

Activity Matrix: Activities, Skills and Preparation

Motivators: music; food; Bristle Blocks ; movement; quiet space; www.starfall.com early literacy/numeracy games; greeting EA

Skills:

Social/Communication: requesting, making choices, greetings, commenting, answering who/what/where/when, identifying feelings; use visual, oral and auditory communication receptively and expressively. Use Boardmaker visual schedule, Super Talk ; respond oral and signed communication; will request, describe, ask 5W questions, respond, and greet

Behavioural: hands and feet to self; use voice output or language; use quiet voice; personal space

Academic: sorting, matching number symbols and amounts 1-15, counting objects to 15; sight words, 'first - next'; answering questions to books, stories, videos, presentations

Gross Motor: improve balance, strength, coordination; moving appropriately to routine destination at appropriate time without prompting

Fine Motor: increase fine motor- pencils, crayons, scissors, tracing, dot-to-dot, colouring, play-doh, beads, bristle blocks, etc.

<u>Activity/Motivators</u>	<u>Skills/Objectives</u>	<u>Preparation</u>
<u>Enter/Exit Classroom</u> Motivator: hello to EA; quiet space	*Greetings/farewells to EA, teacher, 2 peers *Hang up/retrieve bag and jacket, change shoes	*visual schedule
<u>Calendar</u> begin classroom, move to little room (increase classroom time to 50 mn): choral participation Motivators: movement and exit to his little room (quiet space)	*Sit facing speaker *Recite chorally: calendar numbers in sequence, counting, alphabet, colour words, days of the week song *personal space *Give today's date using voice output *Recognize name and answer 'here' when name called for attendance	*Boardmaker Visual Schedule *Social Story for Calendar time *Calendar set up (in small room) *'Fidget' or squishy ball *Program voice output
<u>Attendance</u> deliver to office with a peer Motivators: movement	*Greetings *Eye contact	Attendance forms
<u>Functional Academics in Math, LA, fine motor</u> Motivators: quiet space; listen to music when complete activities	*Fine motor (tracing, copying) *Counting on calendar, days of week, making amounts to 15, number symbol recognition; matching activities, alphabet recognition, matching, weather chart, etc *Answer 'how many/much', 'what day/month is it' *Print name; print letters/numbers	*Super Talk voice output (set to weekly/bi-weekly skill set: weather, science) *Tracing tools (pens, papers) *Printing booklets *Calendar set up *Stamps, beads, puzzles *CD player and music
<u>Music class</u> (remain 5 - 35 minutes) Motivators: music, sensory, movement	*Gross motor skills: hop, jump, gallop, skip *Voice output: sing *Maintain personal space	*Social story for participating in Music class

<p align="center"><u>Buddy Read</u></p> <p>Motivators: books</p>	<ul style="list-style-type: none"> *Turn taking *Requesting *Use voice output to request new book *Page turning *Answer 'what', 'where' 'who' 'when' questions 	<ul style="list-style-type: none"> *Voice output device programmed
<p align="center"><u>Library</u></p> <p>Motivators: books; turning pages; pictures</p>	<ul style="list-style-type: none"> *Selecting books *Requesting *Turn taking *Answering 'what', 'where', 'who', 'when' Q's *Commenting 	
<p align="center"><u>Snack</u></p> <p>Motivators: food</p>	<ul style="list-style-type: none"> *Choice making; request/reject choices orally *Preferences: likes/dislikes orally *Fine motor 	<ul style="list-style-type: none"> *Visual schedule
<p align="center"><u>Computers</u></p> <p>Motivators: music and www.Starfall.com (musical number and letter games); looking at books; turning pages</p>	<ul style="list-style-type: none"> *Turn taking *Requesting *Letter/number recognition *Fine motor skills *Practise fine motor skills through mouse and keyboard use *Use mouse to turn book pages and chose e-books to look at/listen to 	<ul style="list-style-type: none"> *Kerplunks music CD *Tux Type *Paint programs *Alphabet games *Tar Heel Reader website bookmarked *Starfall.com bookmarked
<p align="center"><u>Lunch outside/inside play</u></p> <p>Motivators: movement, books, bristle blocks</p>	<ul style="list-style-type: none"> *Making choices *Use voice output to make destination choices or to invite peers to play *Requesting *Inviting *Giving Information (using Remnants Book) *Keep hands and feet to self * switch and spinner - Club 	<ul style="list-style-type: none"> *Social Story for outside/indoor playtime *Remnants Book * Club: set up switch & spinner for games for club
<p align="center"><u>Eating time</u></p> <p>Motivators: food</p>	<ul style="list-style-type: none"> *Requesting *Use visual schedule for routine (wash, eat, clean up) *Fine motor skills *Choice making *Counting 	<ul style="list-style-type: none"> *Visual schedule for lunch routine
<p align="center"><u>Parallel Stations</u> <u>Math/LA/Science/Fine Motor/Functional</u> <u>Academics: tasks/games</u></p> <p>*5 min, increase by 2 min intervals</p> <p>Motivators: Bristle blocks for counting; quiet space for task completion</p>	<ul style="list-style-type: none"> *Turn taking *Requesting *Giving directions (voice output) *Functional Academic Skills: sort, match, count, letter/number recognition; sequencing, sight words, matching; Dolch words (flashcards); *Fine motor skills (trace, print, playdoh, glue stick) *Identify seasons, animals, habitats, etc *Answer 'what', 'where', 'when' questions and represent orally/pictorially (drawing, collage) *Complete weekly art activity (theme-related); may be modified 	<ul style="list-style-type: none"> *File folder games prepped *pencils, scissors, markers, play doh; Bristle Blocks; snap cubes; spelling dice; stamps; stickers; dice; cards; board games; flashcards; magazines; newspapers *weekly art activity *Parallel activity with EA or in small group *voice output programmed with game directions

<p><u>Recess outside/inside play</u></p> <p>Motivators: movement</p>	<ul style="list-style-type: none"> *Choice making for location of play *Voice output for choosing play location; inviting friends to a location *Keep hands and feet to self 	<ul style="list-style-type: none"> *Social Story for outside/indoor playtime *Super Talk voice output programmed
<p><u>Recycling</u></p> <p>Motivators: movement</p>	<ul style="list-style-type: none"> *Retrieving and sorting cans and juice boxes *Counting *Sorting *Use voice output to request *Follow sequence of events (collect, sort, count, deposit cans) 	<ul style="list-style-type: none"> *recycling bin on wheels; * visual map of classrooms down the hallway *voice output device programmed
<p><u>PE</u></p> <p>Motivators: movement, music</p>	<ul style="list-style-type: none"> *Throwing, bouncing, catching ball *Moving safely in gym with others *Operate CD player 'pause' switch 	<ul style="list-style-type: none"> *beach ball *Super Talk voice output *CD player and CD;

Schedule For Times: Week Schedule

(Refer to Schedule A for Activities and Skills during these blocks)

	Monday	Tuesday	Wednesday	Thursday	Friday
8:44-9:30	Calendar Attendance	Calendar Attendance	Music Class Attendance	Calendar Attendance	Calendar Attendance
9:30-10	Counting, printing activities in small room	Library	Calendar	Counting, printing activities in small room	Buddy Reading
10-10:30	Snack	Music Class Prep mtls.	Snack	Snack	Computers
10:30-11:15 in small room (pullout)	Functional Academics/Fine Motor	Snack (classroom)	Functional Academics/Fine Motor	Functional Academics/Fine Motor	Snack (classroom)
11:15-12	Lunch - outside/indoor play	-----> Games Club w/classmates	----->	----->	----->
12-12:30	Eating time	----->	----->	----->	----->
12:30-1:15 (classroom/pullout)	Parallel Stations	Parallel Stations	Swimming	Club: Games	PE
1:15-1:30	Recess Play (outside/indoor)	-----	Swimming	Recess Play (outside/indoor)	Recycling Job
1:30-2	Recycling Job	-----	Swimming	Recycling Job	Dismissal
2-2:40	PE	PE	Swimming	Pullout (listen to music, or read in library)	
2:40 - 3:00	* Debrief with teacher	* Debrief with teacher	* Debrief with teacher	* Debrief with teacher	* Debrief with teacher