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This document is designed to provide descriptions of basic program behavior support sheets. Other methods (i.e. body-level cueing, environmentally embedded programs, etc.) and details on how to run support programs are not contained in this unit. Please see other documents for this information.

## **Types of Forms**

Using visual cue sheets to support behavior can be a wonderful way to assist students. Here are some of the forms provided in this document and the pages where they can be found. Feel free to use and/or alter any form or cue provided. Information about these forms and other details are as follows:

### **Blank Forms**

It can really help to have a selection of basic blank forms that can be individualized for any student. The blank forms in this packet can be used in a variety of ways:

- 1. Cut out and glue visual cues directly on the form.
- 2. Snag-screen (take a screen photo) of the form in this packet, and add your own pictures in a word processing, graphics or slide program.
- 3. Simply draw in pictures by hand (student or teacher).

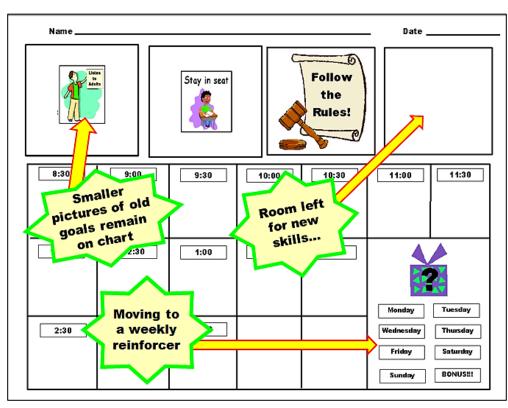
No matter which method you choose, using blank sheets are convenient and serve multiple purposes.

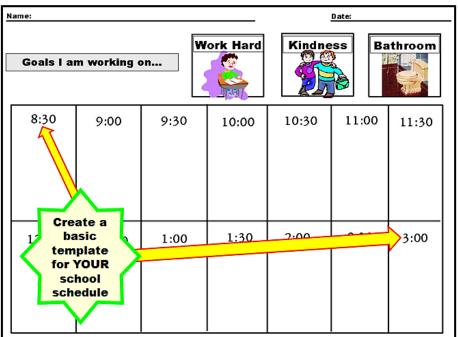
N	Name: Date:											
8,	Goals I am working on											
	8:30	9:00	9:30	10:00	10:30	11:00	11:30					
8	12:00	12:30	1:00	1:30	2:00	2:30	3:00					

### **Form Features**

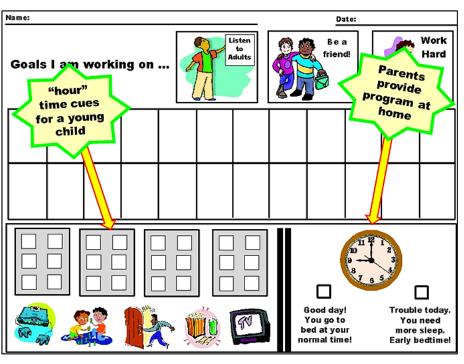
Both blank and constructed forms (forms predesigned for a specific need) have some features that should be pointed out. Here are some details that will help you select the form you need for an individual student:

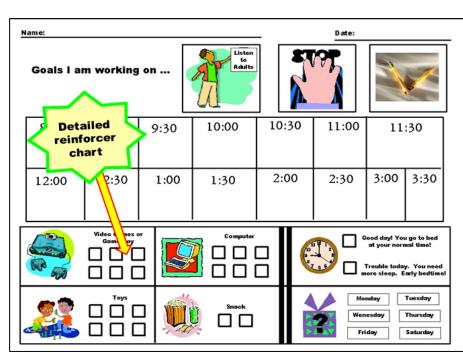
1. If your schedule is not provided in the forms I created, use a blank form and create your own. Keep a copy to use long term.



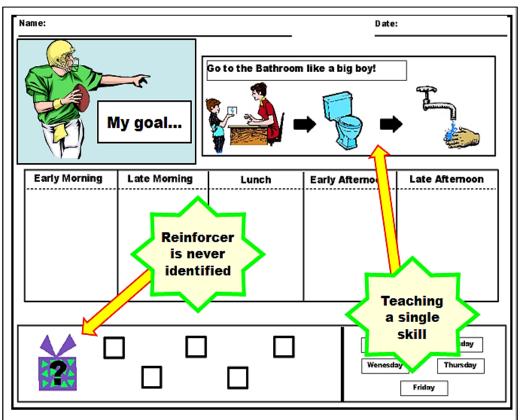


- 2. You will see different numbers of boxes for behavior goals. Start with one behavior and then add new goals as you go. I always leave a smaller version of the "old" past goals on the paper as a gentle reminder ©
- 3. Boxes that list the days of the week allow you to track progress over time and eventually move the child to weekly reinforcers. It is always a good idea to include Saturday and Sunday so the same form can be used at home.



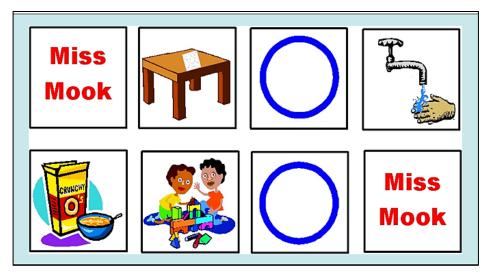


- 4. When I work with parents, they often wish to provide reinforcers and consequences on an hourly schedule. This can be a problem for younger children since they cannot visualize the time segments that equal "one or two television shows". So, I came up with a six-block visual that has really helped them. Even preschool children seemed to be able to understand that six-boxes equal two ½ hour shows or one single-hour show.
- 5. If the parent is providing a consequence at home, make sure you easily code the overall day at school for them. I have found a simple two-box check system works the best.
- 6. If a child tends to "fatigue" easily on reinforcers, it is best to give them specific options to choose from on a daily basis. That way they choose the reward that is appealing to them on that day. If the student tends to move through reinforcers very fast, I would replace one of the picture icons shown with a "surprise" or "choice" option....that way they can choose their own item that day. Be ready to be surprised by their preferences ©



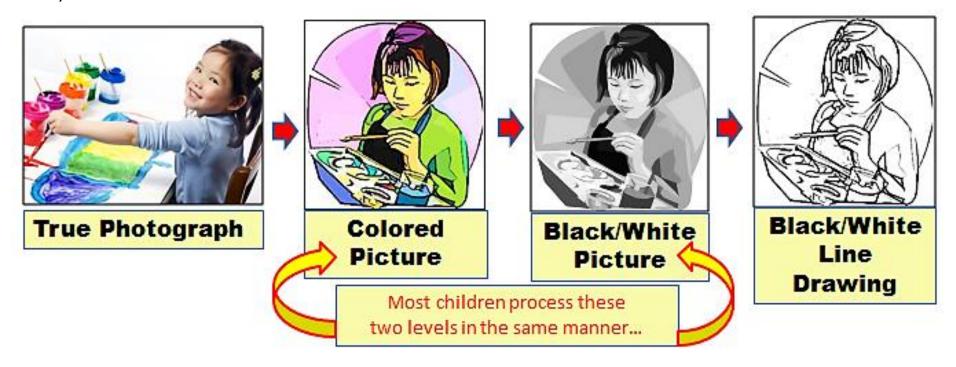
- 7. Some children are learning only one skill and may even need that goal to be broken down or explained to them. Consider "task analyzing" (figuring out the steps) of the skill and providing picture cues for each step of the process.
- 8. You can always leave the reinforcer section vague so any reinforcer can be used. Some children do much better with this "menu" approach. That way they can just choose the reinforcer that strikes their fancy at that moment. A good way to go for many teachers since it doesn't involve a lot of changes to the form.

9. Any of the picture charts can be used in an interactive form as seen in the sequence chart to the right. Just place the pieces on stiffer paper or cardstock, and then use Velcro so the children can take the pieces on and off as they go. This is a wonderful way to provide the type of physical interaction a younger student might need to really understand their cue. Attaching an envelope to the back helps keep pieces safe when not in use.



### **Visual Cue Variations**

10. We do not have the space in this unit to provide details about the full visual cue sequence, so suffice it to say that there are differences in the visual cue levels, and these differences can really impact a child's understanding of the concept. More information on the visual cue sequence can be found in the document titled, *The Missing Visual Cue Sequence*. The general sequence for two-dimensional cues (paper cues) can be seen below:



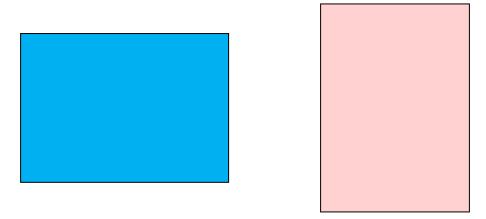
Rarely would a student ever need to move through all these levels one-by-one. Just pick the picture cue level that will work best for them. Of course, if the student is older, pictures can be removed and only symbols (i.e. words and other marks) can be used.

NOTE: This unit is only able to provide 2-D picture cues, but do not forget, some children, especially those who are very young or have severe disabilities, may need 3-D cues, including concrete objects and physical prompting.

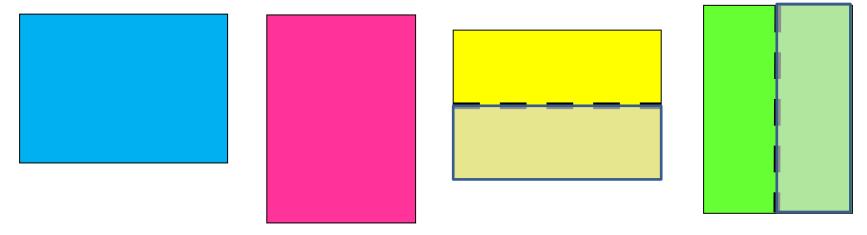
### **Rotational Cue Charts**

11. If you have a student who will need to use a program for a long period of time and/or tends to lose interest in things quickly, consider using a rotational chart system. In this approach, you keep the overall goals and structure of the program the same but make minor changes so the overall "look" of the program sheet is different. There are three easy ways to change the visual image of the program sheet:

### A. Use both orientations of the paper (i.e. portrait and landscape)

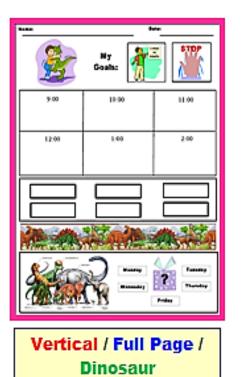


B. Use different dimensions of the paper (i.e. whole and half)



### C. Use different graphic themes for each paper







Vertical / 1/2 Page / Sports

By changing the orientation, dimension and theme, you can come up with many different sheets that *look* unique but still have the same program components (goals, reinforcers, etc.). Just let the student choose which sheet they want to use that day.

This type of controlled variations can really help keep a child from "fatiguing" and allows a program to last longer than if only one sheet is used. If child then tires of the current sheets, well, just drop in some new pictures and themes....an easy fix ©



Horizontal / 1/2 Page / Car

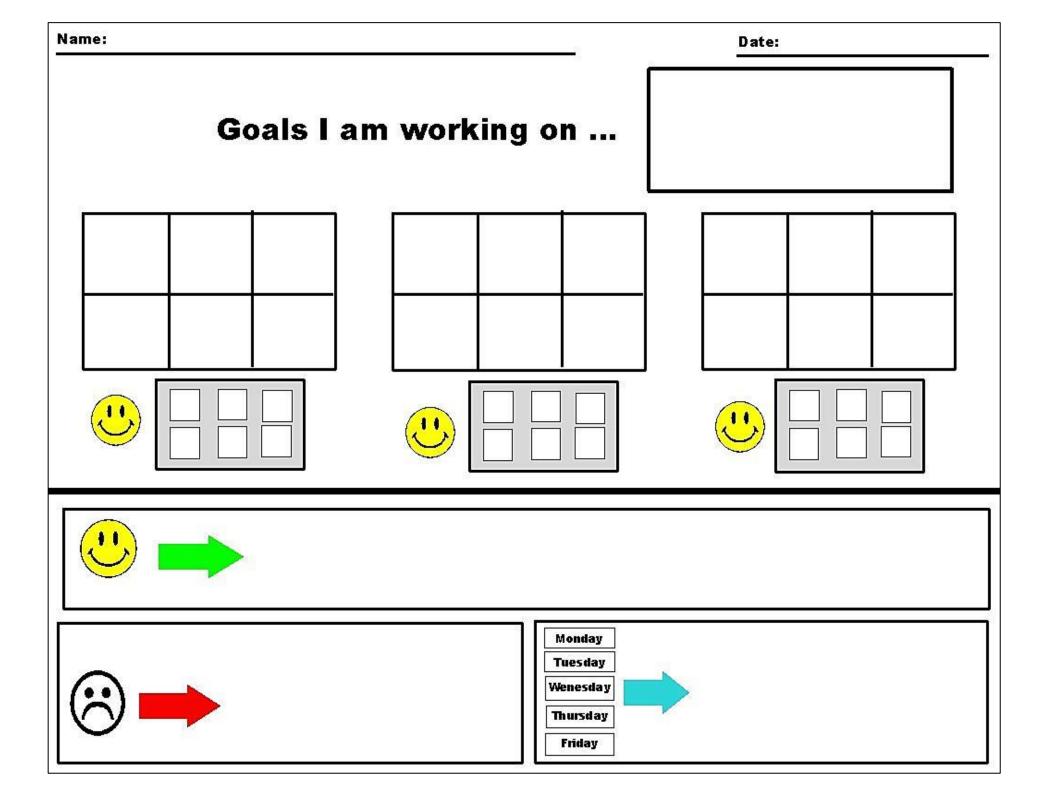
The rest of the document provides some basic visual cues to get you started!

# TOTALLY BLANK SHETS

ne:				Date:	
Goals I am	working o	n			
			6.	2 10	

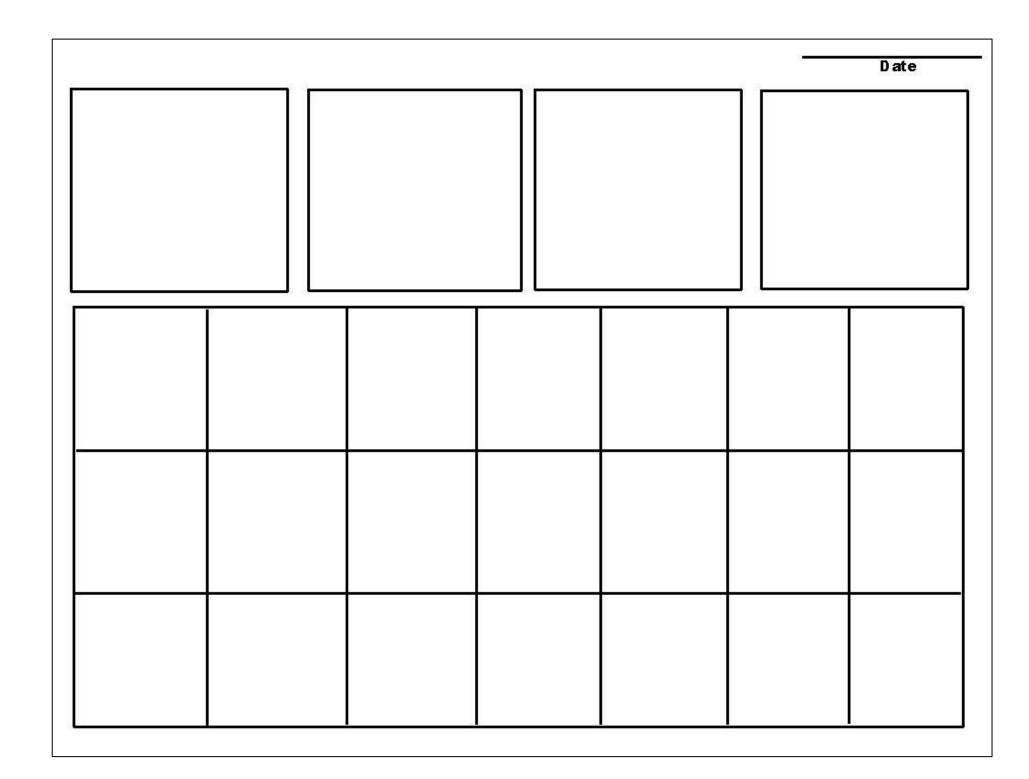
Name			_ Date _	
				20 30 30 30 30 30 30 30 30 30 30 30 30 30
			Monday	Tuesday
			Wednesday	Thursday
			Sunday	BONUS!!!

Name:								Da	ite:		
Goals I am working on											
								Good day You go to bed at you normal time	ır	You more	e today. need sleep. edtime!



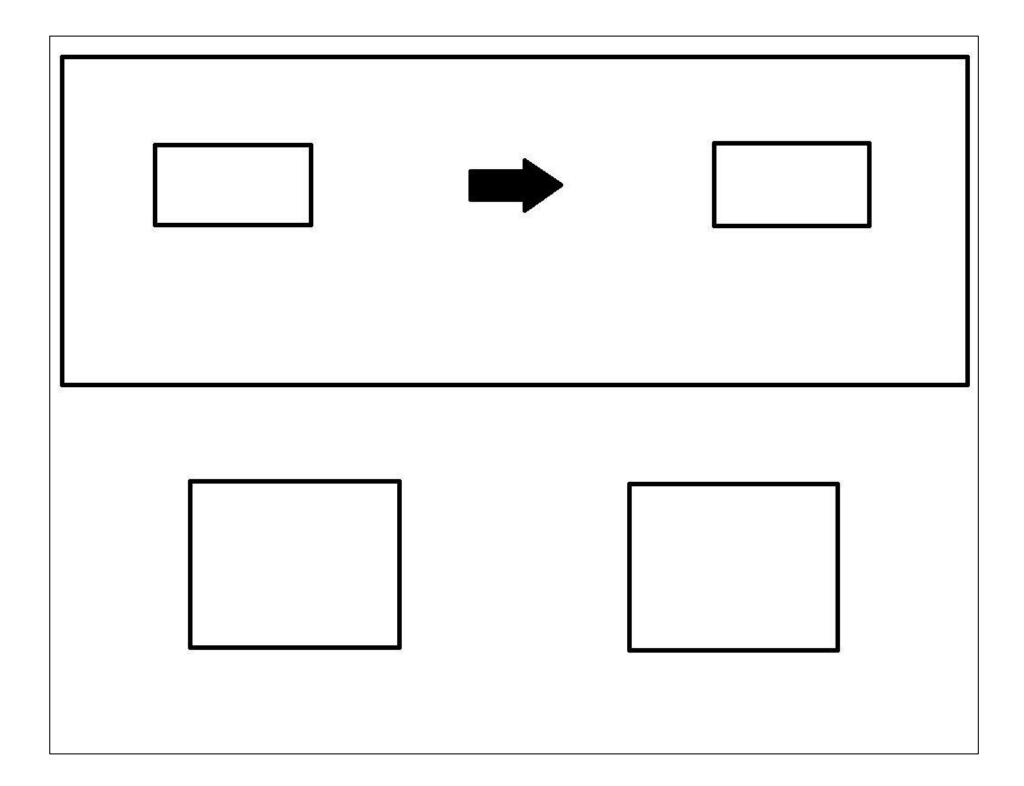
Name:						_	<u>r</u>	) ate:		
Goals I am working on							0			
							W I P I P I P I P I P I P I P I P I P I	☐ Tro	d day! You g your norma uble today. e sleep. Ear	l time!
								Monda Wenesd Friday	lay Ti	nursday aturday

Name:		_	Date:	
	Goals I am working on			
			Monday Wenesday Frid	Tuesday Thursday

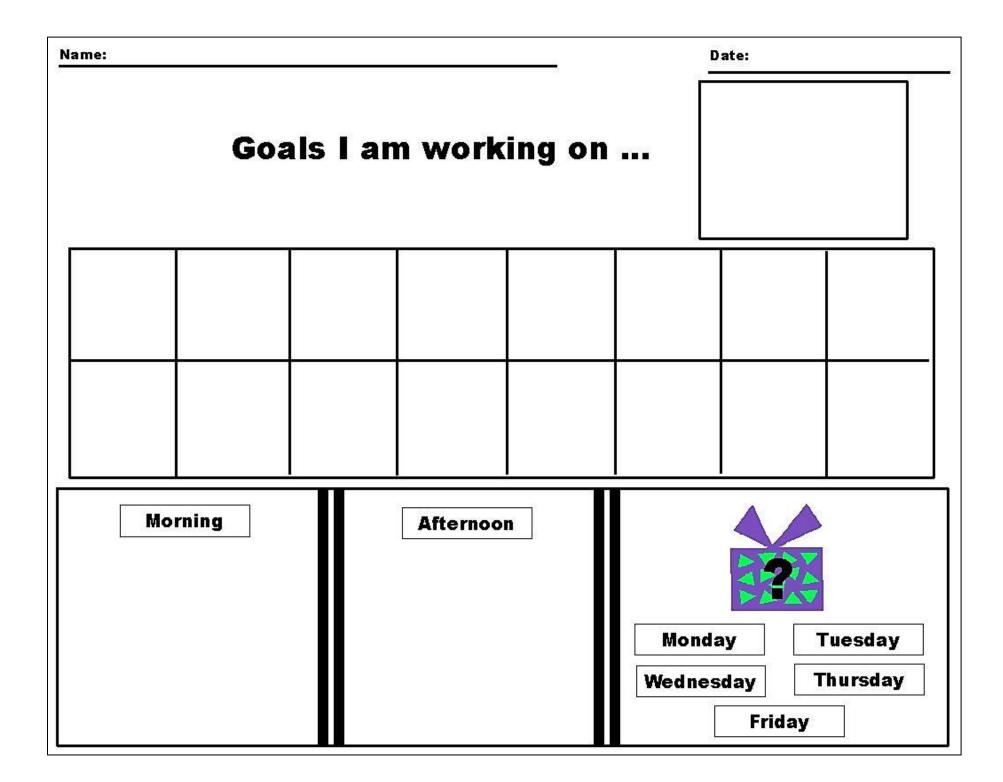


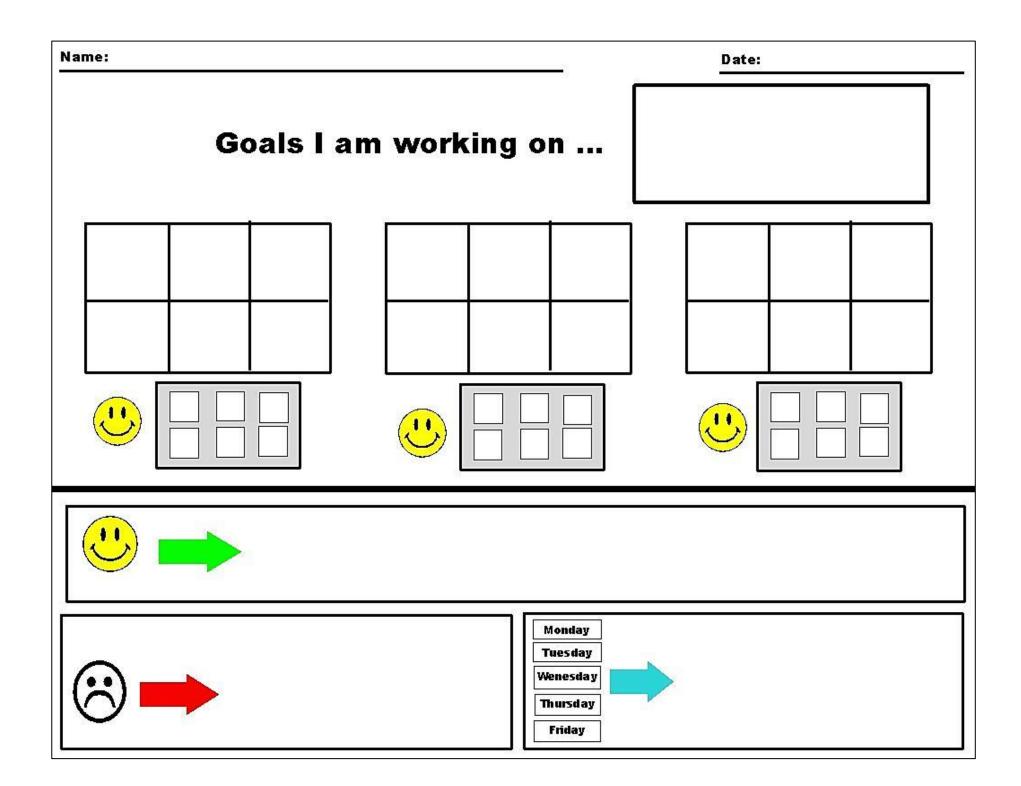
me:			Date:	
	Goal I am orking on		<b>&gt;</b>	
Early Morning	Late Morning	Lunch	Early Afternoon	Late Afternoon
			Monday	Tuesday
DA V			Wenesda	

Name:			Date:	
	oals I am orking on			
Early Morning	Late Morning	Lunch	Early Afternoon	Late Afternoon
			8	20
			Monday	



Name:		= 8	Date:	
My Goals:				
				Monday  Tuesday  Wenesday
				Thursday





	Tuesday
Name: Date:	Monday

	Tuesday 7
Name: Date: My Goal:	Monday Tu Wednesday Th

# BLANK SHEETS W/ TIME PERIODS

N	lame:				Date:			
	Goals I a	m working	on					
	8:30	9:00	9:30	10:00	10:30	11:00	11:30	
	12:00	12:30	1:00	1:30	2:00	2:30	3:00	

Name				<u>,</u>	Date	
	My Goals	•				
8:30	9:00	9:30	10:00	10:30	11:00	11:30
12:00	12:30	1:00	1:30	2:00		
2:30	3:00	3:30				uesday hursday
					Friday	

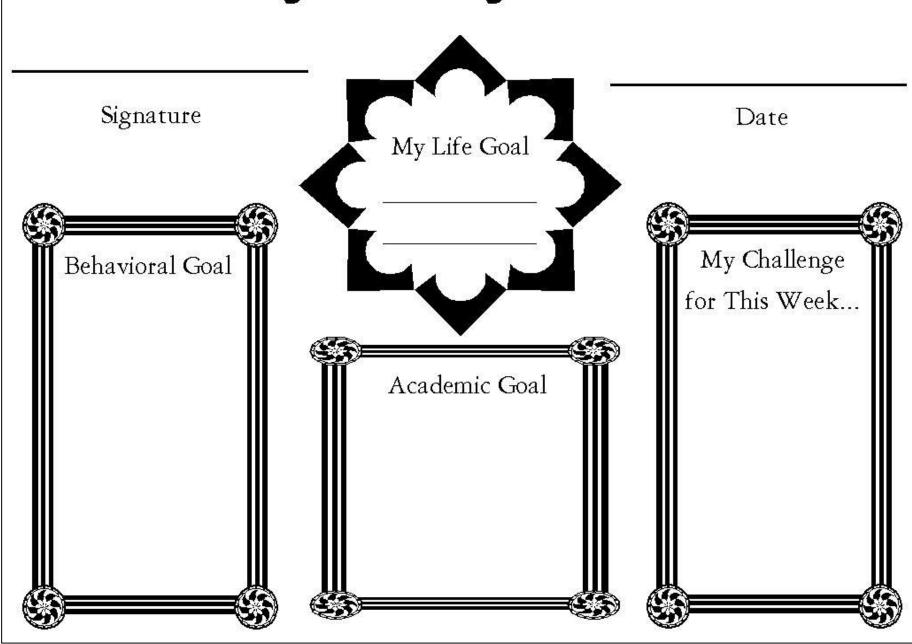
N	ame:			_	Date:			
My Goals:				©				
	8:00	9:00	10:00	11:00	12:00	1:00	2:00	
	3:00	4:00	5:00	6:00	7:00	8:00	9:00	
		Good day! You go to bed at your normal time!  Good day! You go to bed at your normal time!  Trouble today. You need more sleep. Early bedtime!  Sunday  Monday  Tuesday  Wenesday  Thursday  Friday  Saturday						

Name				,s	Date	
	My Goals	•				
8:30	9:00	9:30	10:00	10:30	11:00	11:30
12:00	12:30	1:00	1:30	2:00		
2:30	3:00	3:30			Monday	Tuesday
					Wednesday	Thursday

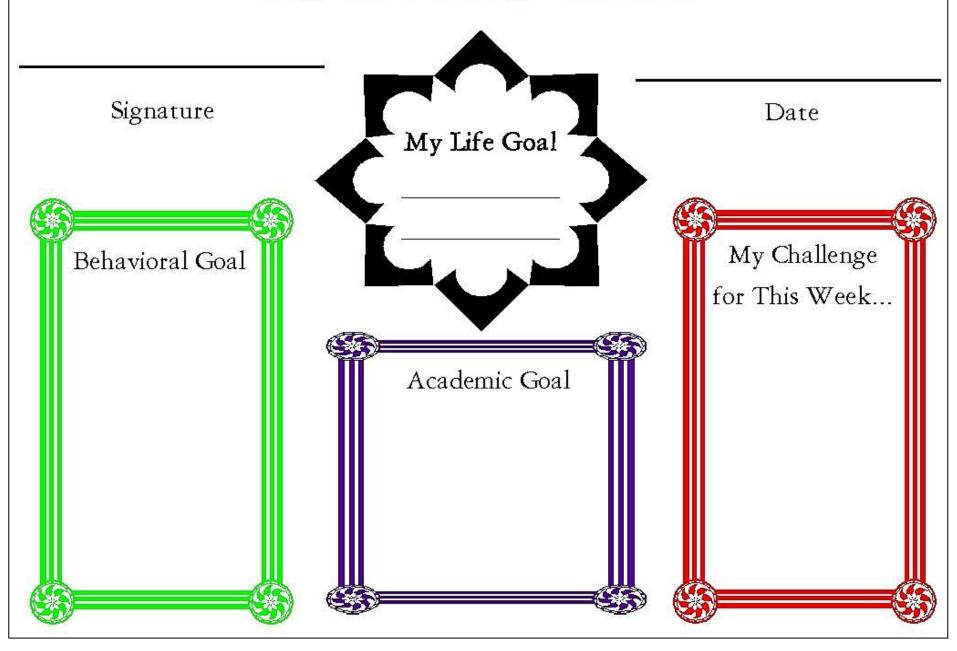
Name					_ Date _	
8:30	9:00	9:30	10:00	10:30	11:00	11:30
12:00	12:30	1:00	1:30	2:00	Monday	Tuesday
2:30	3:00	3:30			Wednesday	Thursday
					Sunday	BONUS!!!

# CONTRACTS & FORMS

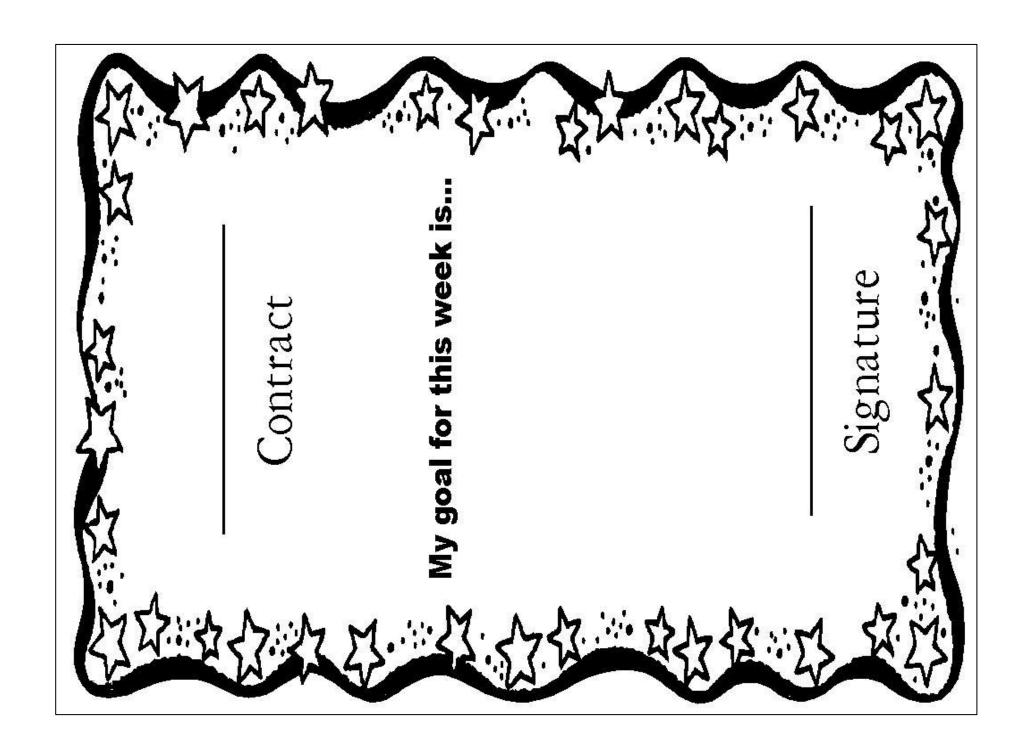
## **My Weekly Goals**

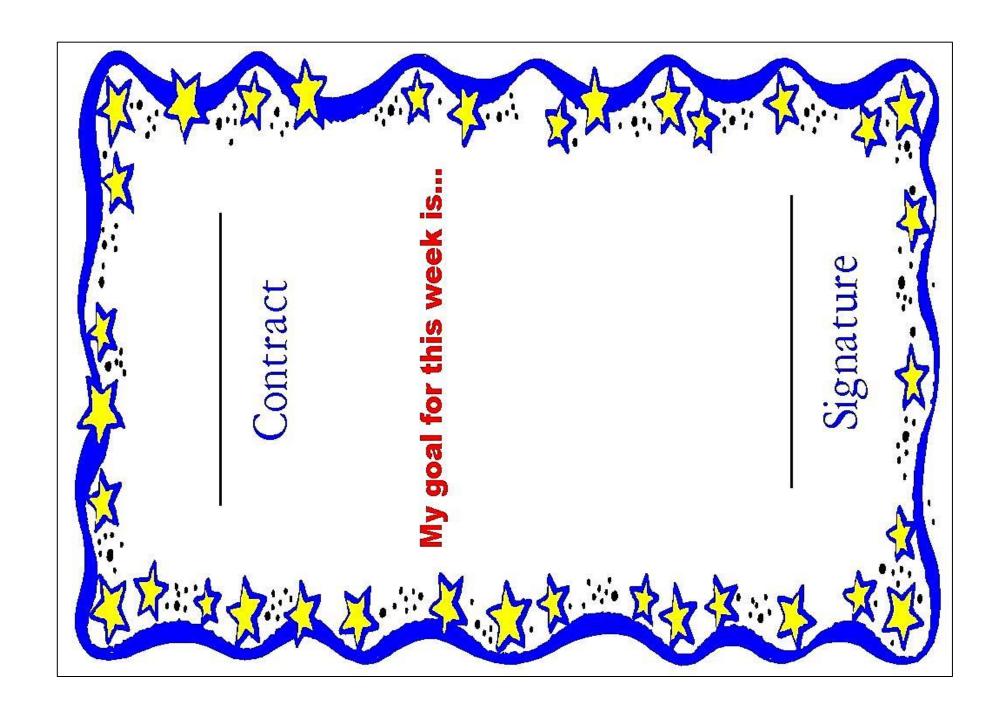


# **My Weekly Goals**

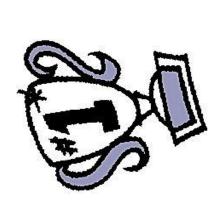








Date:		Result					minutes of work to make up!
Ď.		Minutes					f work
Name:	GOAL:	Activity					I have minutes o

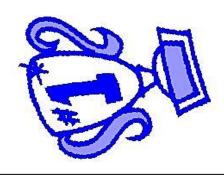


# Weekly Goals





# Weekly Goals

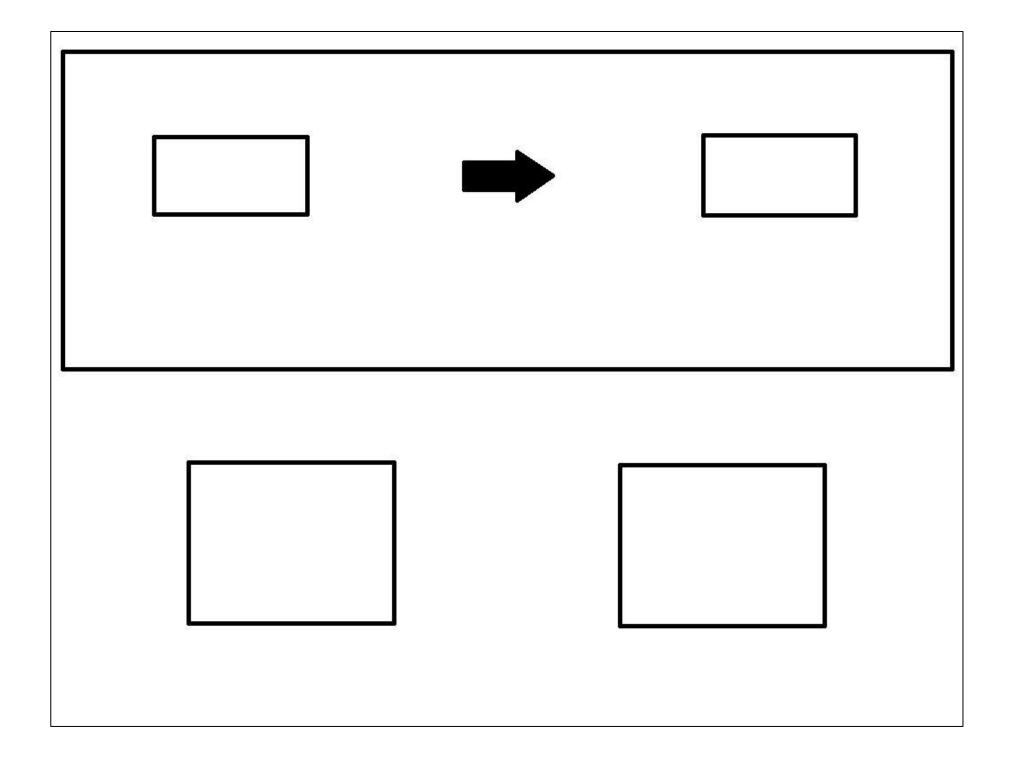


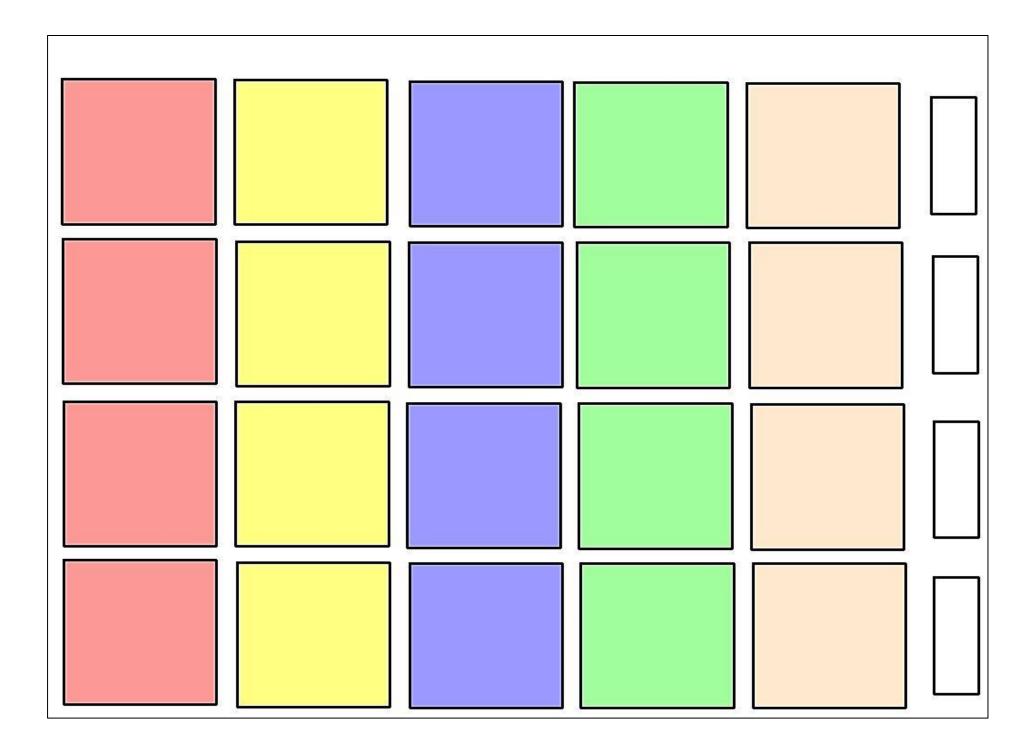


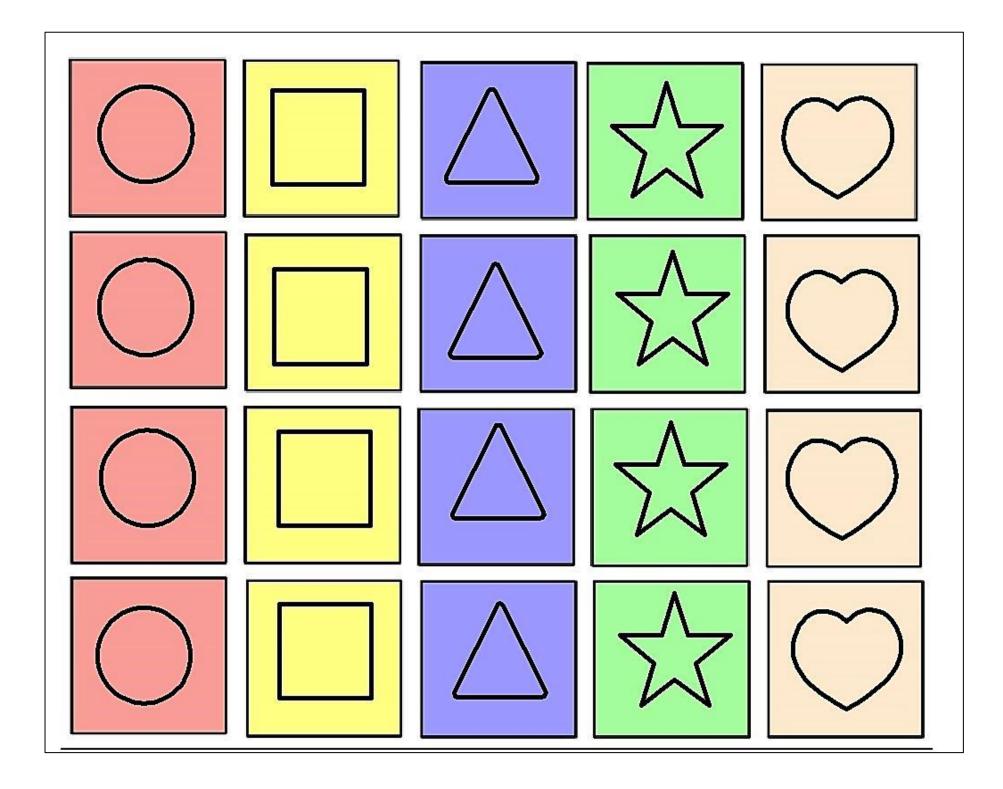


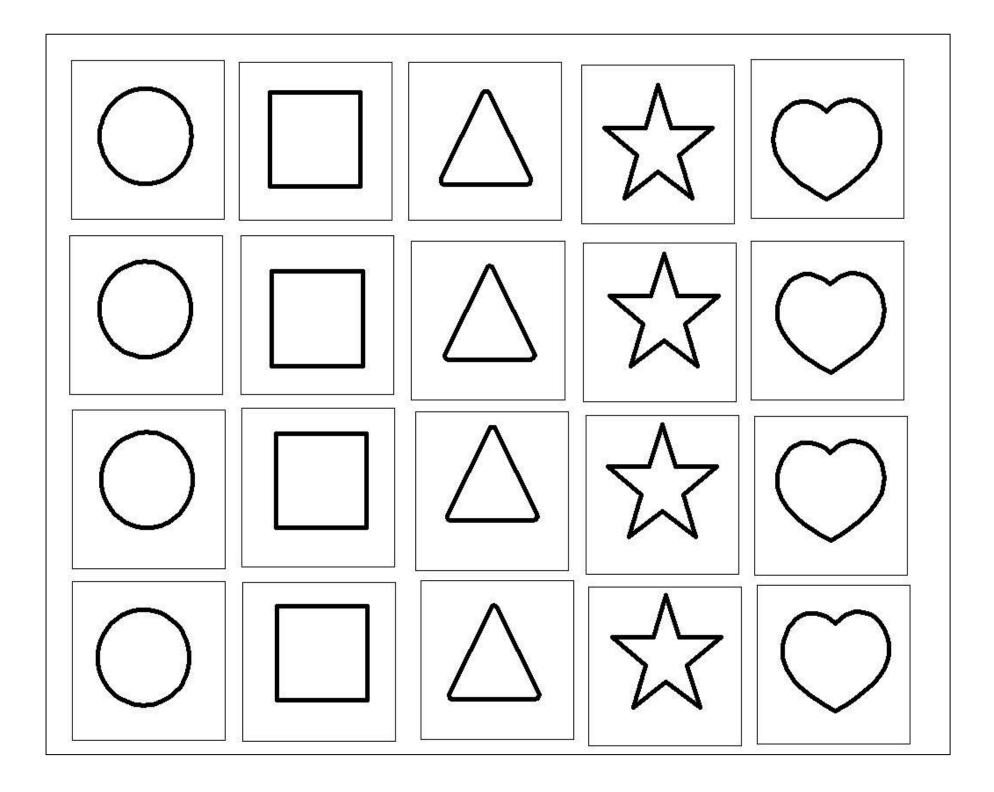
# Becoming The Job Your Training

# WORK CHARTS & TOKENS

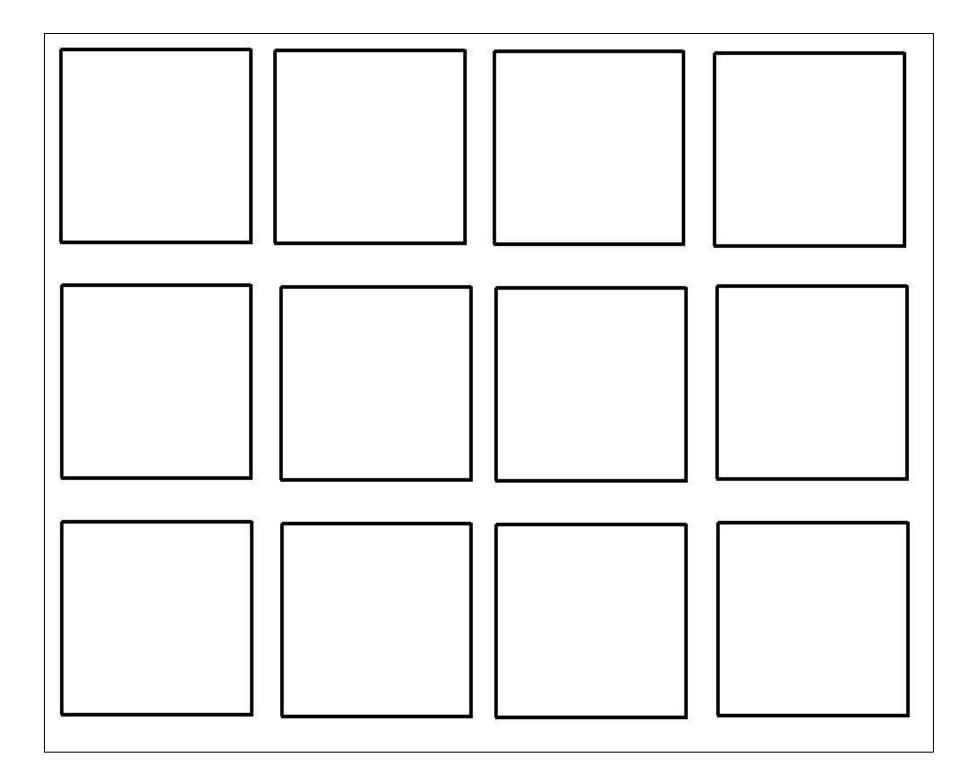


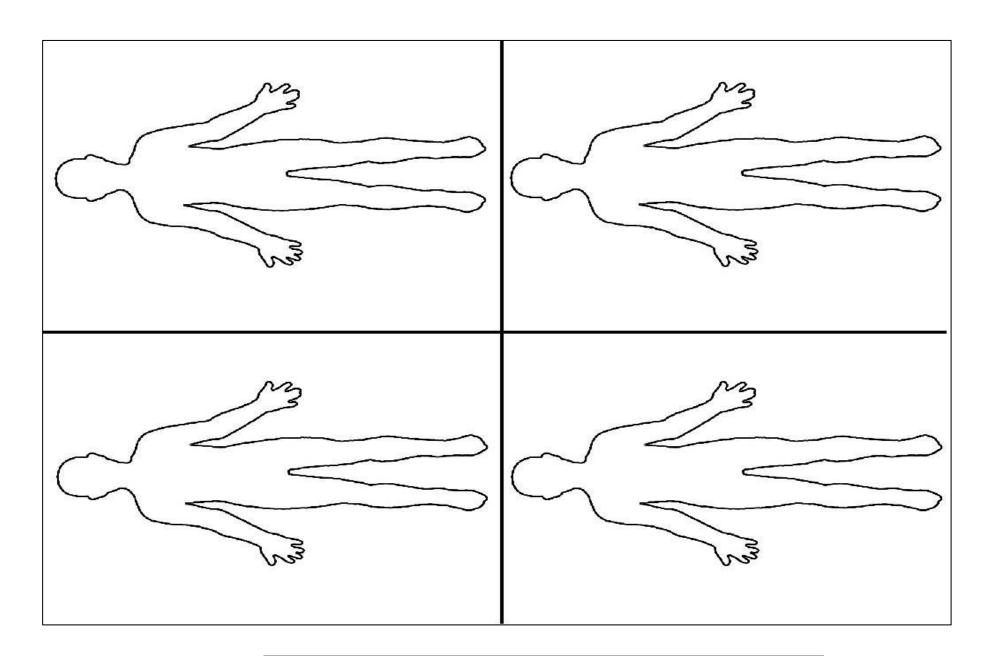






# **Break**



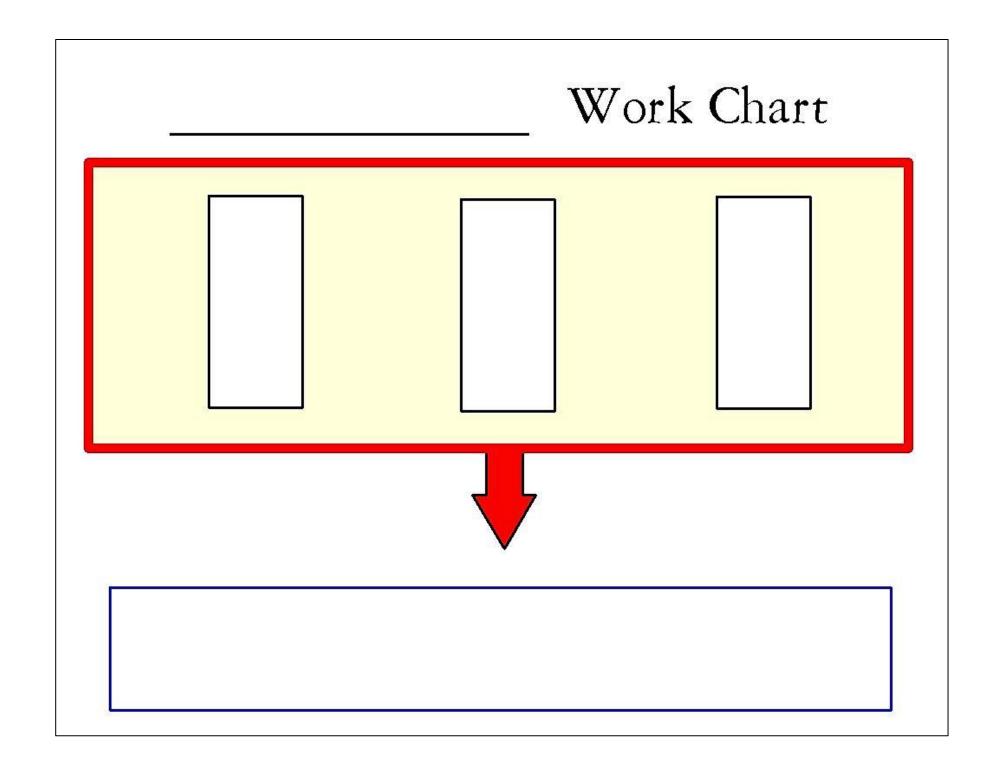


Sensory Chart: for student to show where body feels uncomfortable (tingling, etc.)

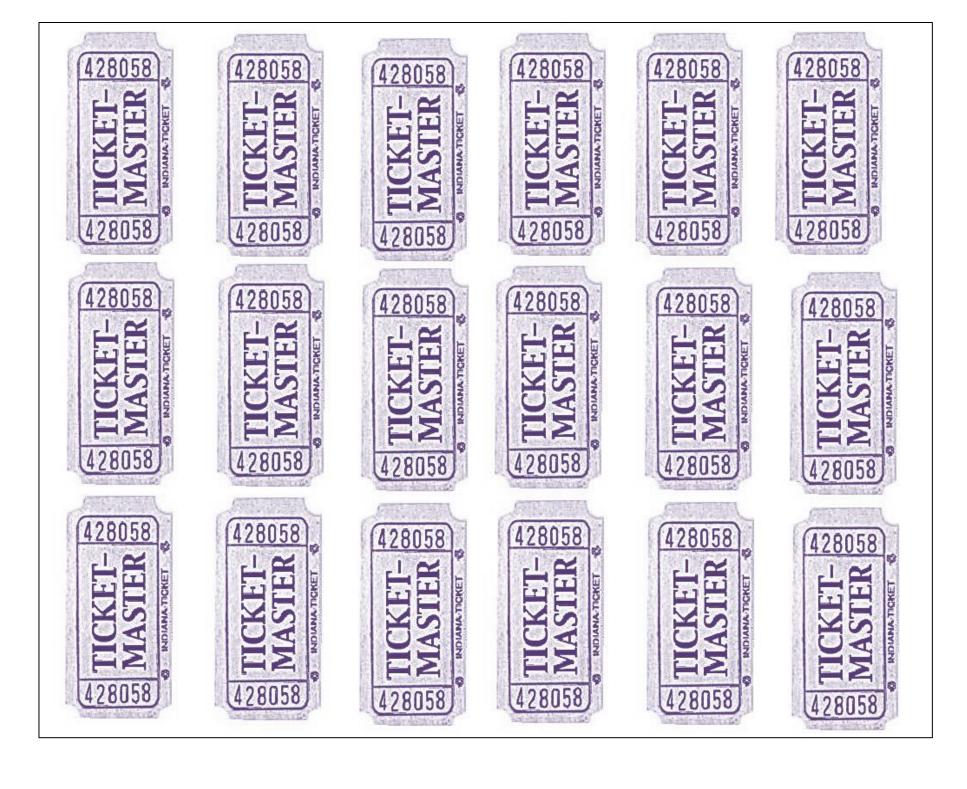
MON	TUE	WED	THU	FRI
8:00	8:00	8:00	8:00	8:00
8:30	8:30	8:30	8:30	8:30
9:00	9:00	9:00	9:00	9:00
9:30	9:30	9:30	9:30	9:30
10:00	10:00	10:00	10:00	10:00
10:30	10:30	10:30	10:30	10:30

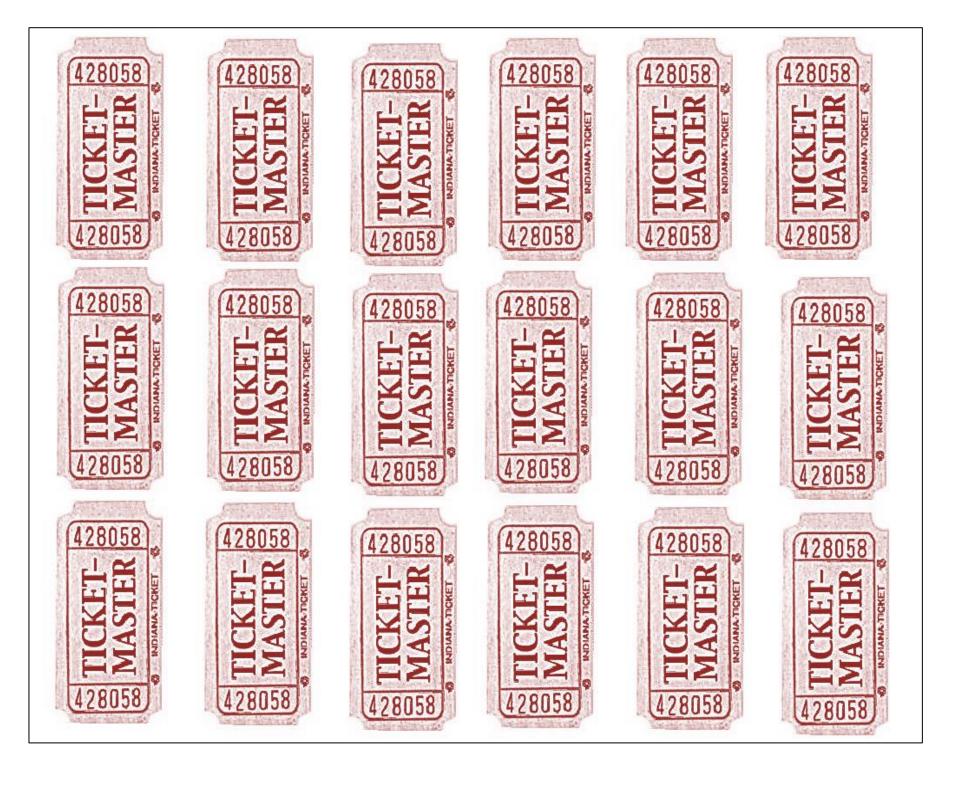
MON	TUE	WED	THU	FRI
11:00	11:00	11:00	11:00	11:00
11:30	11:30	11:30	11:30	11:30
12:00	12:00	12:00	12:00	12:00
12:30	12:30	12:30	12:30	12:30
1:00	1:00	1:00	1:00	1:00
1:30	1:30	1:30	1:30	1:30

MON	TUE	WED	THU	FRI
2:00	2:00	2:00	2:00	2:00
2:30	2:30	2:30	2:30	2:30
3:00	3:00	3:00	3:00	3:00
3:30	3:30	3:30	3:30	3:30
4:00	4:00	4:00	4:00	4:00
4:30	4:30	4:30	4:30	4:30









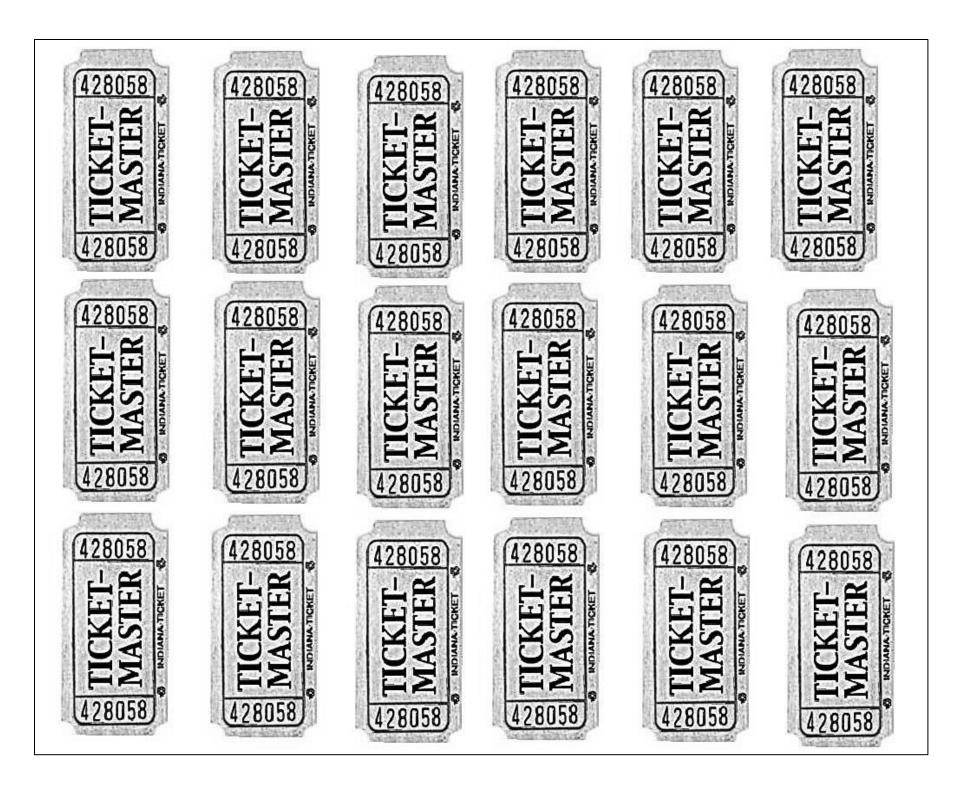


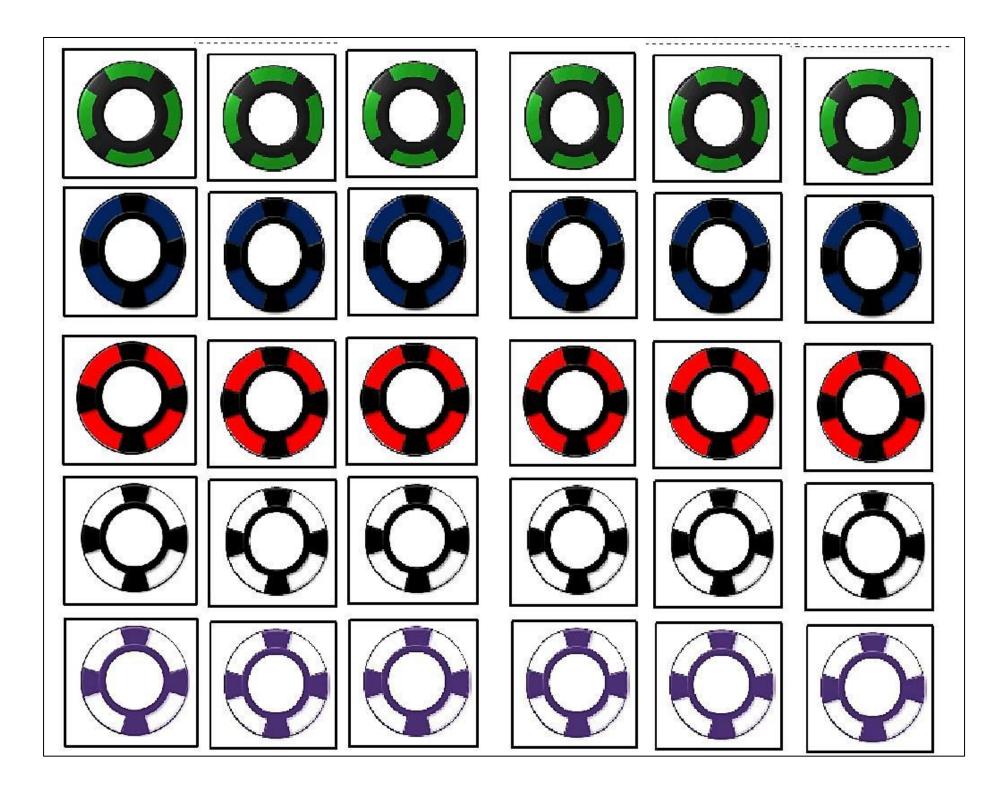


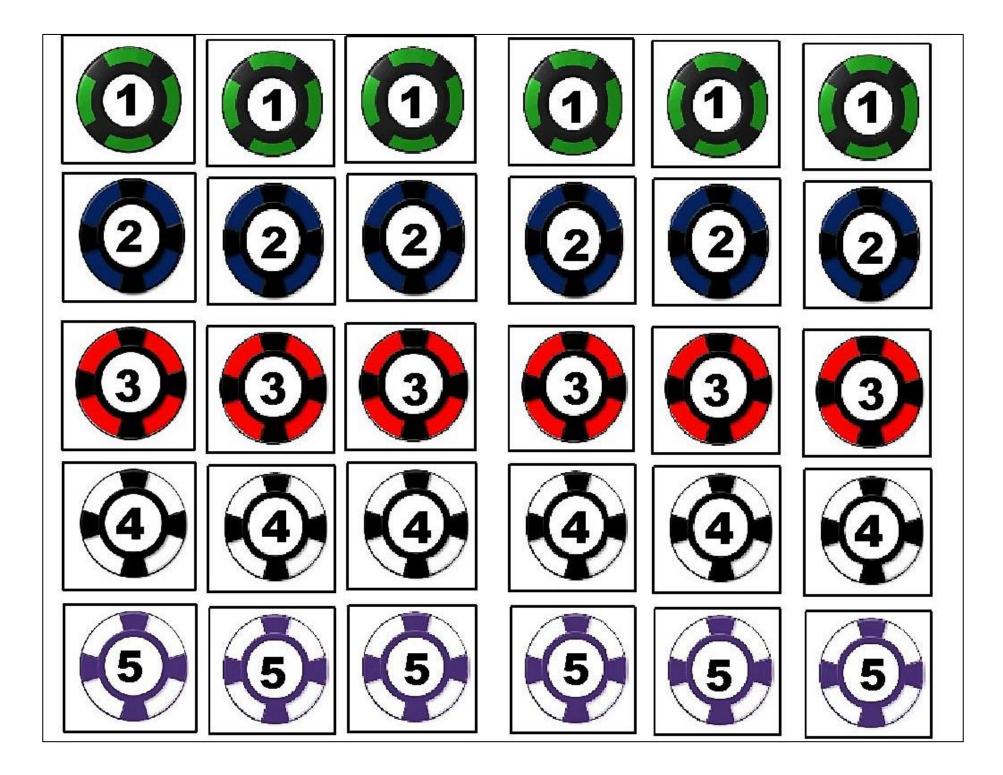


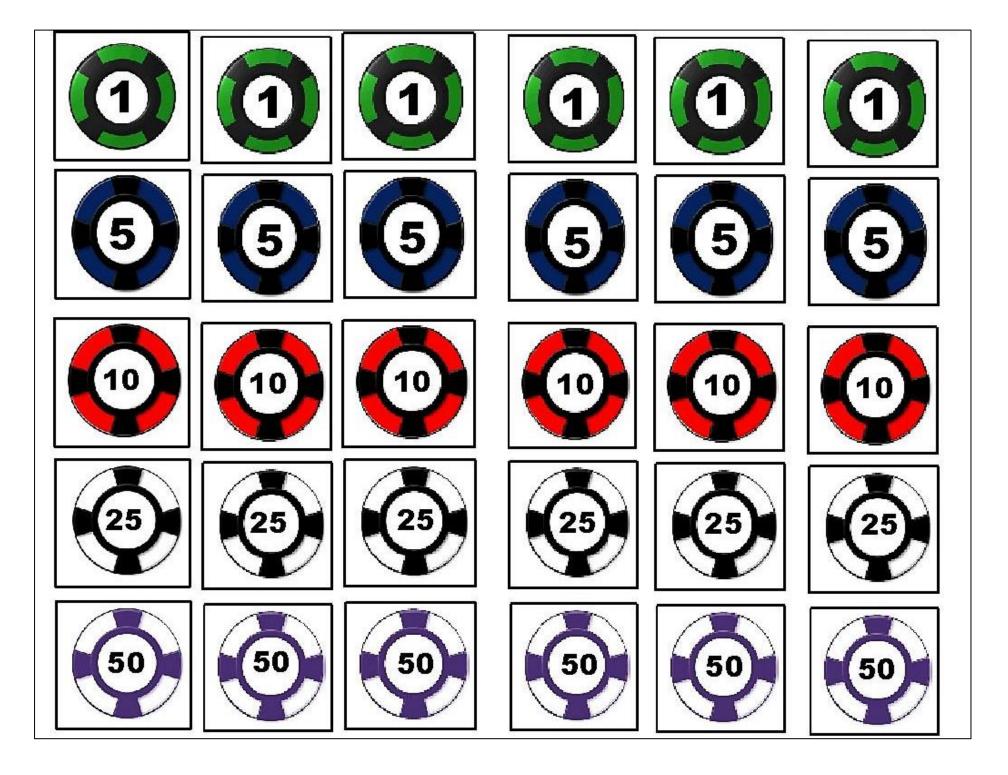


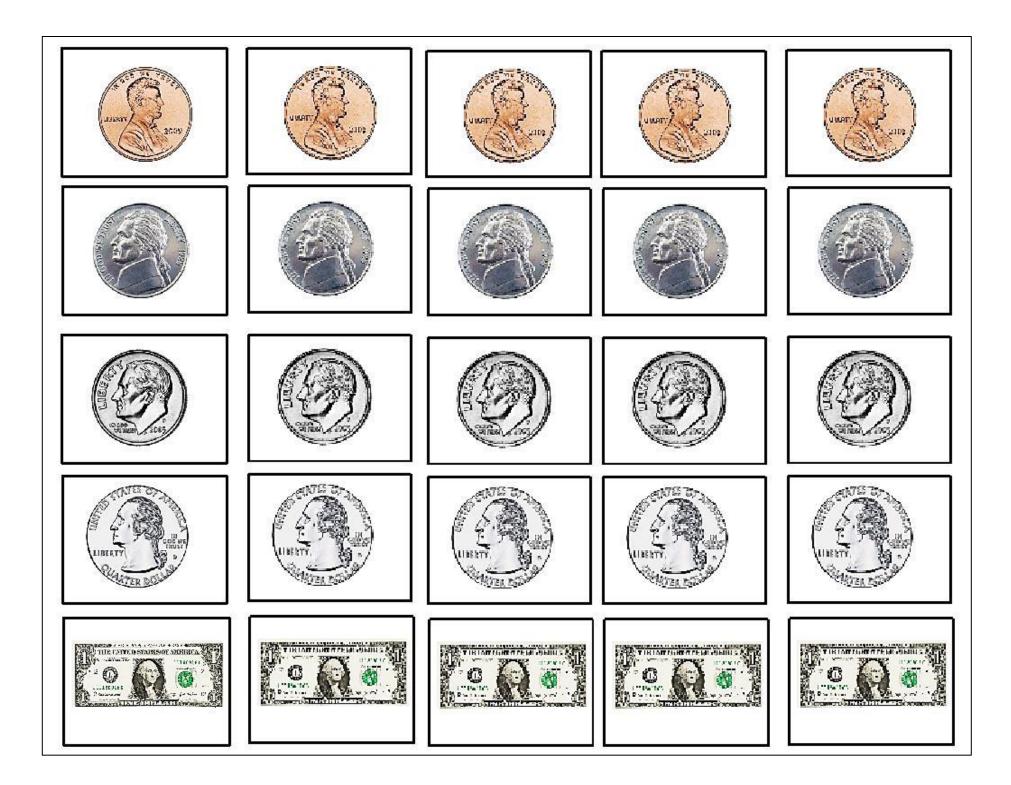


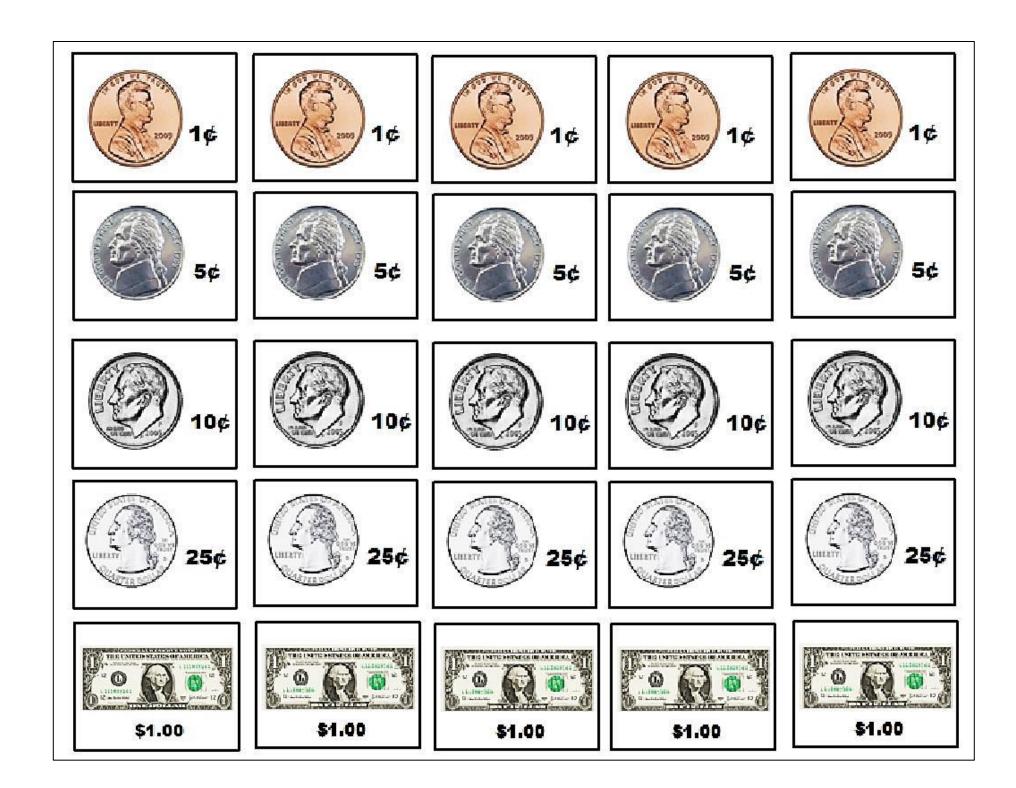












# MISC. VISUAL CUES

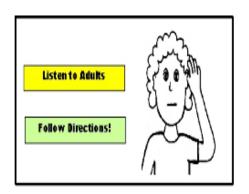
### / LISTEN









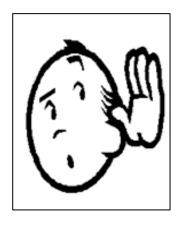






# QUIET

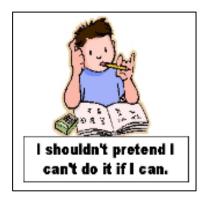








### **WORK / STAY IN SEAT**

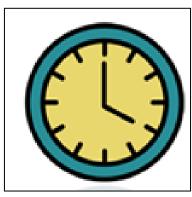








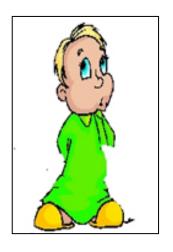




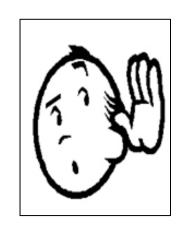




## BODY









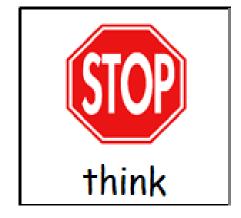
#### **SLOW / STOP**

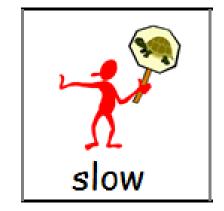












#### SOCIAL / BE A FRIEND

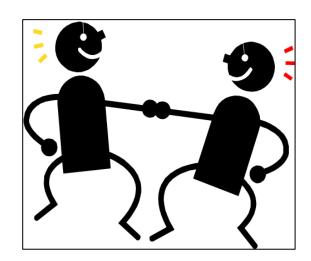














#### **EMOTION**



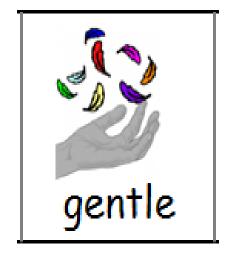


#### **GENTLE / TOUCH**











#### **AGGRESSION**

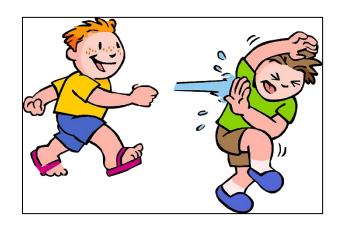




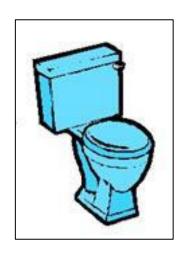


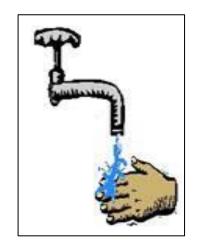


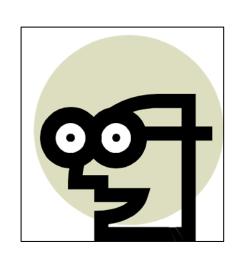


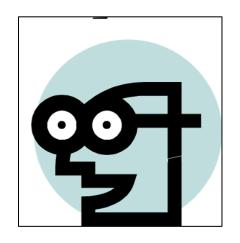


#### MISC.















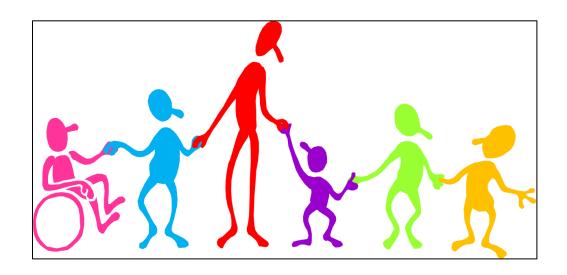


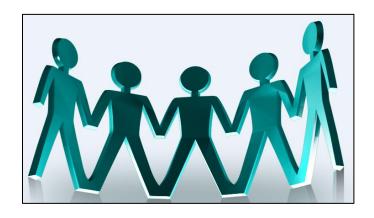






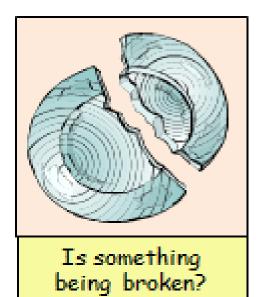






Your Choice

#### **SHOULD I TELL?**

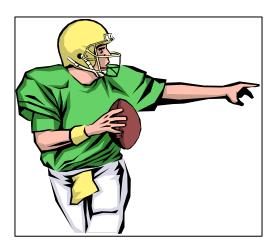








#### **MOTIVATION / VALUE CODES**

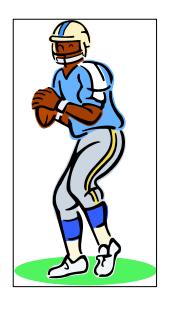




























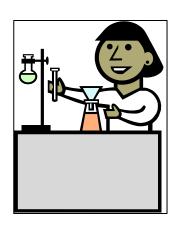








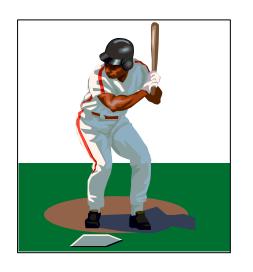






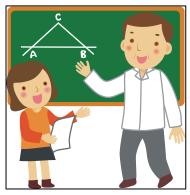


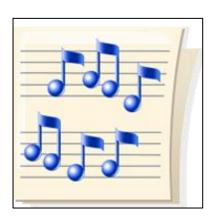




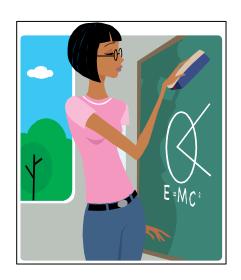


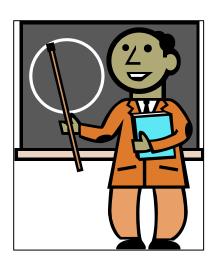
























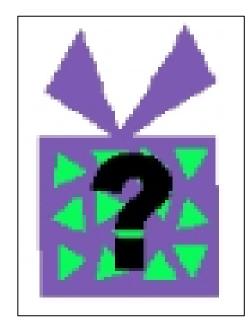
#### REINFORCEMENTS









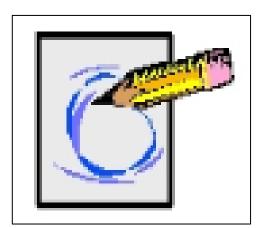








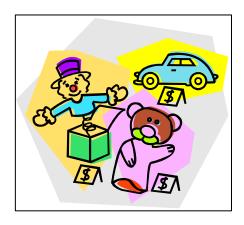




Your Choice

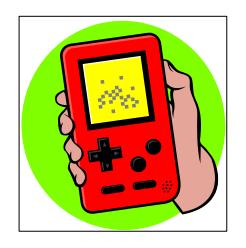












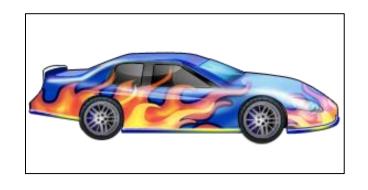










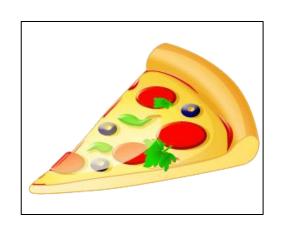


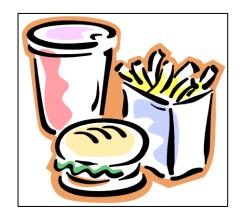






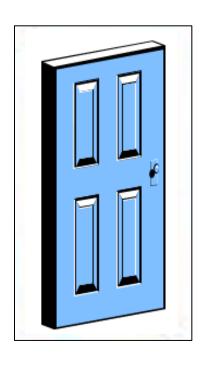


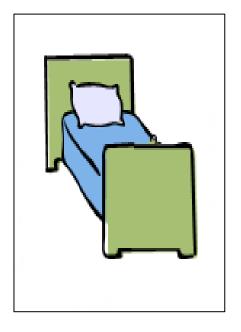






#### CONSEQUENCES





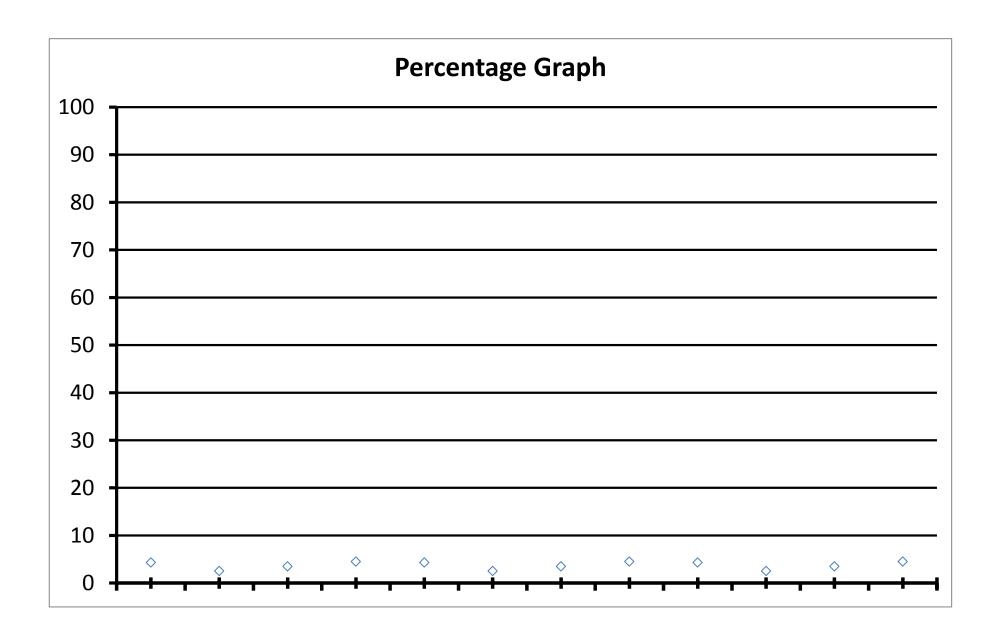


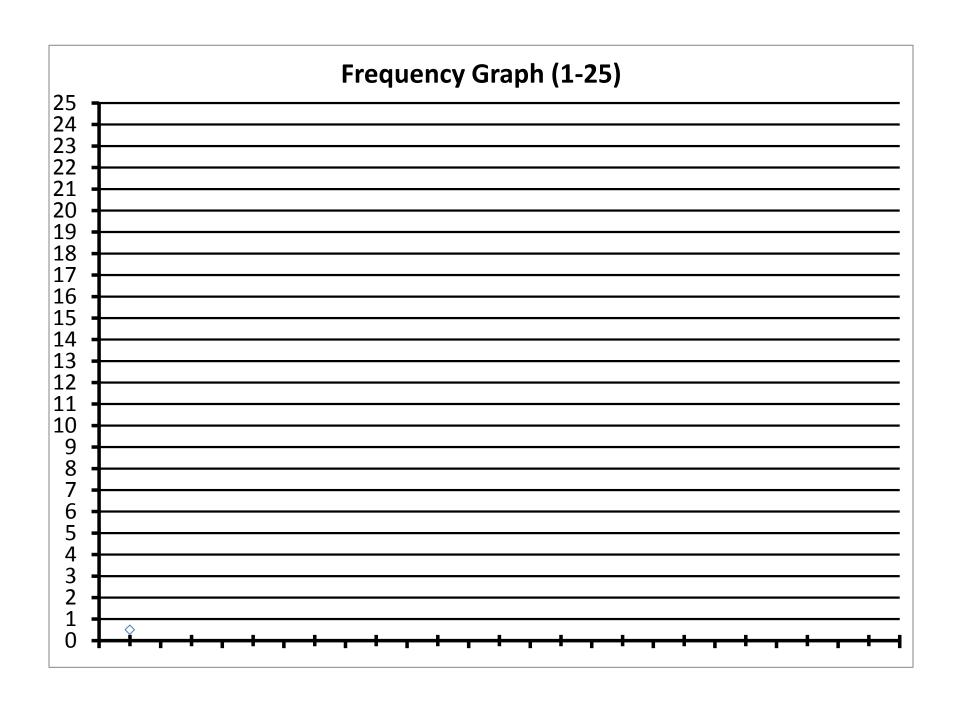


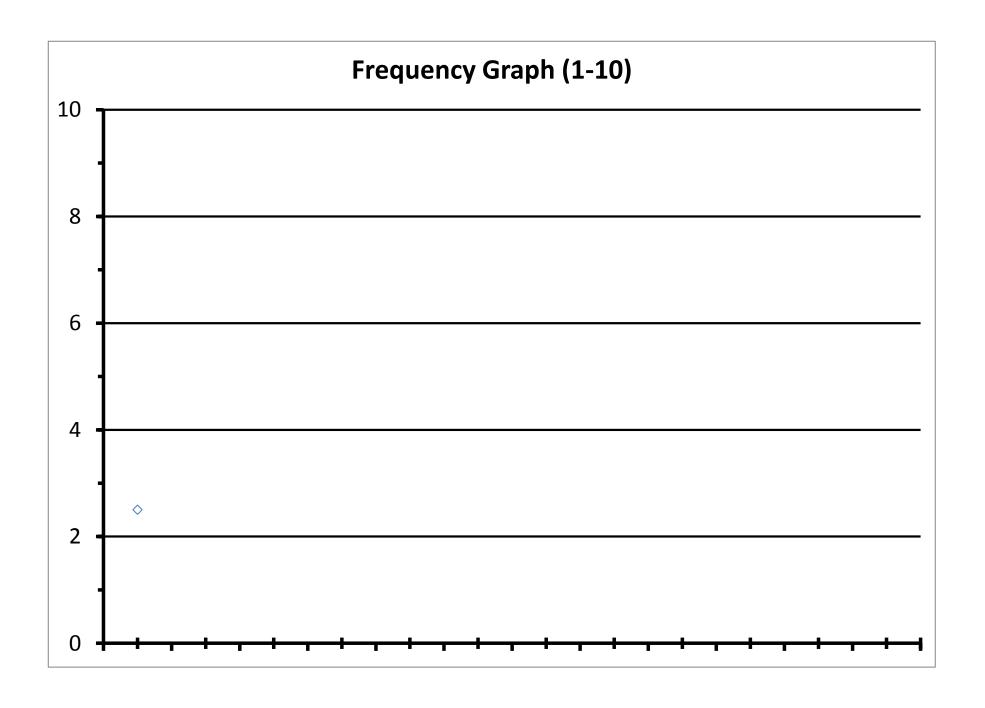


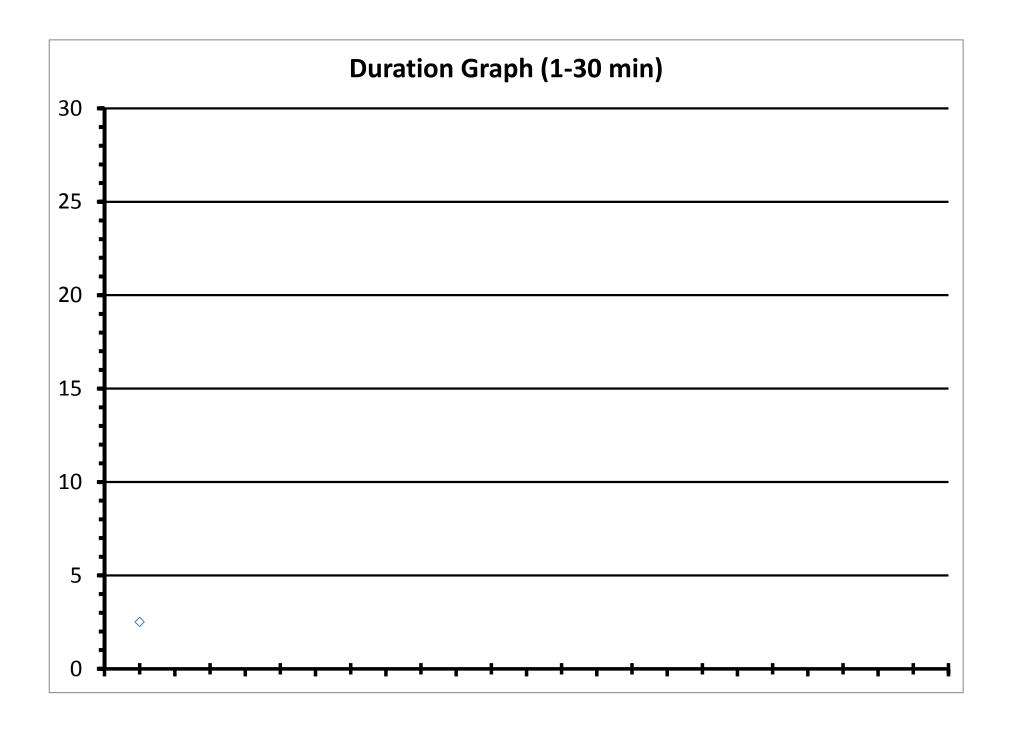


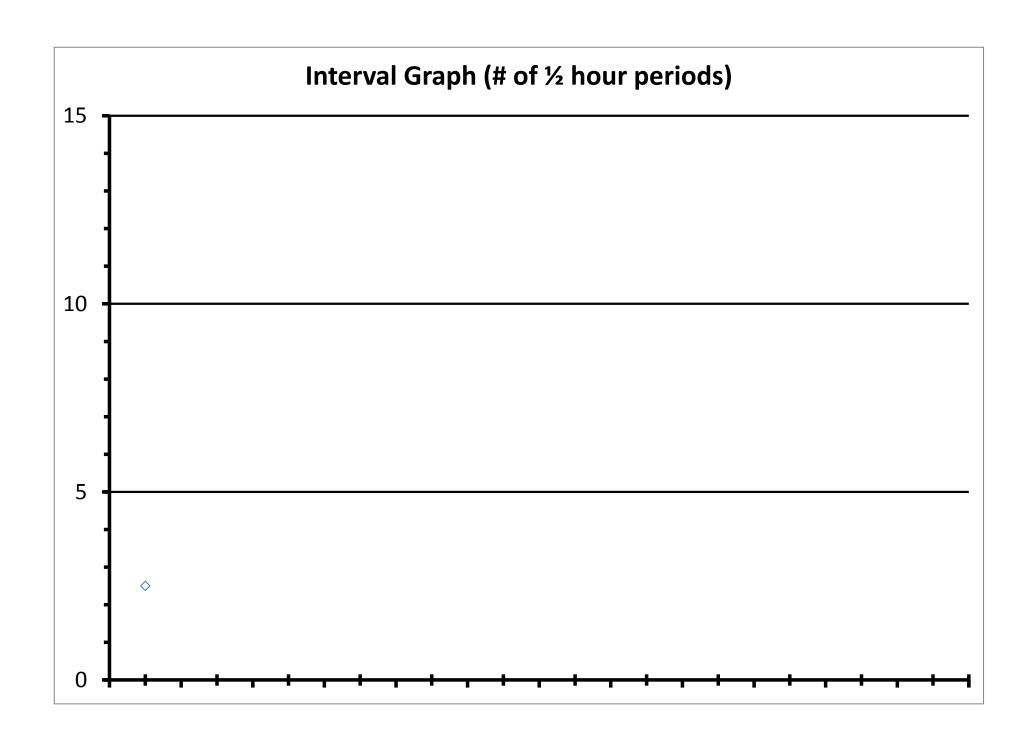
## MISC. GRAPHS

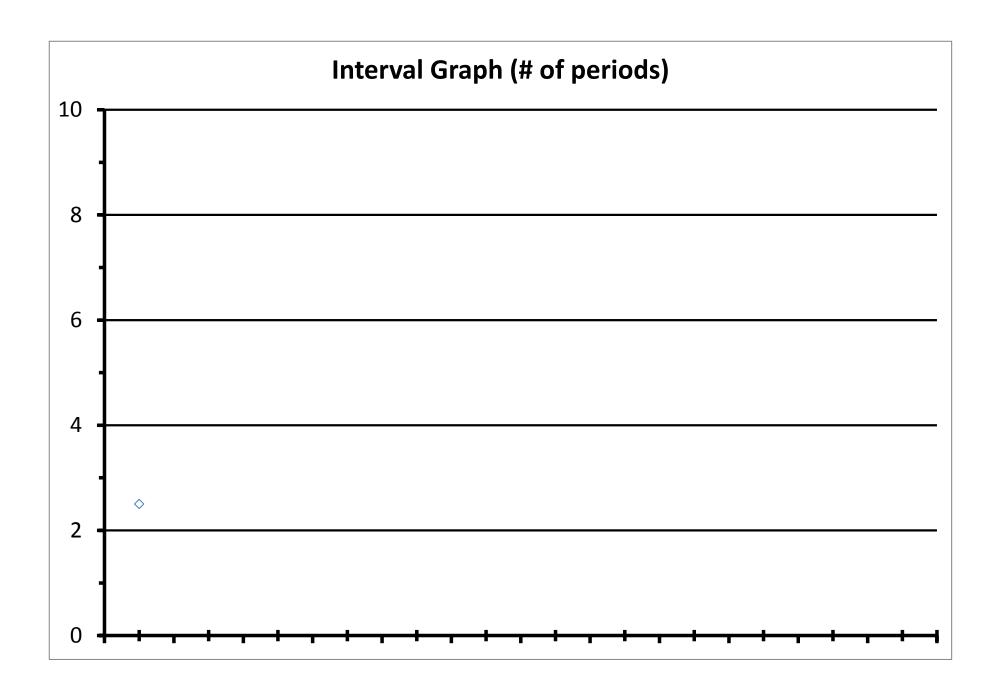


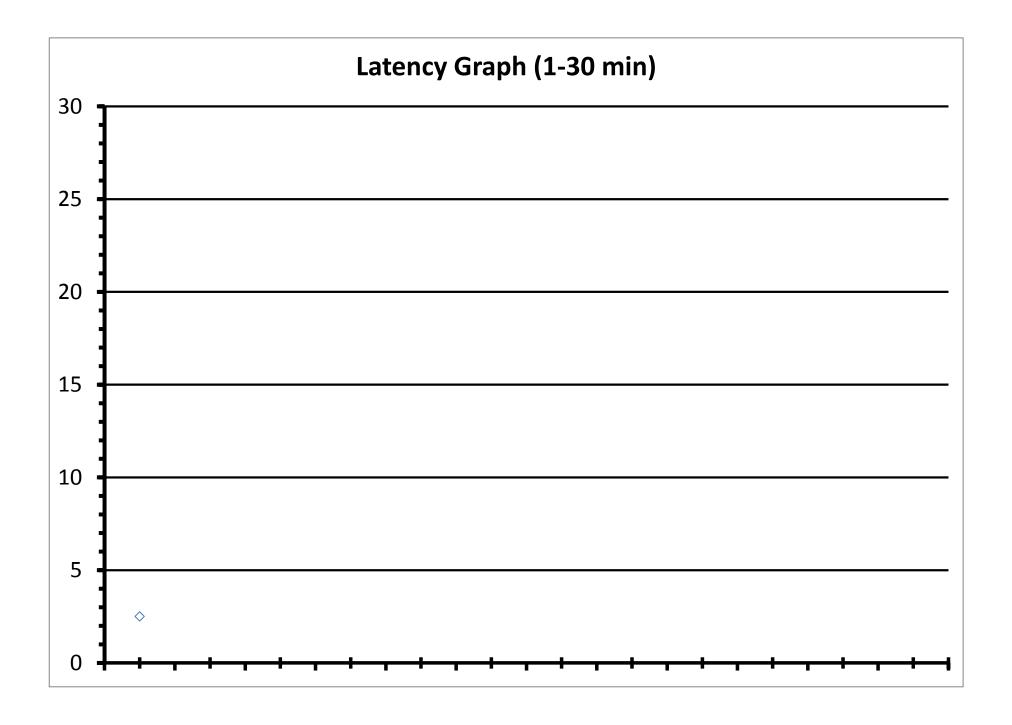


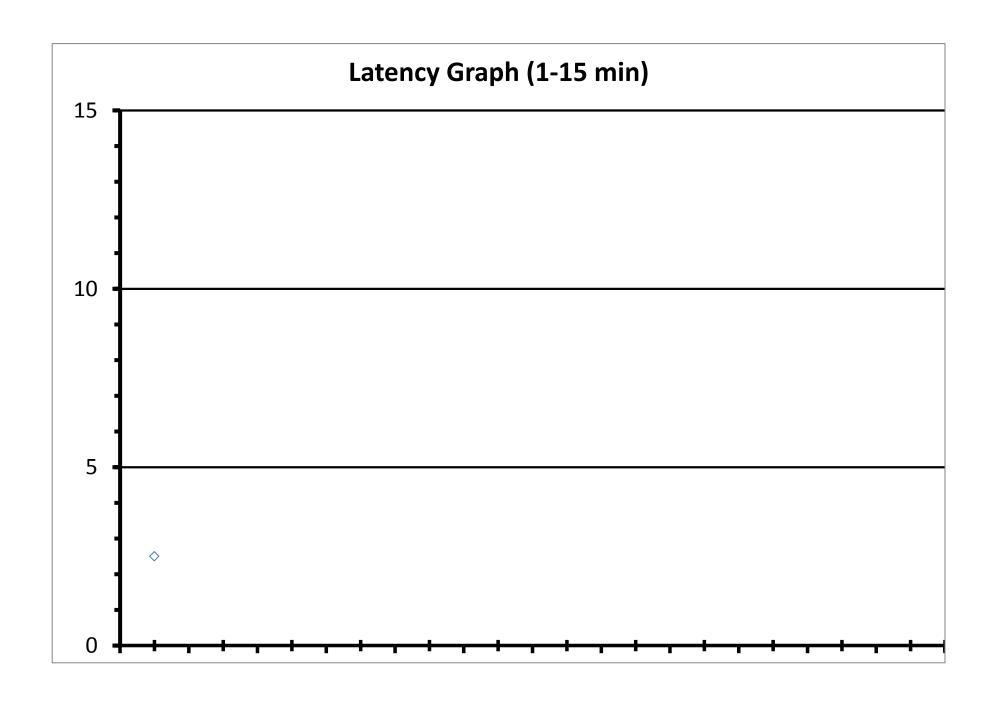












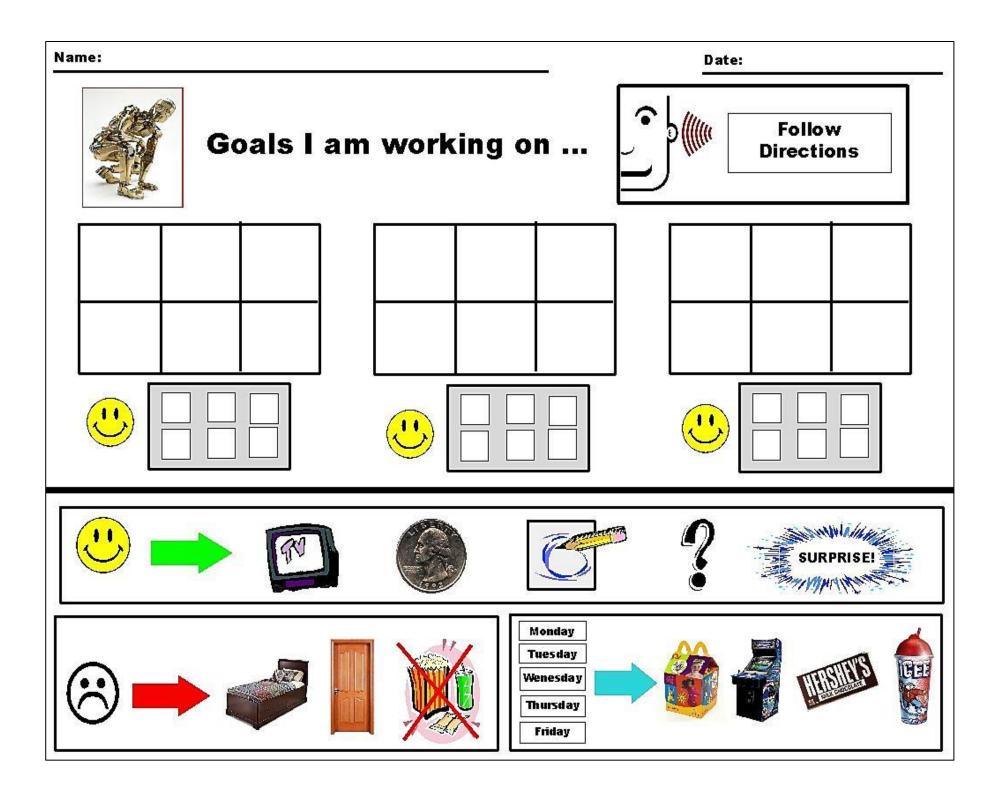
# EXAMPLES OF BEHAVIOR PROGRAMS

Name:						_		ate:		
Goals	s I am v	working	j on		Listen to Adults					
9:00	9:30	10:00	10:30	11:00	11:30	12:00	12:30	1:00	1:30	2:00
2:30	3:00	3:30	4:00	4:30	5:00	5:30	6:00	6:30	7:00	7:30
Video Games or Game Boy  Computer  Good day! You go to bed at your normal time!  Trouble today. You need more sleep. Early bedtime!										
					Snack			Monda Wenesd Friday	lay TI	uesday nursday aturday

Name:				_	Date:			
SEE SEE	G	My oals:	STO STO	<b>-</b>   -	((((t)			
9:00	9:30	10:00	10:30	11:00	11:30	12:00		
12:30	1:00	1:30	2:00	2:30	3:00			
Good day! You go to bed at your normal time!  Trouble today. You need more sleep. Early bedtime!  Sunday  Monday  Tuesday  Wenesday  Thursday  Friday  Saturday								

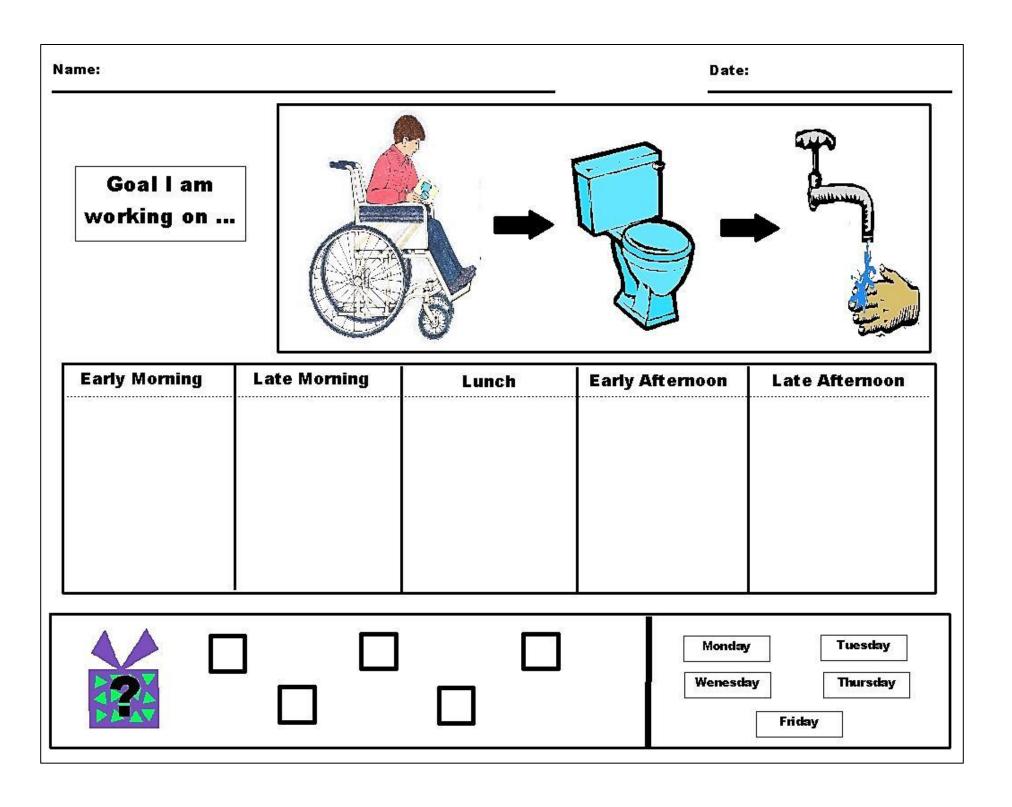
Name				-98	Date	
	My Goals	4	·			
8:30	9:00	9:30	10:00	10:30	11:00	11:30
12:00	12:30	1:00	1:30	2:00		
2:30	3:00	3:30			Monday Wednesday	Tuesday Thursday
					Fri	day

Name					_ Date _	
	Listen to Adults	se Body Correc	etly	Be Happy!	Be a	Friend
8:30	9:00	9:30	10:00	10:30	11:00	11:30
12:00	12:30	1:00	1:30	2:00	4	
					Monday	Tuesday
2:30	3:00	3:30			Wednesday	Thursday
					Friday	Saturday
					Sunday	BONUS!!!
					9-	



Name:						Date:						
Goals I am working on								Be a friend! Hard				
Good day! You go to bed at your normal time!  Good to be at your normal time!  Early bedtime!												

N	ame:			-	Date:						
		My Goa		STO	STOP						
	8:30	9:00	9:30	10:00	10:30	11:00	11:30				
	12:00	12:30	1:00	1:30	2:00	2:30	3:00				
(	Monday Tuesday										
	Wenesday Thursday  Friday										





#### Becoming a fireman



#### The Job







#### Your Training









### Fire Fighter Contract



My goal for this week is...







