

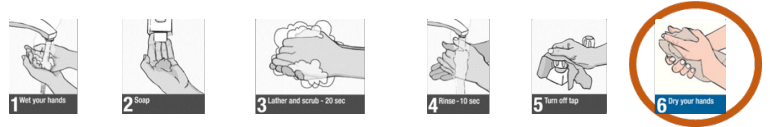
Visual Supports (Part 2)

<p>If/Then Visually communicate the results of behavioral choices in a specific situation. "If I choose behavior A, it results in consequence A. If I choose behavior B, it results in consequence B."</p>													
<p>Saying 'No' and Waiting Help to accept 'no' and appropriately wait for items/activities/people. Cue availability/unavailability of item/activity.</p>													
<p>Volume Chart. Can help in visually see changes in volume. They can be used to reinforce an appropriate volume level or help prompt changes to volume levels.</p>	<table border="1" data-bbox="1274 877 1458 1102"> <tr><td>5</td><td>shouting</td></tr> <tr><td>4</td><td>loud</td></tr> <tr><td>3</td><td>normal</td></tr> <tr><td>2</td><td>soft</td></tr> <tr><td>1</td><td>whisper</td></tr> <tr><td>0</td><td>no talking</td></tr> </table> <p>https://bouncyballs.org/</p>	5	shouting	4	loud	3	normal	2	soft	1	whisper	0	no talking
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<p>Token Economy for Behavior Aids in targeting desired behavior as opposed to academic skills. Learners earn tokens for to receive chosen reinforcers.</p>	<p>I'm working for <input type="text"/></p> <p>Rules: </p> <p>I need: <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/></p> <p> </p>												
<p>Forward Chain Task Analysis Does not teach all skills in the chain each time. It focuses on teaching one skill at a time, starting with the <u>first</u> skill in the sequence. Prompt the student to attempt the first step then provide maximum assistance with the following steps.</p>													

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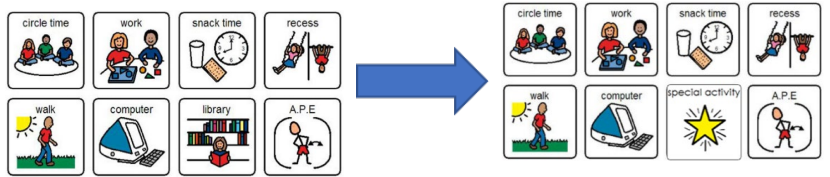
Backward Chain Task Analysis

Does not teach all skills in the chain each time. Focus on teaching one skill at a time, starting with the last skill in the sequence. Provide maximum assistance for all steps, except for the last step.



'Surprise' in the Schedule

They can create more motivation for correctly using a visual schedule. They disrupt the routine and help the learner with changes to their routine.



Taking Turns

Clearly communicates a turn taking process. Alleviates school staff from verbally prompting turns.

