

Participation Plus!

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Materials needed for this workshop

- TV/VCR
- Optional: projector and screen and Internet access to actually illustrate some of the participation kits online
- Transition to adulthood video - cued up to Cameron's dog biscuit activity
- Dog biscuit job or other job to demonstrate
- Nail Club leisure activity with Powerlink, switch and Step-by-Step Communicator
- Twister Game with spinner
- Academic Kit: e.g., Music, Socials with Haida Unit, Language Arts, etc.
- All-Turn-It Spinner

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Purpose of this workshop

- Today we will review some participation kits to enhance your student's participation in the classroom, the school, and in the home and community.
- Check out www.pisp.ca
- Go to "Participation Kits"
 - Jobs & Leisure Activities
 - Parallel Academic Participation

1. Practicing skills through jobs

- As students move up through the grades, some activities which may involve direct instruction, worksheets or workbooks, may not be as motivating for them, or provide the opportunities for them to work on their own skills.
- In these situations, students can often practice their skills through jobs or service related activities within the classroom or around the school.
- Refer to the first sheet in your handout outlining some examples of jobs. Information about these can be found on the website and teachers and/or assistants can print these off to create their own job kits for their students.

- Demonstration of the dog biscuit job kit
- Video: show the clip of Cameron working on the dog biscuit job.
- Brainstorm Activity: What kinds of jobs or routines occur within your class or school?

2. Practicing skills through leisure activities & clubs

- Students can also practice their skills through leisure activities. Creating clubs that incorporate motivators for your student as well as his/her peers is a great way to attract buddies with mutual interests.
- Refer to the same sheet in your handout package with some ideas for leisure activities or clubs.
- Demonstration of a nail club leisure kit.
- Demonstration of Twister Game with dollar store spinner.
- Refer to the Spinner handout with ideas and examples of different ways to create a spinner, at the end of this package.
- Demonstration Video: Show Justin Francis doing crafts on the “Transition to Adulthood” video. It comes right after the video clip of Cameron making dog biscuits.
- Brainstorm Activity: Where could you create a club within your school or class? Does something like this already exist in your school?

3. Practicing skills through parallel participation in academic subjects

- Even though classmates may be working on activities within core academic subjects that are beyond the skills that your student is working on, there are still ways in which your student can participate within that theme or activity in a parallel way.
- This participation may occur ...
 - in a brief way with the entire class (e.g., providing a brain teaser question to the class using a voice output device),
 - in a small group (e.g., using a switch and blender to make a tasty dish that may relate to a social theme, and providing directions on the voice output to classmates in that group - either gifted students or students who require extra help.)
 - by working on a parallel activity that supports the theme of study (e.g., surveying people around the school with a buddy, on a topic being studied by the class, using a Step-by-Step Communicator),
- Demonstration of academic kits: socials kit with All-Turn-It Spinner set up

- Review Sample pages from the music kit to illustrate what is online and available to print off to assist teachers and assistants in creating their own kits:

- A List of possible equipment to be used in the activities
- A photo of the activity set up
- Sample skills to be reinforced in the activity
- Information sheet on skills and their application to the activity
- Sample phrases for a simple voice output device (e.g., Step-by-Step Communicator)
- Lists of ideas for modifications based on principals of universal design
- Sample lesson plans for primary, intermediate & secondary songs
- Directions for linking voice output to an AbleNet Powerlink to combine action with voice
- Sample picture communication board for activity
- Demonstration videos
- Information and video links for the Sound-beam System

4. Additional Resources

- Refer also to the PISP website -> Strategies -> Planning Tools, for ...
 - Powerlink Switch Ideas (both elementary & secondary)
(Bring this up on the computer screen if possible)
 - Voice Output Ideas (both elementary & secondary)
(Bring this up on the computer screen if possible)
 - Spinner Activities (for games, etc.) already in your package.

5. Implementation Plan

In your package, you will find a 6-week implementation plan. It is designed to help you and your team create a new way for your student to participate each week. Just think, in 6 weeks, your student could have 6 new activities injected into his/her program! That is a substantial change... and very do-able when you make a plan that stretches over 6 weeks! Good luck and keep me posted of your new jobs and clubs! We'd love to add them to our website.