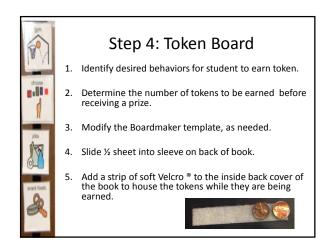




Considerations should include the number of tokens earned, and frequency of reinforcement. These may be increased over time as the student demonstrates success with this tool.





#### Symbol Selection: Identifying Vocabulary

- Create a list of motivators. Be sure to include preferred toys, items, activities, people, etc.
- List the activities in which the student participates at school. Include a generic symbol for "special activity"
- Brainstorm steps of various tasks in which the student participates, by thinking through each activity on the student's schedule.
  - Consider steps of activities the student is not able to demonstrate independently. For example, "Write Name" and "Give to Teacher" may be needed in addition to more predictable steps such as "Color, Cut, Paste."
- Also consider steps to help a student complete a lengthy activity such as a page of math problems by breaking it into chunks with prompts such as "Complete #1-3, Complete #4-6, etc."

#### Symi Visual • Determine the for your studen Real/miniature drawings, black • Determine the student.

....

## Symbol Selection: Visual Considerations

- Determine the appropriate symbol representation for your student. Consider the following hierarchy: Real/miniature objects, photographs, color line drawings, black and white line drawings, or words.
- Determine the **appropriate symbol size** for your student.
- Determine the need for other visual considerations such as contrast (black background, color-coded background), angle of presentation (upright vs. flat, reduction of glare on laminated cards, etc)

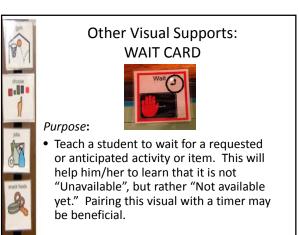


### **Other Visual Supports:** HELP / (GAIN ATTENTION)

Purpose:

- Begin to teach the student ٠ to advocate for him/herself by requesting "Help" when needed.
  - If needed pair with a "Raise Hand" cue to establish Attention-Getting as the first step for requesting assistance.
  - This may be especially useful when used in conjunction with the Task Analysis Checklist.







# **Other Visual Supports:** FOCUS FINDER Purpose: Limit the visual field so a student can better attend to pertinent information. Allow the student to respond by placing the focus finder on his/her response. This may be especially useful for students who go back and forth when pointing to an answer either because they are unsure or are looking for confirmation to ensure they have the correct response.

