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AAC TOOLS TO COMPREHEND AND PLAN

Tools to comprehend and plan

- ▶ Labelling
- ▶ Agenda and planning
- ▶ Task analysis
- ▶ Rule Chart
- ▶ Active Strip
- ▶ Social stories
- ▶ Token
- ▶ Games rules
- ▶ Video Modeling





Visual agenda and planning

- They allow to structure the time;
- They allow to increase the predictability of events;
- They help to make evident the sequences of what happens;
- They allow to teach concepts in a concrete way;
- Introduce the concept of "finished"
- They promote self-esteem and decrease anxiety.



Task analysis

- ▶ It allows to identify the prerequisites for carrying out an action
- ▶ It consists on the systemic description of single actions and behaviors useful to execute correctly and adequately a performance
- ▶ It allows to understand at which point of the sequence it is necessary to intervene



Activity Strips

- ▶ Series of activities arranged in succession to obtain the fulfillment of the requested one from the child
- ▶ Understanding of the SUCCESSION of activity
- ▶ Understanding that activities have a START and an END
- ▶ It makes foreseeable the activities proposed so understand WHAT AND WHEN to do the activities



Token

- ▶ It is a reinforcement system with token that aims to increase appropriate behavior. It consists of a form of "educational contract with which every child's correct behavior will receive a token and no one will be assigned to any infraction.
- ▶ In exchange for a certain number of tokens, the subject will be granted access to a certain material "reinforcement".
- ▶ Reinforcement is any event that happens immediately after a behavior and that produces an increase in the frequency and intensity of the behavior itself. The reinforcement, or prize in the token, is chosen by the child, i.e. it must be a highly motivating object or activity for the child.

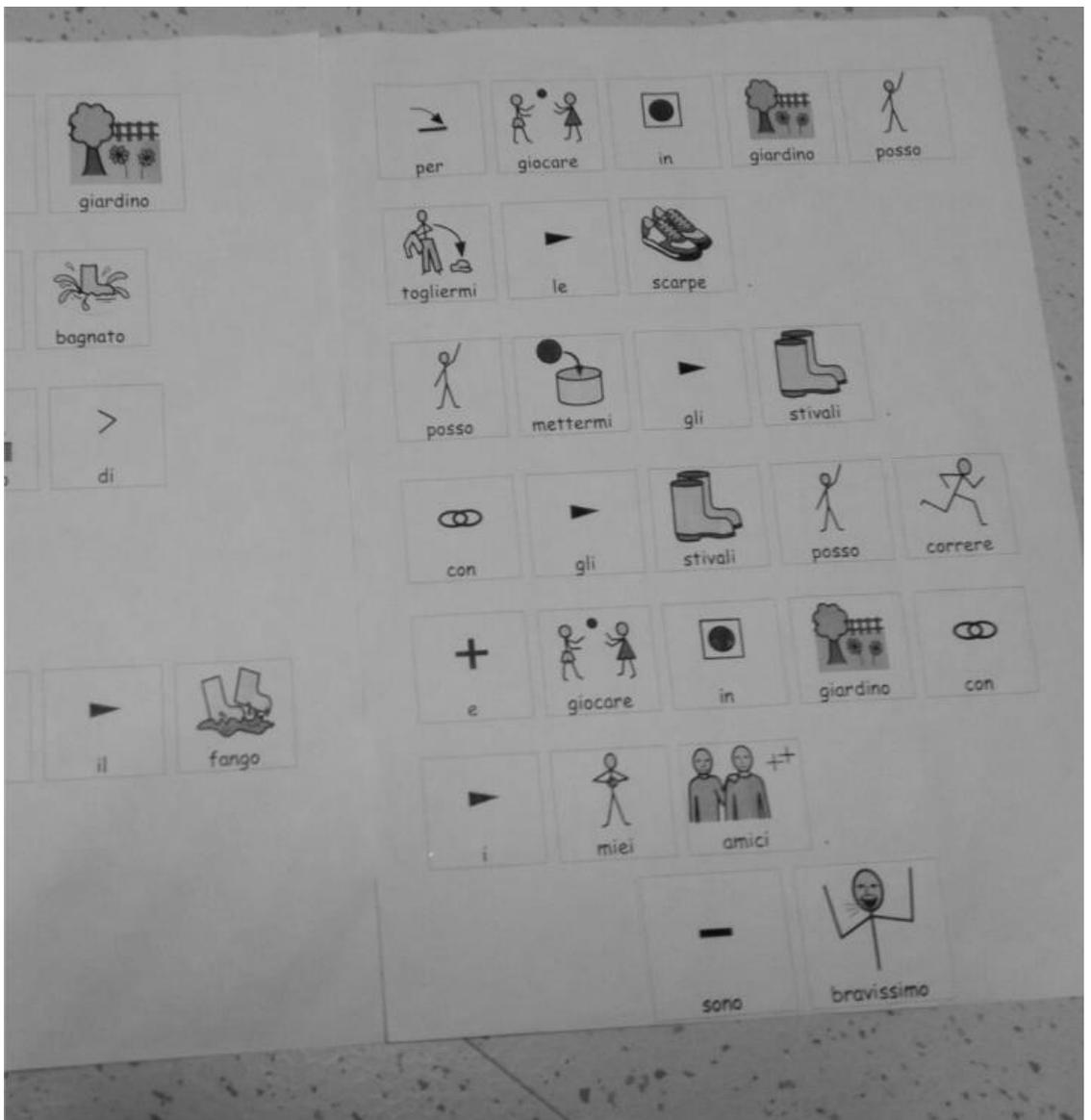
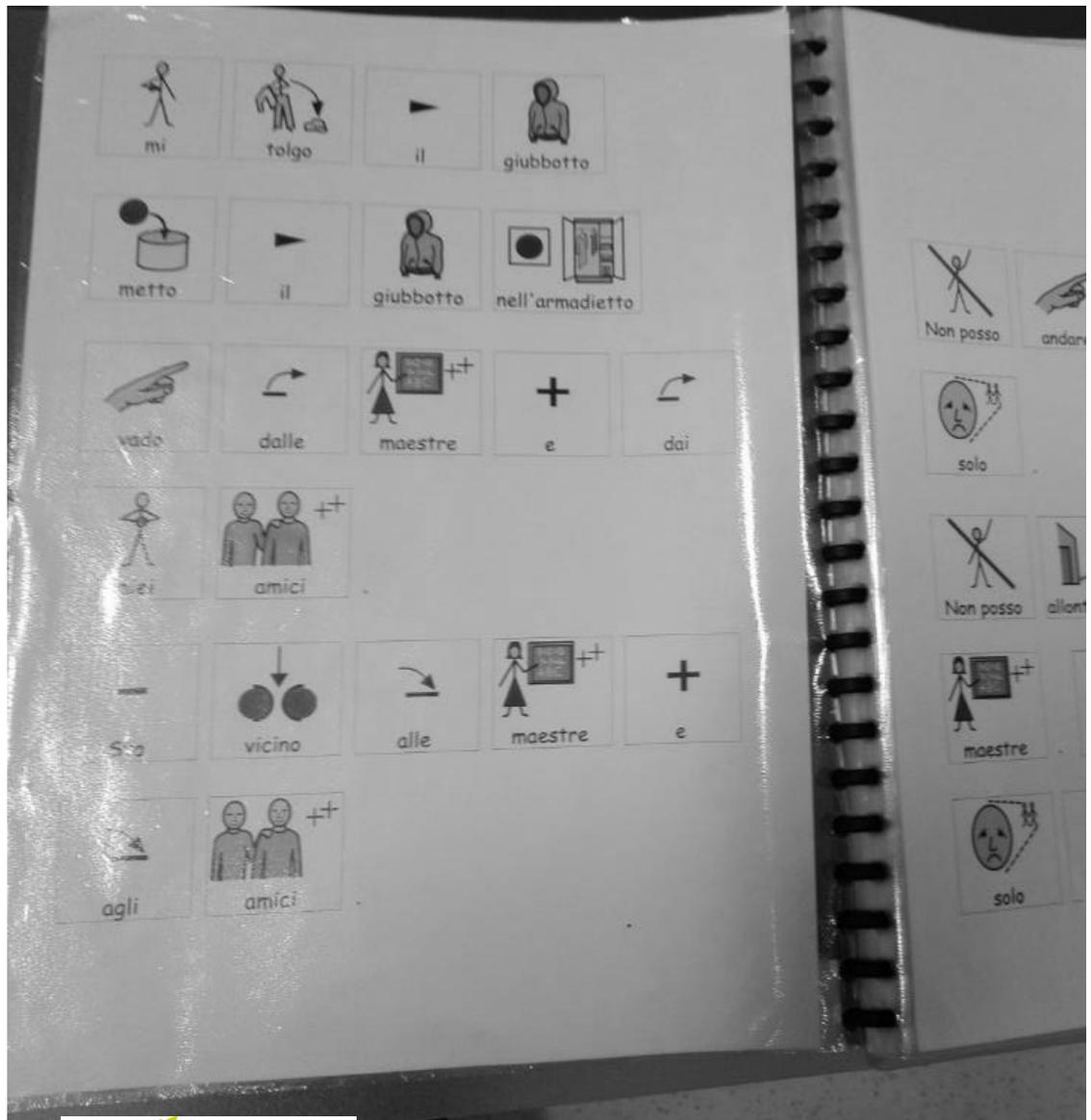
Rule chart

- ▶ They are offered to the subject because he memorizes the main rules of the environment in which he/she is located. For example, at school they will have to be put on the bench (I have to sit up, I have to be quiet, I have to raise my hand and wait for the teacher to call me).
- ▶ They will have to be few, simple, specific and formulated in a positive way



Social stories

- ▶ Provide positive feedback to the child, allowing him to recognize his abilities and his proper behavior;
- ▶ Help him to be ready for a new experience and understand the behavior to be taken;
- ▶ Help the child to get used to a situation, and react to it in an appropriate manner;
- ▶ Helping to prevent extreme reactions arising from a lack of social understanding;
- ▶ Provide suggestions on which socially appropriate behaviors are
- ▶ Social stories must be written in a very individual way, following the particular needs of each person.
- ▶ It must be a simple description that serves to describe a person, an event, a concept or a social situation and tries to guide the individual towards a new or appropriate rule or response to a common social situation.



Video Modeling

They are short films with which you can learn specific skills in personal autonomy and social and relational skills.

They can be used to treat behavior problems

They can be used to prevent situations that cause anxiety such as a medical examination.

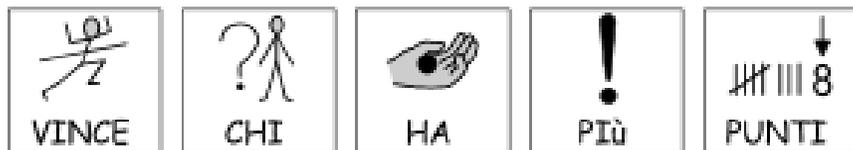
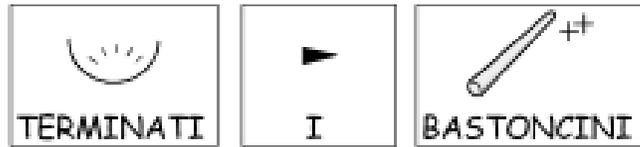
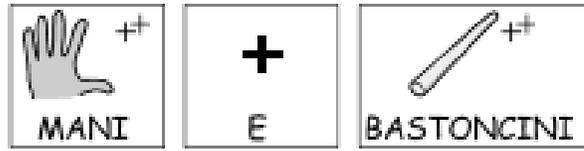
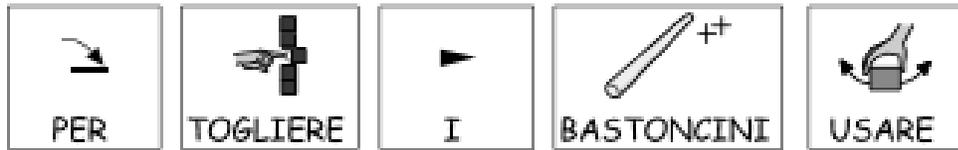
Games Rules

It allows the understanding of behavior to be implemented

Allows understanding and sharing of rules among all children

It allows to visually understand the progress of the game.

It allows inclusion at an important time of the child's growth.





Thank you!