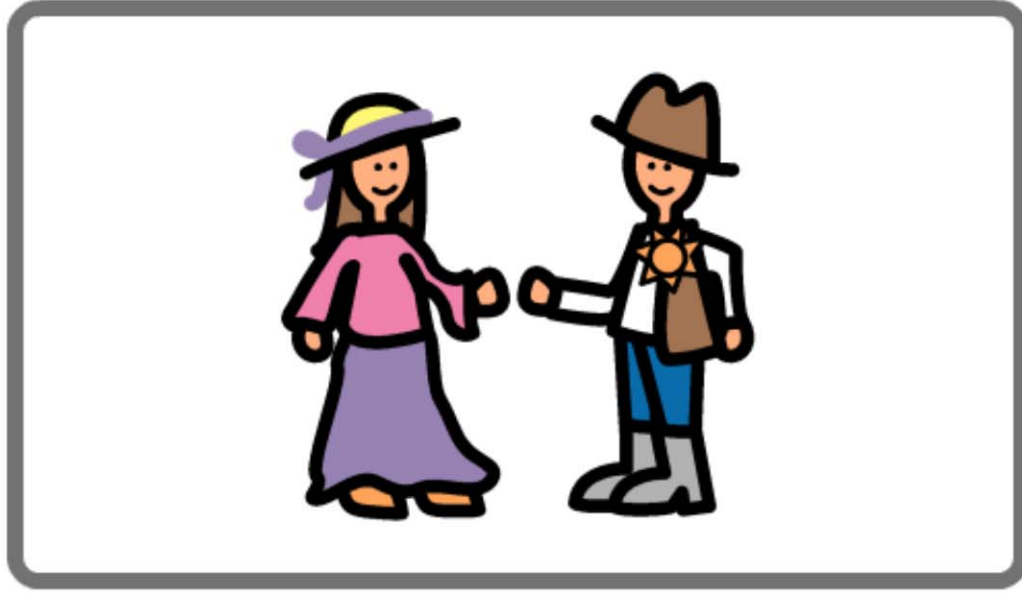
dramatic play
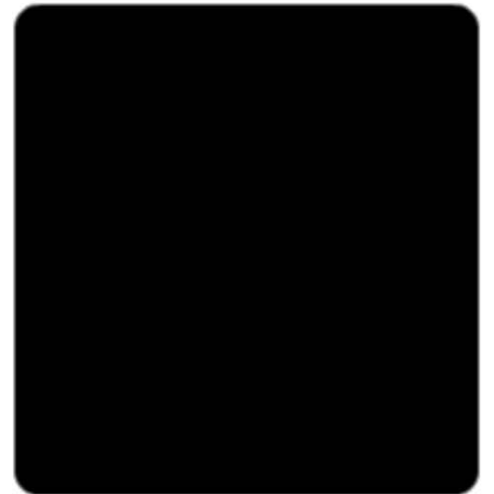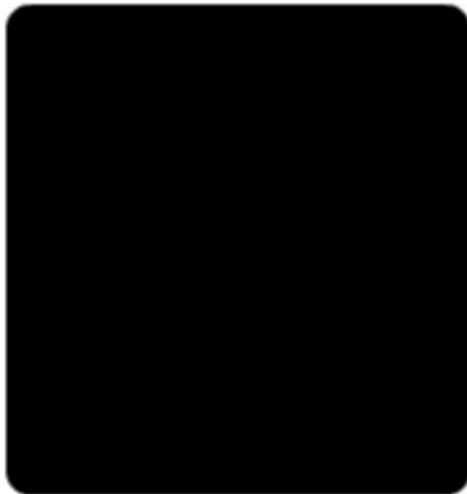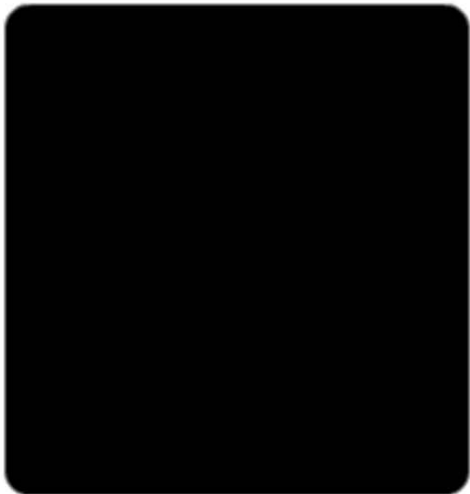
How Are You Feeling?

Happy	Sad	Excited
Sick	Tired	Okay
Mad	Surprised	Frustrated
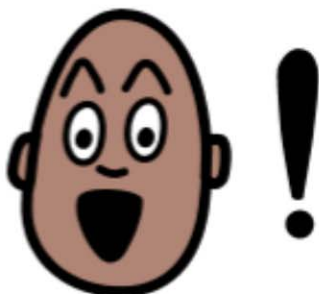
quiet

sit
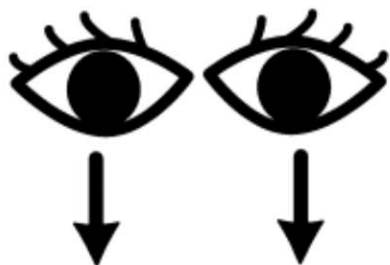
look
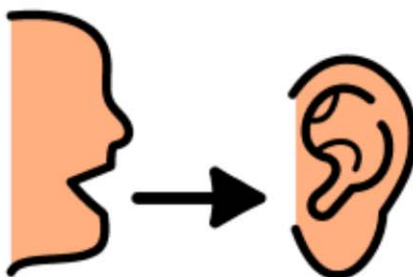
listen
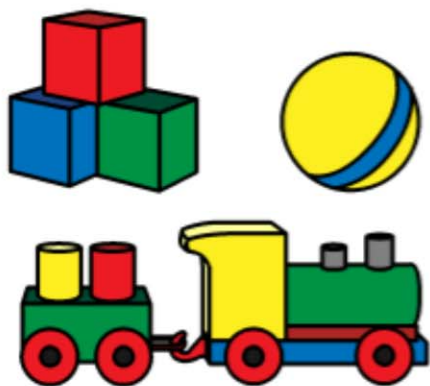
toys

play
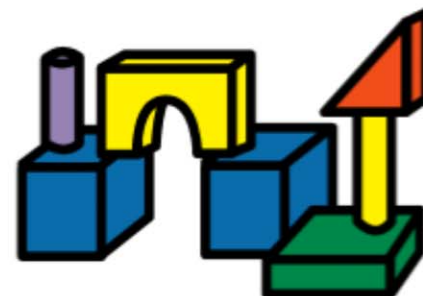
blocks

write

circle time
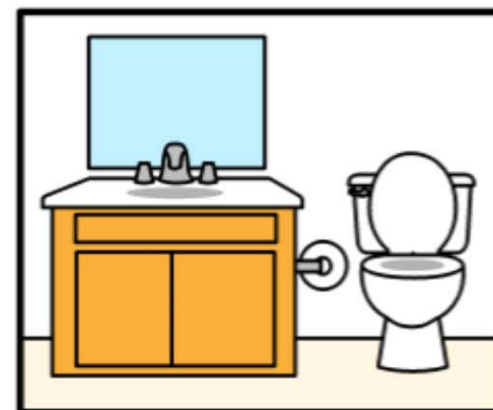
bathroom

table work
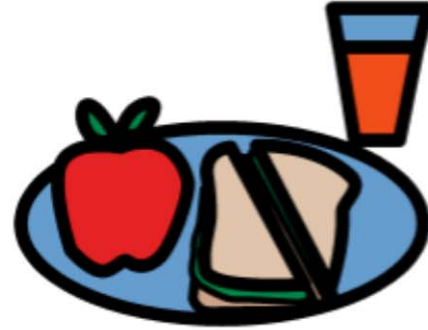
lunch

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.
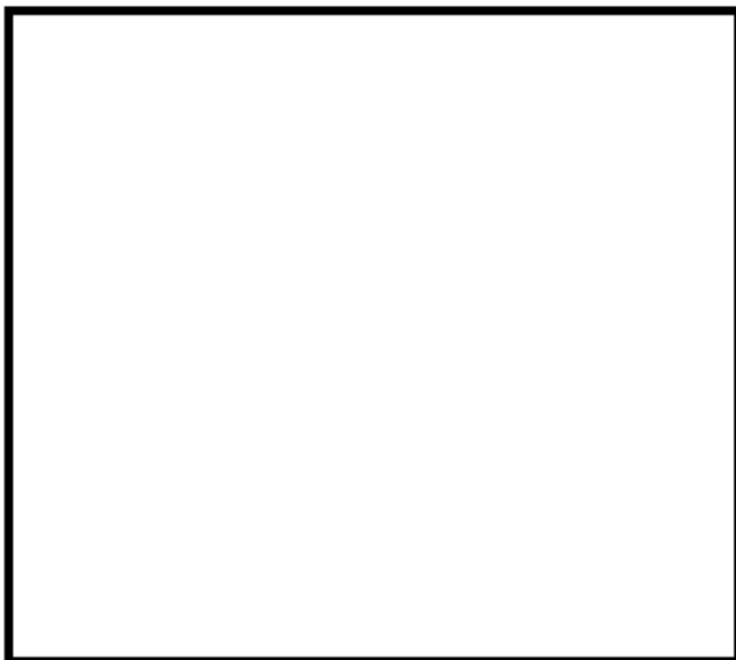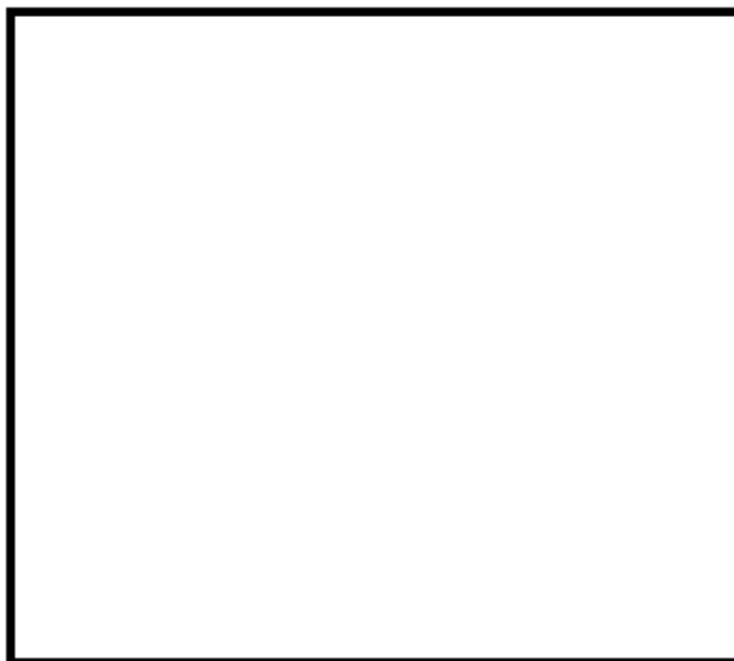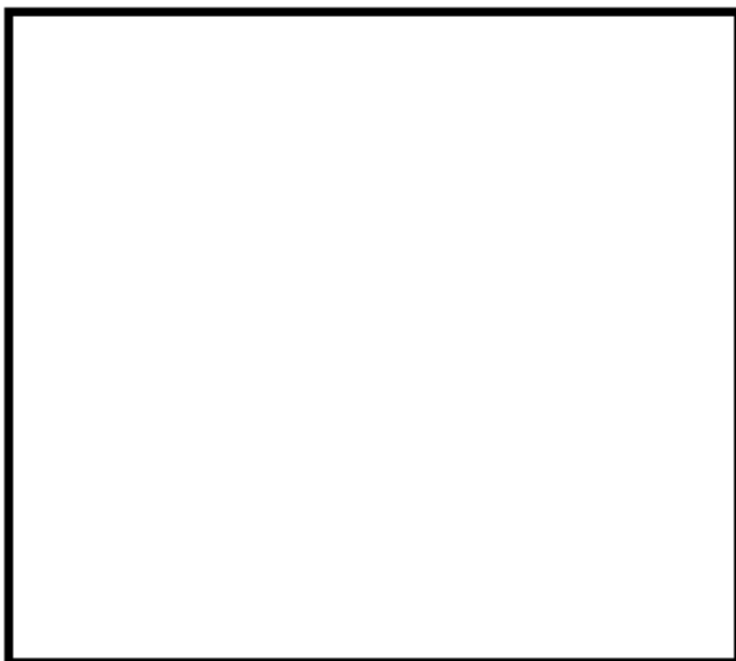
Add symbols and labels to the buttons below. Print and cut out the buttons, and place two of the items on the First-Then Chart.

First	Then

First	Then

First	Then

stop
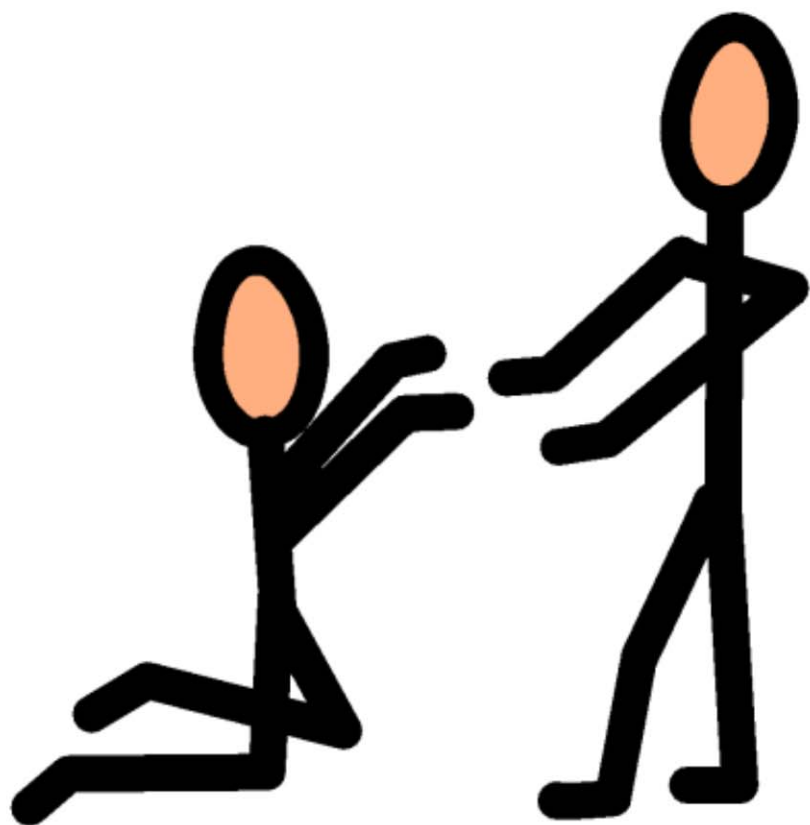
help
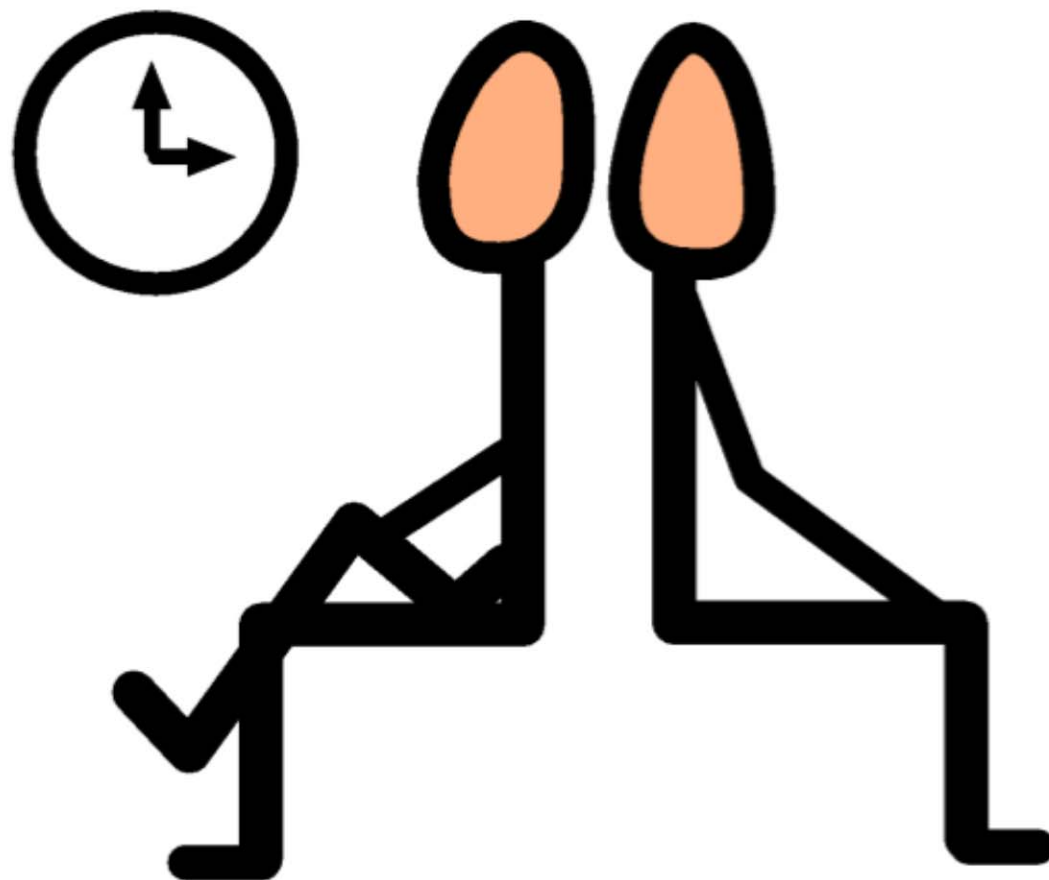
Wait

EXTRA #4: Visual Supports

"1,2,3, All Done" is a visual support the 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.
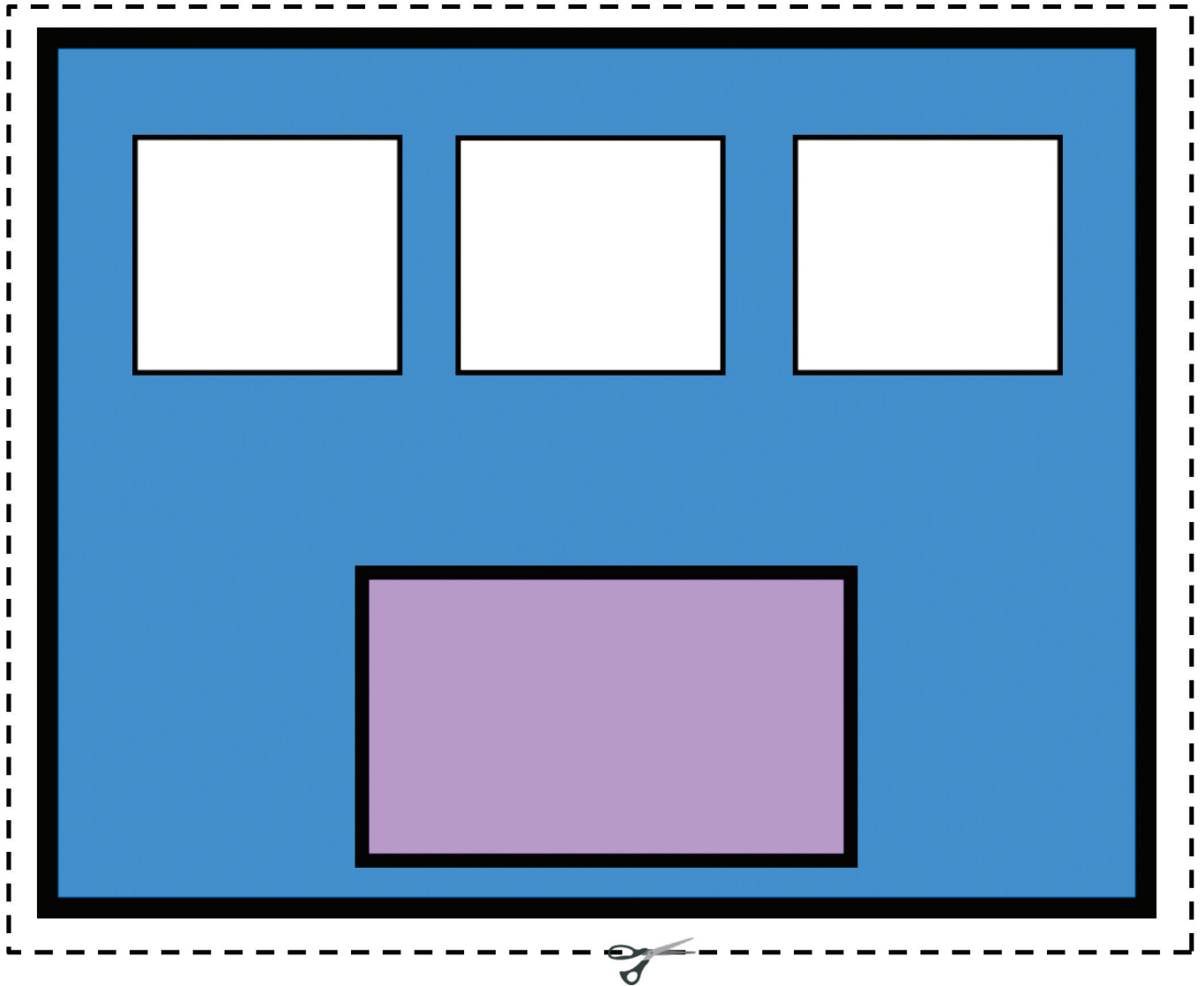
Create "All Done" pocket manually
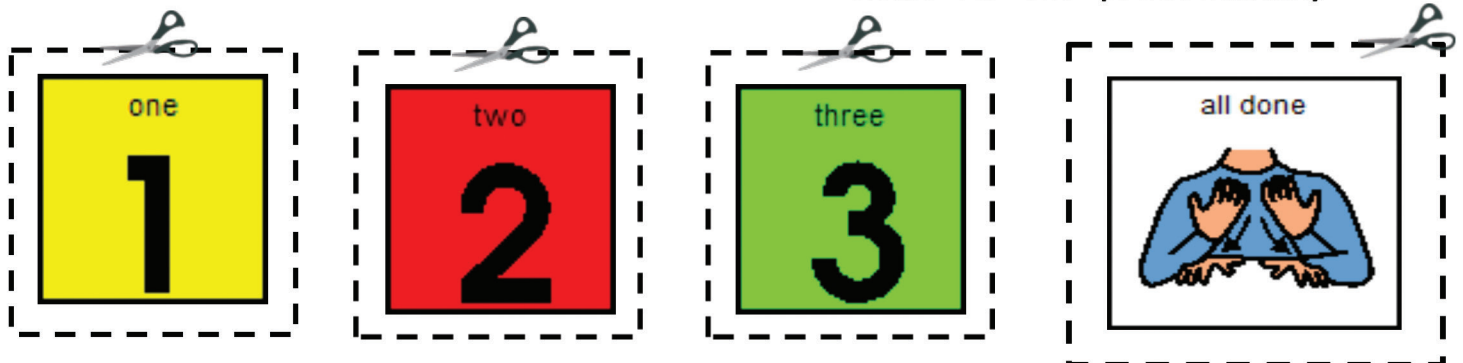
"First-Then" is another strategy that uses pictures to create expectations and encourages 'work' before 'play. Remember, always put the 'lesser desired' activity in the First box and a more highly preferred activity in the Then box. This should increase motivation for on-task behavior.

First

Affix
Soft Velcro

Then

Affix
Soft Velcro

work

play
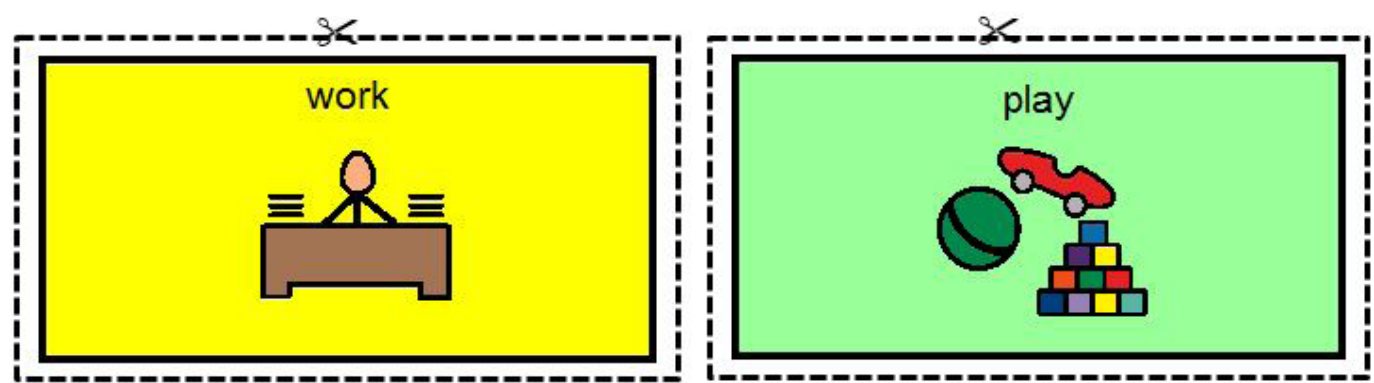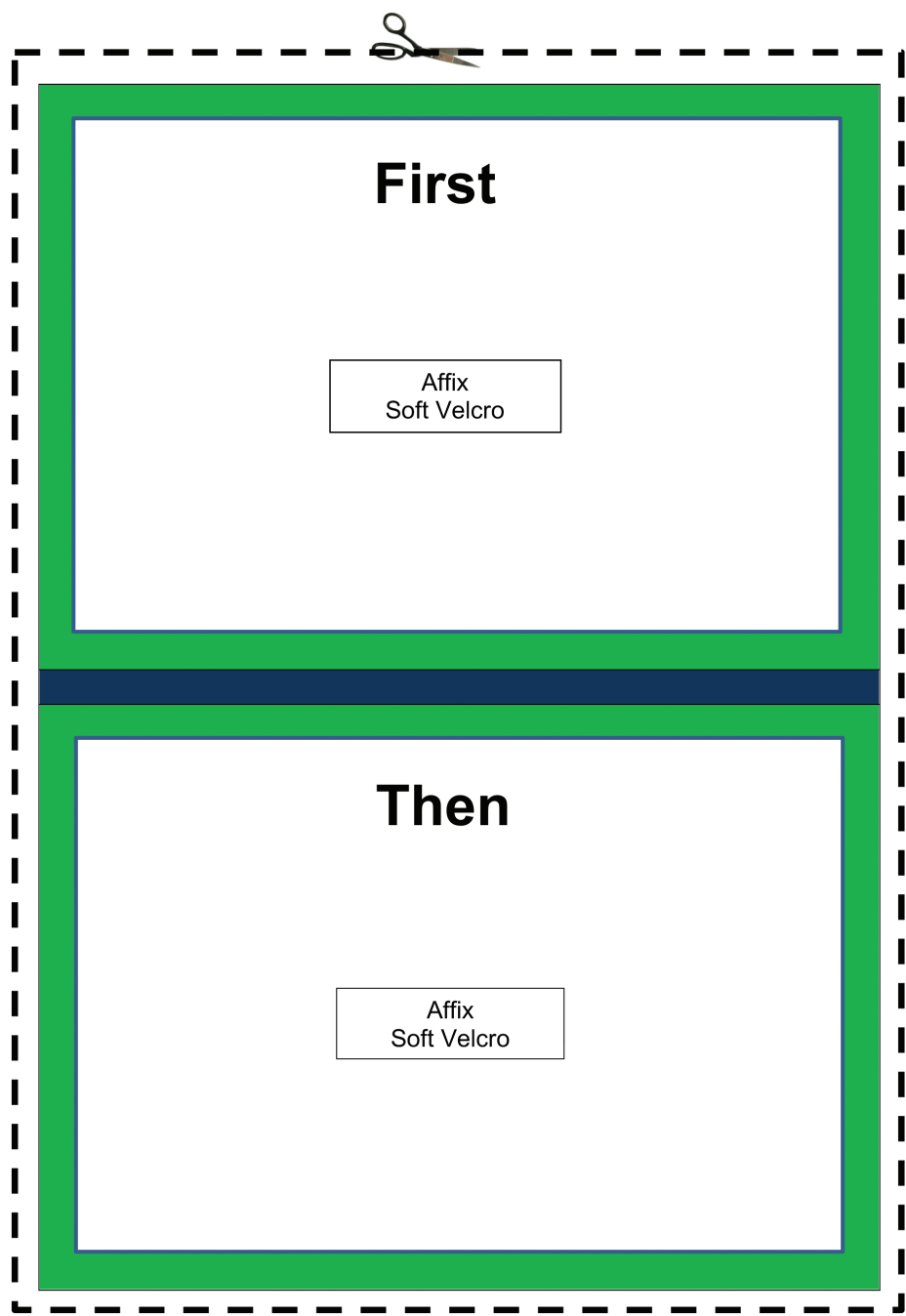
"Break Board" can be used to encourage engagement in 'work' tasks by providing the child opportunities to ask for a 'break' rather than engage in disruptive behavior to avoid a task.

break

break

break

break

break
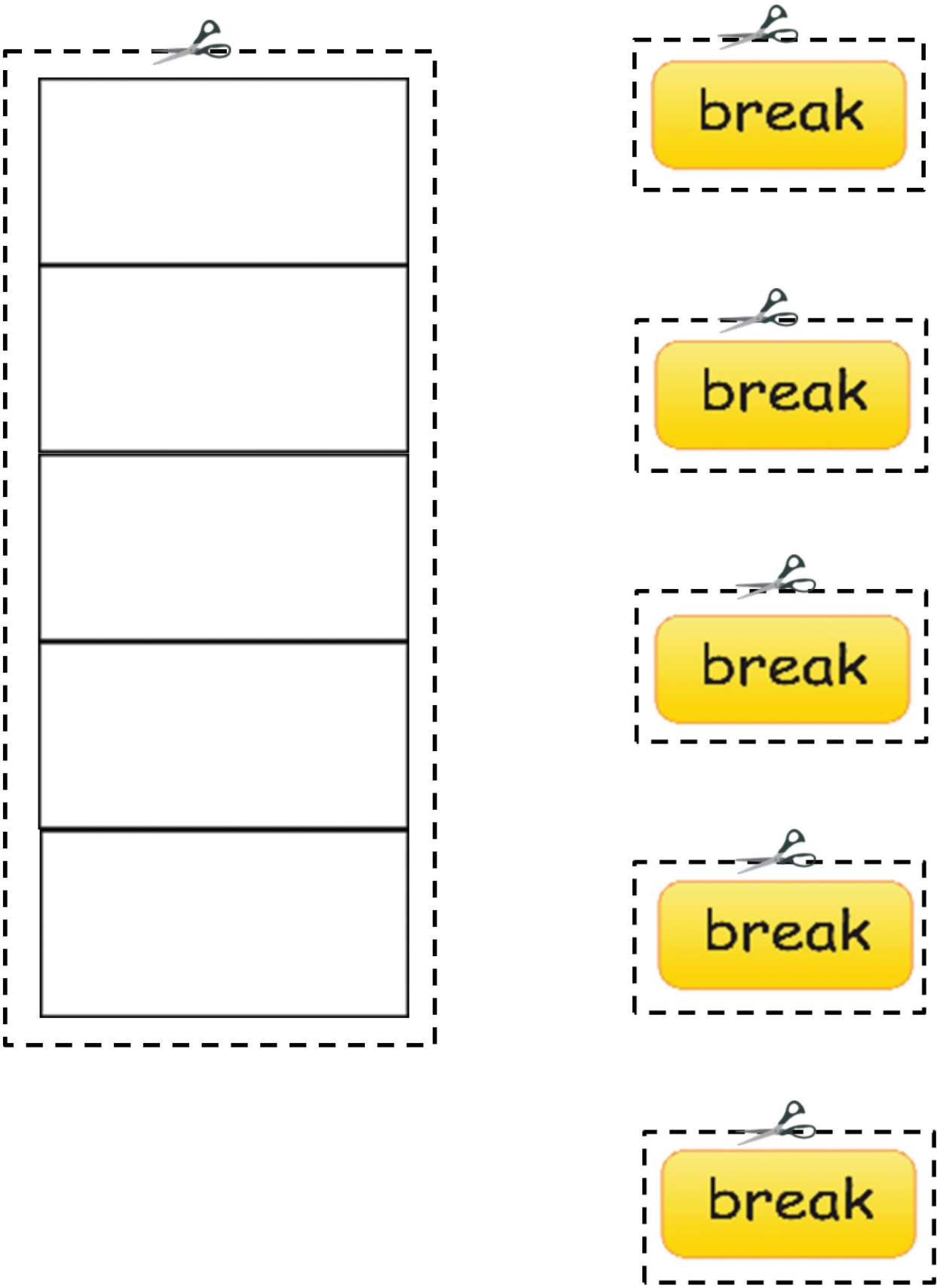
"Visual Schedule" sets up clear expectations and encourages the child to transition from one activity to another, using their schedule. Visual schedules can assist with transitions, increasing on-task behavior, and teaching daily living skills. Here are some examples, but the limits of pictures that can be used on a schedule are endless!

work

play

work

play

all done
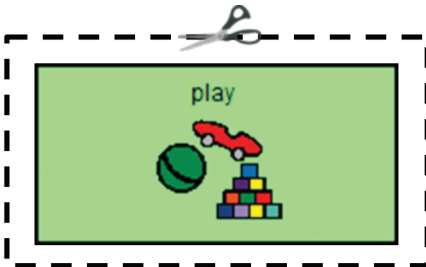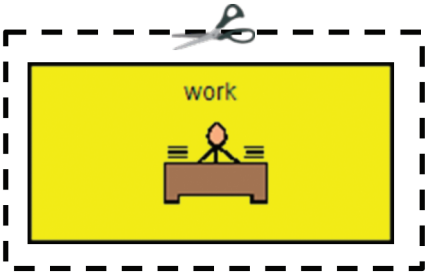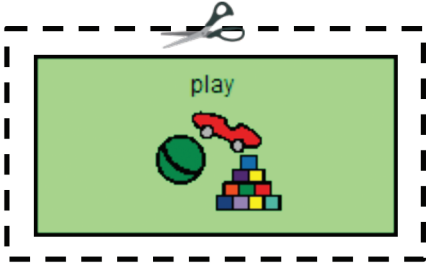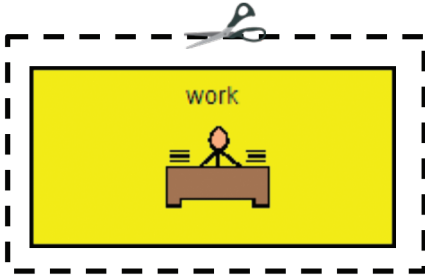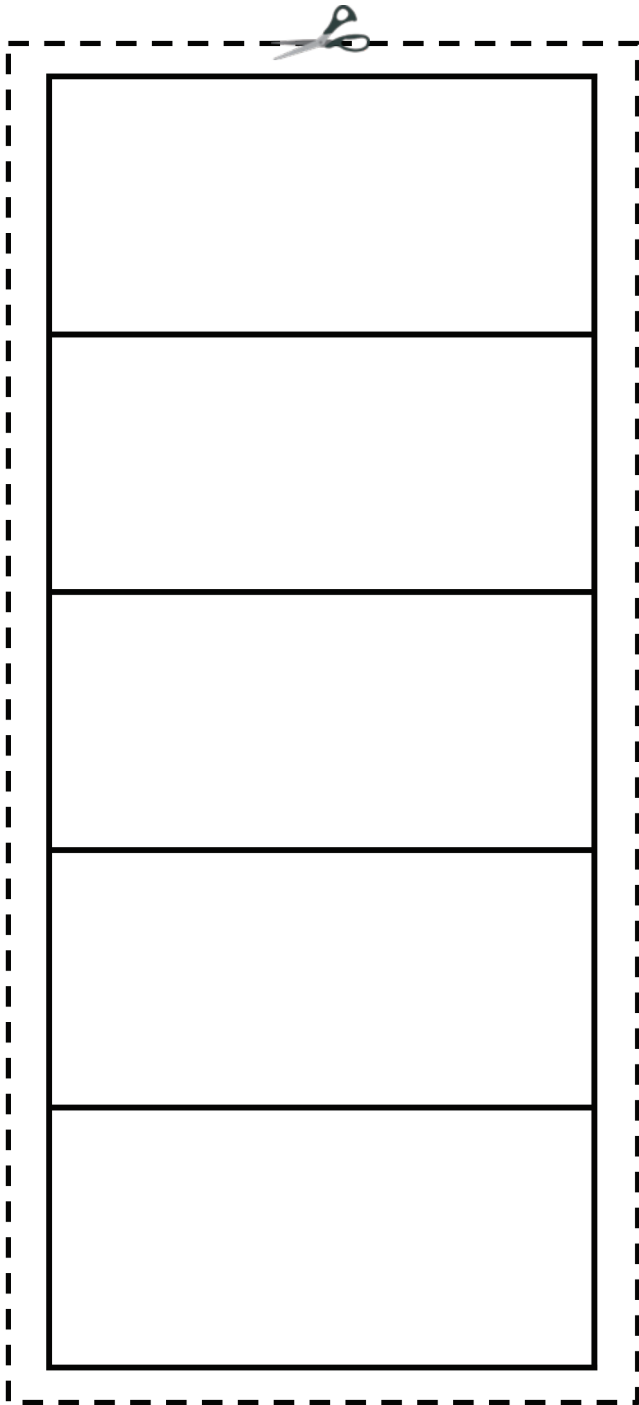
"Wait Card" is a tool to teach a child how to 'wait.' This is an important skill that translates across environments. Teaching a child to 'wait' can be an effective way to manage difficult behavior with a tangible reason or function.
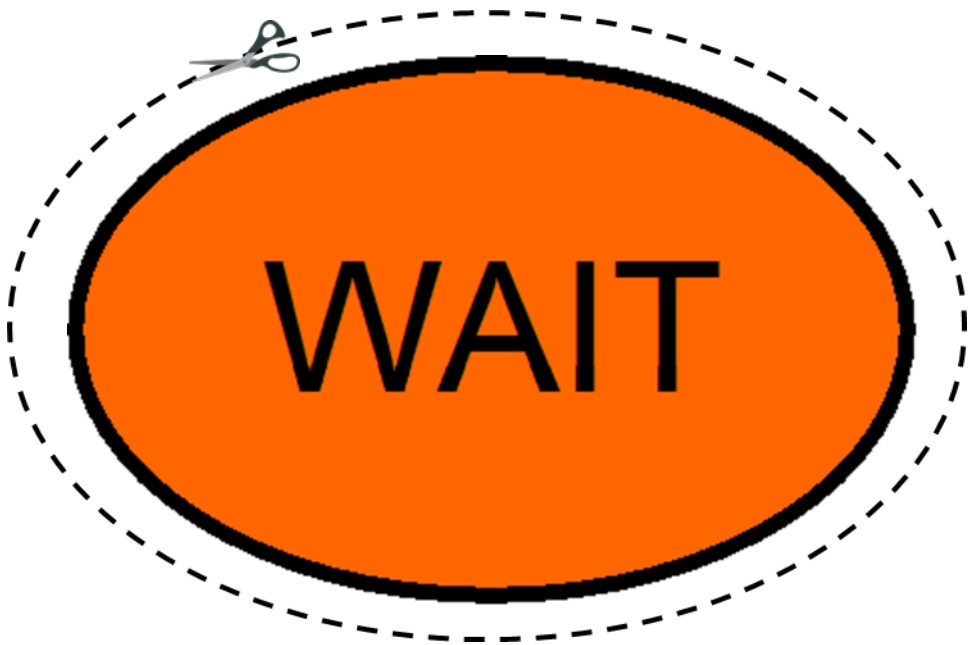
"Help Card" is a tool to let the child know help is available.