

# **What strategies work when teaching and coaching individuals with ASD?**

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*Using Evidence-  
Based Practices  
in Your Settings*

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# National Autism Center: Evidence-Based Practices

- The National Autism Center's National Standards Report (2009), identified the following 11 interventions as having “compelling scientific evidence”:

Antecedent Package	Peer Training Package
Behavioral Package	Pivotal Response Treatment
Comprehensive Behavioral Treatment for Young Children	Story-based Intervention Package
Joint Attention Intervention	Self-management
Modeling	Schedules
Naturalistic Teaching Strategies	



# Antecedent Strategies

- Involve changing situational events that typically occur before the challenging behavior.
- Changes are made to increase the likelihood of success or reduce the likelihood of problems occurring.



# Antecedent Strategies

- Examples include but are not limited to:
  - Behavior shaping
  - Choice
  - Cueing and prompting/prompt fading procedures
  - Environmental modification of task demands, social comments, adult presence, seating, familiarity with stimuli;
  - Errorless learning;
  - Incorporating special interests or ritualistic/restrictive activities into tasks;





# Creating Choice with a Communication System



Yes



No

# Give Choices

After skill practice you can...

Practice with a friend











Hit against the wall



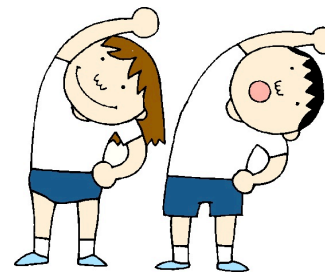
Making an open ended choice may be too overwhelming for children with ASD.

# Choices and Communication of Needs through a Picture Communication Board

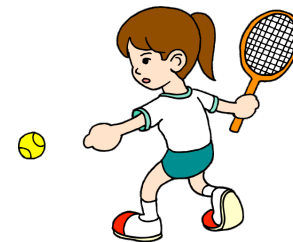
				
			<b>Yes</b>	<b>No</b>

# Coaches, Teachers, Staff and Students/ Athletes Must be **TAUGHT** to Use Visual Supports!

- If your student/athlete uses visual supports in other areas of their day, include them in PE, sports/other physical activity settings.
- Pair visual supports with training and class/practice routines so that students/athletes understand expectations



Warm-up



Practice



# Using the Visual Environment to Create Opportunities

- Create patterns that connect/make sense for a person with ASD
- Organize the environment so it leads to independence (e.g. information station, warm-up circle, “neighborhood areas”)
- Increasing independence leads to fewer undesirable behaviors
- Visual organization strategies prevent the staff from making assumptions about what the students need or want



# Knowledge Check

- What are antecedent strategies?
- Name 3 examples of antecedent strategies that you might use in your practice.



# BEHAVIOR IS COMMUNICATION!



# Behavior Package

- Strategies designed to reduce challenging behaviors and teach alternative behaviors or skills.
- When children can successfully make requests, challenging behaviors may decrease or be replaced







# Behavior Package

- Examples include but are not limited to:
  - Chaining
  - Positive reinforcement
  - Token economy
  - Mand training



# Remember BEHAVIOR is COMMUNICATION!





# Knowledge Check

- What does the 'behavior package mean'?
- Tell how you might incorporate the behavior package into your program.



# Joint Attention Intervention

- Joint attention often involves:
  - Teaching an individual to respond to the nonverbal social attempts of others
  - Teaching an individual to initiate joint attention interactions
  - Teaching an individual to engage in more complex social situations



# Joint Attention Intervention

Other more simple examples include:

- Pointing to objects
- Showing items/activities to another person
- Following eye gaze.



# Knowledge Check

- Is it important for an individual with ASD to look at you in order to pay attention?



# Naturalistic Teaching Strategies

- These interventions involve using child-directed interactions to teach functional skills in the natural environment.
- These interventions often involve providing a stimulating environment, modeling how to play/respond, encouraging conversation, providing choices and direct/natural reinforcers, and rewarding reasonable attempts.



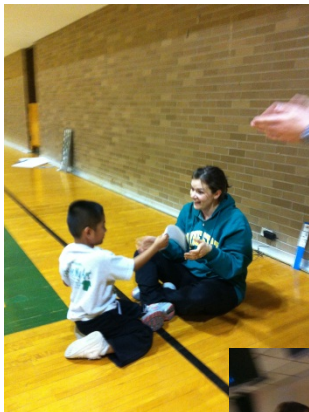
# Naturalistic Teaching Strategies

Examples of this type of approach include but are not limited to:

- incidental teaching
- “in-the-moment” teaching
- using the child’s lead to guide instruction



# You have to be ready at any moment... teaching/coaching can happen ANYWHERE!





# Knowledge Check

- Where is the best place for learning to happen?
- Name 3 examples of antecedent strategies that you might use in your practice.



# Peer Training

- These interventions involve teaching children without disabilities strategies for facilitating play and social interactions with children on the autism spectrum.
- Peers include similarly-aged classmates or siblings.



# Peer Training

- Peer training may include components of other treatment packages (e.g., self-management for peers, prompting, reinforcement, etc.).
- Common names for peer training intervention strategies include **peer networks, circle of friends, buddy skills package, peer initiation training, and peer-mediated social interactions**



# Peer Training

- **Teaches** other children about ASD and specific information about fellow classmates with ASD in the class/group.
- **Develops** tolerance and acceptance within the class/group.
- **Practices** social skills in all settings so children gain competency in natural environments.



# Knowledge Check

- How does peer training help the individual with ASD?
- Describe how you might incorporate peers into your practice.

# Schedules

- These interventions involve the presentation of a task list that communicates a series of activities or steps required to complete a specific activity.





# Schedules

- Schedules are often supplemented by other interventions such as reinforcement.
- Schedules can take several forms including written words, pictures or photographs, or work stations.





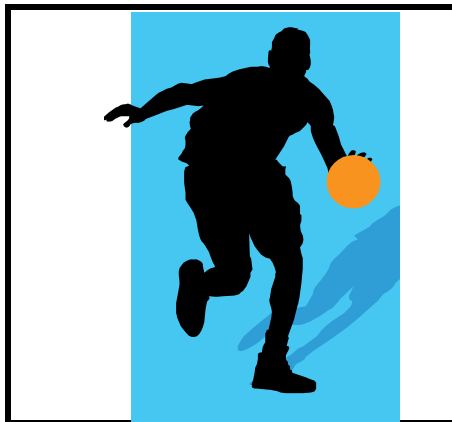
# An Example of a Community-Based Sports Visual Schedule

Today is

Tuesday

At Basketball, Today, I Will

1



2



3



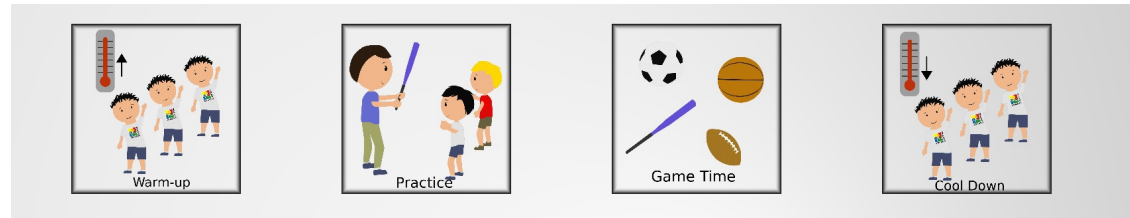


# Visual Schedules & Task Schedules

- Visually organize the information for the students
- Visually answers the following questions:
  - **What** is to be done?
  - **How much** is to be done?
  - **When** will it be finished?
  - What's **next**?
- Visual schedules should only be used with previously learned skills.

# Visual Schedules vs Task Schedule

- Global visual schedule provides representations of activities presented in order



- Task schedule provides representation of individual tasks - can also be referred to as within-task schedule because it breaks down the activity into tasks





# Knowledge Check

- What is the function of visual schedules for individuals with ASD?
- What does your schedule look like for individuals with ASD in your program?



# Self-management

- Involves promoting independence by teaching individuals with ASD to regulate their behavior by recording the presence or absence of the target behavior, and getting reinforcement for doing so.
- Example, I completed and recorded 4 warm-up laps so I get to dribble the purple basketball for 2 minutes while my classmates finish warm-up.

# Self-management

- Other examples include:
  - Checklists (using checks, smiley/frowning faces)
  - Tokens (not to be confused with a token economy)
  - Wrist counters
  - Visual prompts





# Knowledge Check

- How can you incorporate self-management techniques for individuals with ASD into your program?
- What benefit do self-management programs have for individuals with ASD?



# Story-based Intervention

- These treatments involve a written description of the situations under which specific behaviors are expected to occur.
- Stories may provide more information, as needed (e.g., prompting, reinforcement, discussion, etc.).
- Social Stories™ are the most well-known story-based interventions and they seek to answer the “who,” “what,” “when,” “where,” and “why” in order to improve perspective-taking.
- Social stories are delivered in preparation for the social event (e.g., class, game play, locker room time, etc.)





**sports**



I like to play sports.

**friends**



Sometimes I play sports with  
my friends.

**winner**



I might win.

**winner**



It is OK if I do not win.

**shake**



At the end of the game I will  
shake my friend's hand and say  
"Good Game"

**fun**



Playing sports is fun!

## Sport Example

## My Taking a Break Story

My name is Jacob and I am in Ms. Thomas' class.

Sometimes in class I feel frustrated or mad. Everyone feels frustrated or mad at

some time.



When I feel frustrated or mad, I can take a break.



Take  
5

When I want to take a break, I tell my teacher, "I need a break" or I hand her a

break card.



Take  
5

Sometimes my teacher will let me take a break in my class.



Sometimes my teacher will let me go to Mrs. Waldus' room or Mr. Simon's room to take a break.

When I get to leave the class to take a break, I walk to the Speech Room #17 or Mr. Simon's Room # 14 and stay there until my break is over.



When my break is finished, I walk back to class.

My teachers and parents will be happy that I know how to take a break!



# Taking a Break Example



# Knowledge Check

- What is the purpose of a social story for the individual with ASD?
- Describe the key components of a 'good' social story.



# Modeling

- These interventions rely on an adult or peer demonstrating a target behavior (motor or social behavior) with the expectation that the individual with ASD would imitate the target behavior.
- Modeling can include simple and complex behaviors.

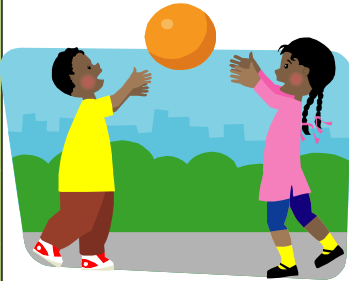


# Modeling

- This intervention is often combined with other strategies such as prompting and reinforcement.
  - Model the overhand throw, then prompt with a gesture.
- Modeling can be done through live modeling, video modeling, animations, etc.

# Peer Modeling

- One of the most powerful interventions!
- Children with ASD learn social skills BEST from their neurotypically developing peers.





# Knowledge Checks

- List the ways modeling can be done for individuals with ASD.
- What does research tell us is one of the most powerful interventions for children with ASD to learn social skills?