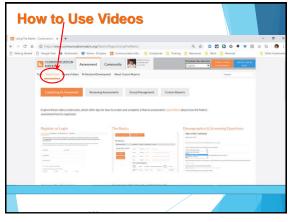
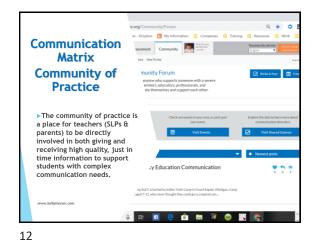


Communication Matrix		Harre I Stanse Stree Sta	0 In - Lagau for Pleasant	Prints specific to each
Delin List Message	Category	Behavior	Mastery	child's assessment
B1. Protests	Telid Lagressive	trown, grinnace	Mattered	
	a surly Stenes	whine, fuss, scream	Mastered	
	They Mericanan (s	moves away from person or object	Matiered	
	They Meridentes	leg movements (stamp, kick)	Mattered	
	They Merimania	arm movements (bal arms, push, throw away)	Mastered	
	They Meriman (s	head movements (turn head away, pull head block)	Mastered	5
R2. Continues an Action	acial Expressives	snie	Energing	mage from Prentie Romich
	Confering Samuel	con, squeal, fass	Mastered	9 4
	They Mercensets	am novements (bal arms)	Energing	Jent
 Others Mare of Screeting 	any Sawa	con, squeal, fam	Enverging	e E
	They Martanan (s	takes desired tern	Enverging	e tro
	They Merimanits	leg movements (lock)	Energing	y/Det
	Tay Maranants	am novements (bat arms)	Errenging	E C





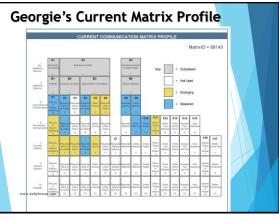


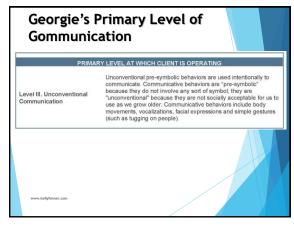


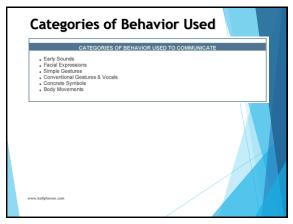
www.kellyfonner.com

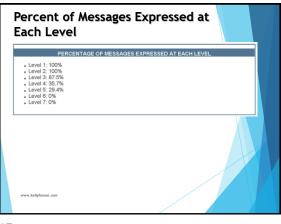


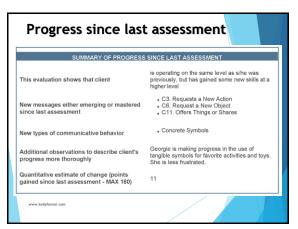




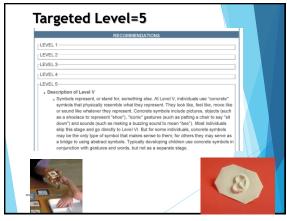


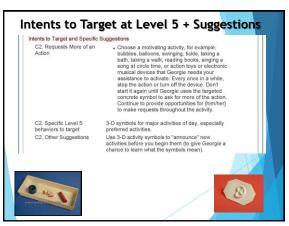




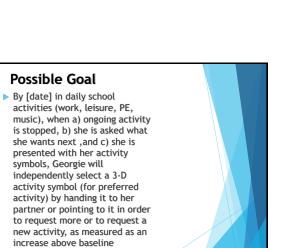






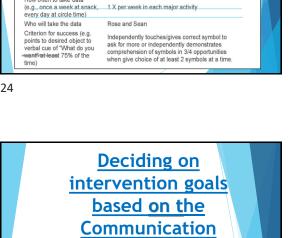


23



once/week by educational

assistant.



Matrix assessment

Touching/giving appropriate symbol after activity is stopped, when she wants more of an item, or

to make a choice. Demonstrate comprehension of a 3-D symbol by going to correct activity area or

by selecting appropriate item when given a

Strategies for Monitoring

symbol for it.

Level of assistance

General Goals For Level V

- Increase the number of different symbols (vocabulary) in the symbol mode that the client currently uses.
- . Expand the use of concrete symbols to new contexts, partners, materials and settings.



Progress

Type of data:(e.g. pointing to desired object, using

manual sign to request help)

How to measure behavior (e.g., frequency of behavior,

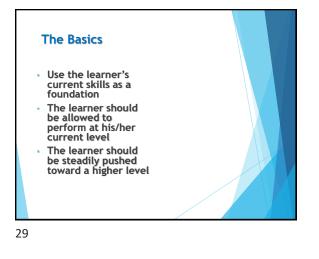
accuracy, independence.

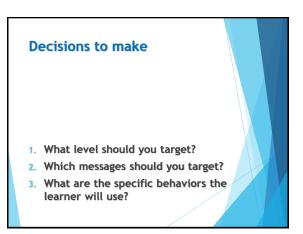
level of assistance) How often to take data

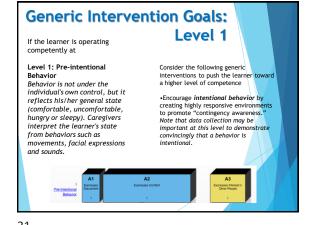
Monitoring Progress

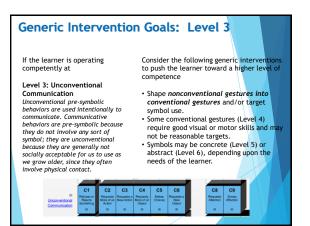
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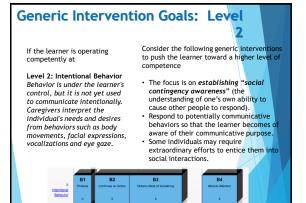
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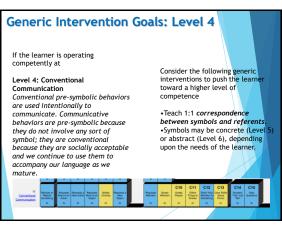


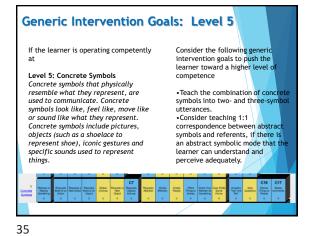


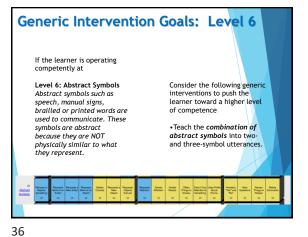


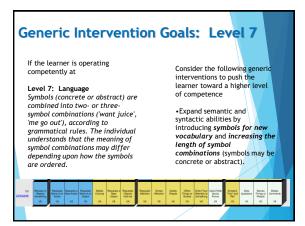


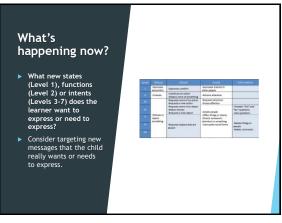


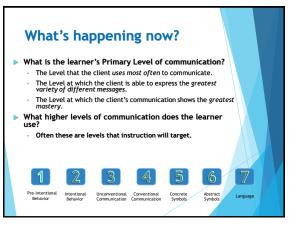


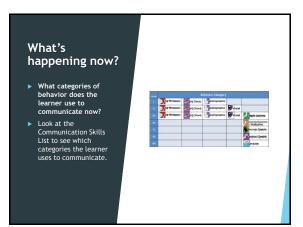


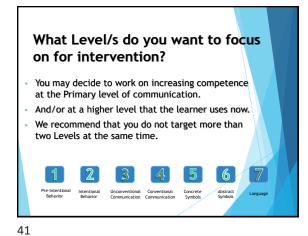










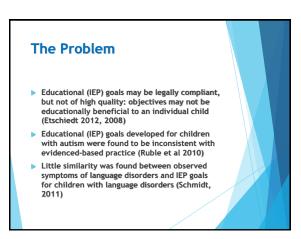


What specific behaviors do you want to focus on? • This will depend largely on what the learner wants communicate about and what behaviors (whether pre-symbolic or symbolic) are needed to communicate about those things.

42

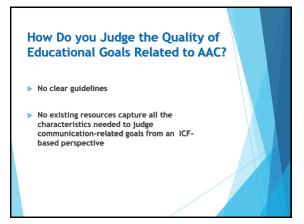


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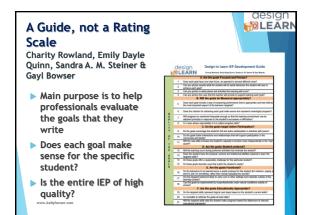
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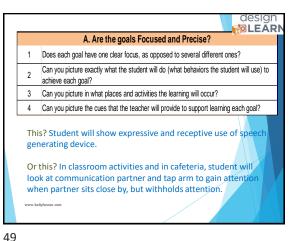
47



Design to Learn IEP Goal Development Guide
A tool to evaluate IEPs that goes beyond legal requirements
Provides a comprehensive list of qualities that contribute to excellent IEP goals for children with CCN
Uses principles of ICF (activities, participation, function, focus on the individual, influence of the environment)







C. Do the goals target Active Participation?

Do the goals encourage the student's full and active participation in activities with peers?

Will the new skills increase the student's capacity to function more independently in the

To what degree will achieving these goals/objectives have an impact on the student's active participation beyond the

This? When presented with picture schedule or hand-in-hand

Or this? Student will use picture symbols to request needed

materials from peers to help set up small group activities

Do the goals foster interactions and relationships that will support participation in the

desid

DLEAR

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51

community and family?

signing, student will tolerate it.

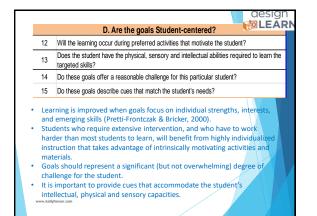
including science, art and snack.

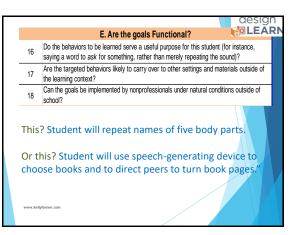
"real world"?

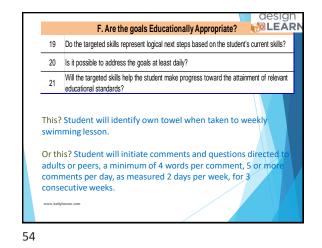
classroom?

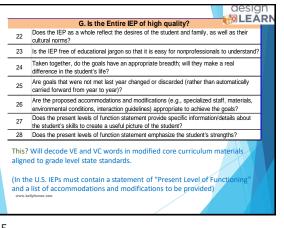
desid DLEARN B. Will the goals be Measured appropriately? Does each goal include a way of measuring performance that is appropriate and that 5 reflects the most important aspect of the behavior targeted? Does the criterion for achieving each goal make sense and represent meaningful 6 progress? Will progress be monitored frequently enough so that the learning environment can be 7 adjusted promptly in response to the student's successes or difficulties? Is it clear whose reponsibility it is to collect progress data? 8 • Most common criterion: 80% accuracy on 4 out of 5 trials. Consider this Example: Will maintain ability to "come here" when prompted by a teacher from 91% accuracy to 90% accuracy. Consider carefully what criteria are appropriate when use of symbols is being measured. o Consider this Example: Student will choose correct symbol www.wfromea choice of 2 with 50% accuracy.

50

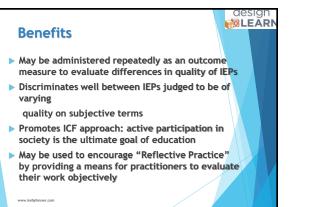




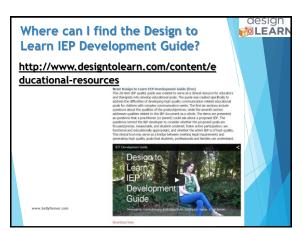




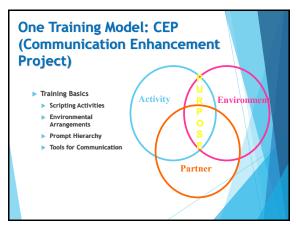
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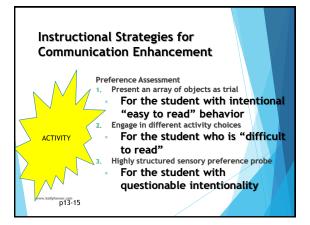


CEP: Communication Enhancement Process

- Year Long Classroom Intervention Process
- Focus is on students who communicate with nonsymbolic (behavioral) modalities
- To develop more intentional & symbolic communication
- In order to communicate with a wider range of communication partners
- Communicate more independently, increase # of communication functions & unprompted interactions

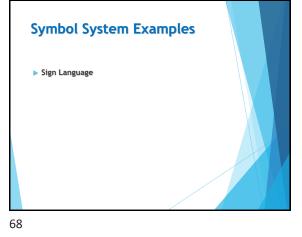




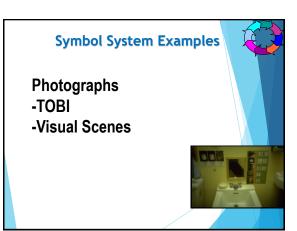


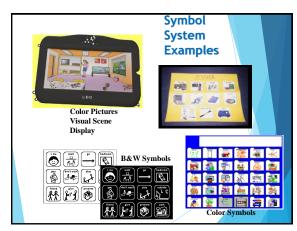


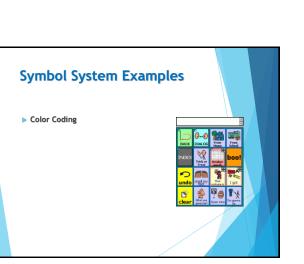




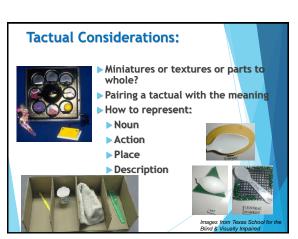


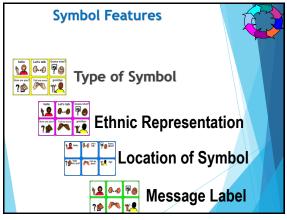


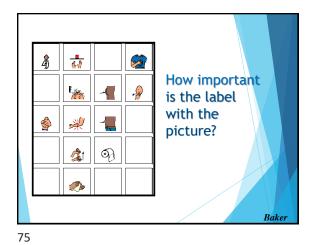






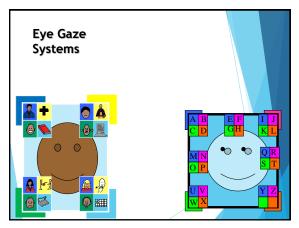






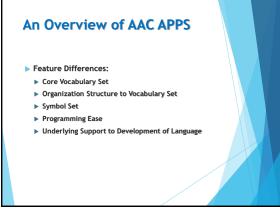
Access - Assisting Direct Selection Pointing sticks / Splints Headsticks / Headlights Mouthwands

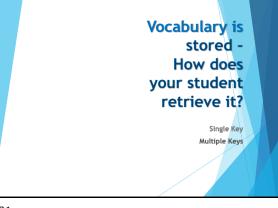
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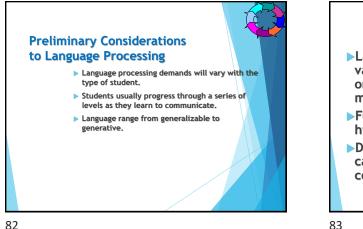


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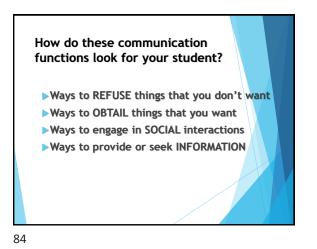


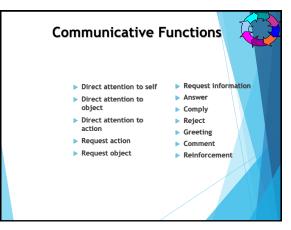


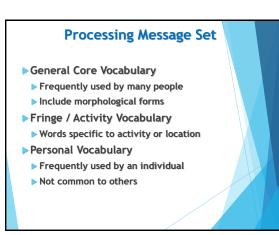


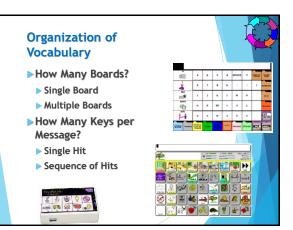


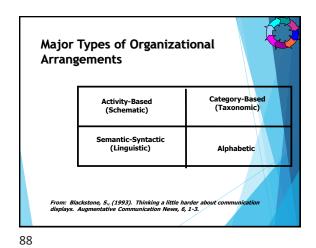






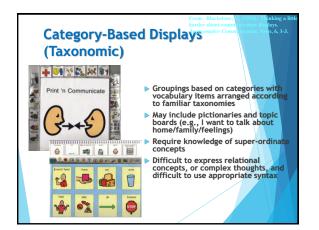




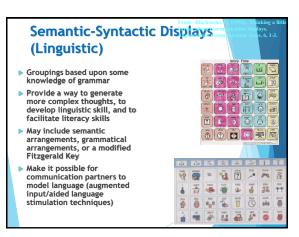


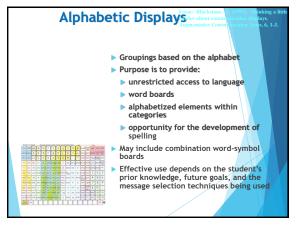
Activity-Based Displays (Schematic) ۲ ? R The purpose of which is to depict people doing things or to capture an experience ٨ May include photo albums and conversation books ٢ 0 May be particularly helpful for those with memory or cognitive deficits 4) 1. 1 May necessitate repeating of symbols across multiple displays

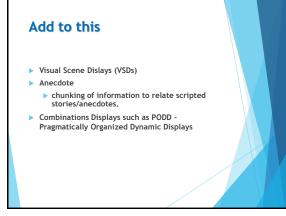
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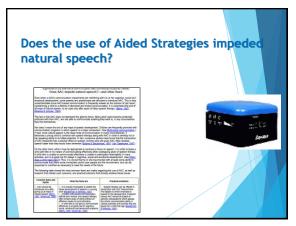


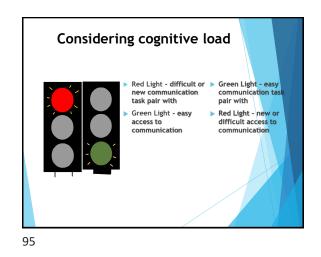
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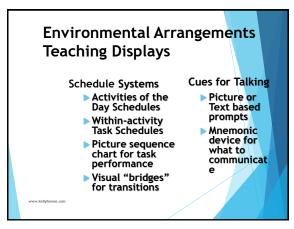






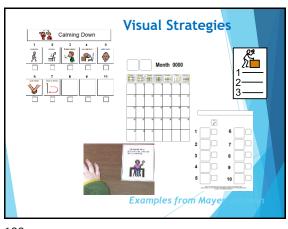




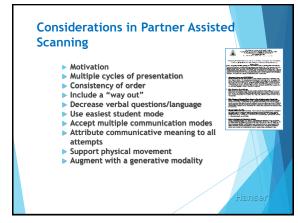


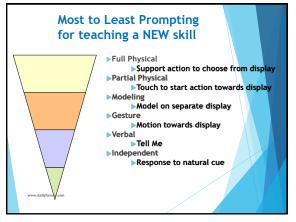


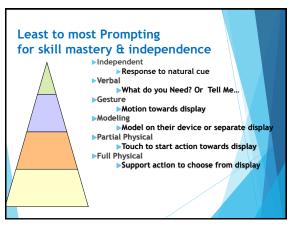


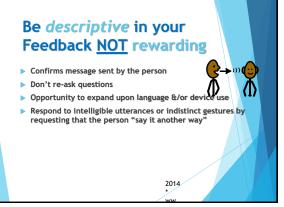




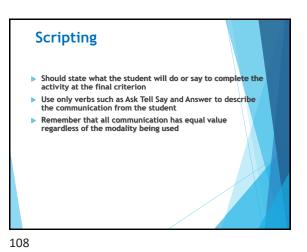


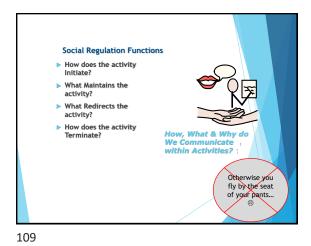


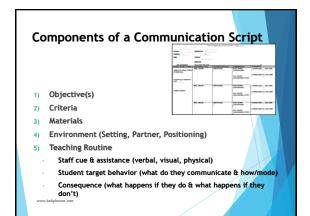




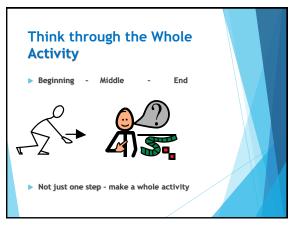




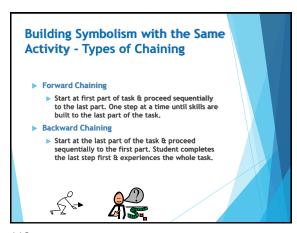




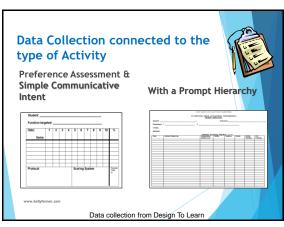
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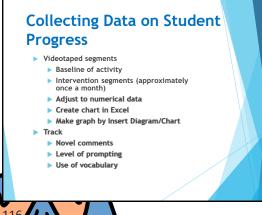
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Solpt DVI Ordina sourch Diadrat. Other Date: F1 Soluter FVI manue: Cold have to enter load. Age Roage: 512 Soluter FVI manue: Cold have to enter load. Soluter FVI manue: Cold have to enter load. Communication FVVPposet: FvVIPvnoreA Assessment Soluter FVI manue: Cold have to enter load. Soluter FVI manue: Cold have to enter load. Cold have to enter load. Cold have to enter load. Soluter FVI manue: Cold have to enter load. Cold have to enter load. Cold have to enter load. Soluter FVI manue: Constraint Enter load. Cold have to enter load. Cold have to enter load. Cold have to enter load.							
ENVIRONMENT Setting, Partner, Position		TINE			Consequence given by staff		
Setting: Classroom Materials: age appropriate set of 10 toys, sensory items, hordes	Staff cues (verbal, visual): Present 2 itema visually (hold steady) and say " <u>Student</u> , which one do you want?"	Staff assistance (physical): If the student is on the floor, all behind him to help maintain statistics. There may be a need for a 2" staff member to present the items from the front.	What student communicates: "I want that one" How student communicates: touching@rabbin g/reaching towards one item	If student does: touching/grabbing/re aching towards the item If student doesn't: touching/grabbing/re aching towards the	Balf Then stiff: 1) Activates communication device "I want that" 2) records choice 3) if student plays with item for own 5 accords the staff will say "Baldgel plays the them "Baldgel plays the them "Baldgel plays the them 1) records non-choice 2) oresents 2 new items		
Positioning of AAC device: out of student's reach, to be activated by statil after selection Positioning of student: 1)at				item	2) presents 2 new nemts		
table, 2)on floor , 3) in stander Position of Communication Partner: 1)beside him; 2) behind him; 3 in font of him Position of Communication Facilitator: may be needed which he is on floor							

