Basic Teaching Strategies
Eliminate Distractions!

• Turn off TV, radio, tablets and cell phones.
• Clear up clutter and toys.
• Take care of creatures’ needs.
• Use comfortable lighting and choose a calm space.
Create Structure

- Reliable structure promotes positive behaviors.
- Children who know what is happening and what is coming next feel less anxious and learn better.
Visual Schedules

First / Then

- Put Toys Away
- Bubbles

Getting Dressed

- Help With Dressing
- Brush Teeth
- Play Time
- Snack
- Water the Plants
- Reading Time
- Music
- Lunch
- Nap/Quiet Time
- Snack
- Play Outside
- Craft Time
- Jumping Jacks

Done

- Pick-Up Toys
- Help With Cleaning
- Done

Basket
Tasks should have a clear beginning and end.

In this app the yellow represents “getting ready”
Green represents “doing my work”
Red represents “finishing, checking and preparing for delivery” or “done”.

Apps can be downloaded here: http://efpractice.com/
Getting Ready to Work

Get your child’s attention before giving directions

State directions in the positive!

“Tom, sit on the couch.”
“Tom, walk in the house.”
“Tom, use gentle hands.”
Attention TIPS

Use visual prompts to focus attention

Use a cue

Use different voice tones or volume

Be close
Giving Directives

- Gain child’s attention
- State child’s name
- Be in close proximity
- Use minimal clear speech
- Allow time for processing
Give choices

- Objects/materials
- Activities
- People
- Timing
- Reinforcements
Choice Boards Can...

- Provide a sense of control over a situation
- Teach requesting behaviors
- Teach decision making skills
- Reduce challenging behaviors
Choice Board Examples
Give only the help that is needed for success. Then, work toward independence.
Prompt Hierarchy

- Independent
- Indirect (Verbal or Nonverbal)
- Direct Verbal
- Gesture
- Modeling
- Partial Physical Assistance
- Full Physical Assistance
High Expectations

• If distressed
  – Reduce length/size of activity
  – Give Breaks
• Reward for on task behavior
• Staying on task - age versus developmental age
Brain Breaks

- Involve physical movement
- Involve change of pace
- Involve music
- Involve outdoor air
- Involve new and interesting sensory input
- Involve aerobic activity
- Involve touch

Brain break videos
First and Then Board

First: read

Then: bubbles
Point to the animal that jumped into the pond.
Read the answers out loud and point to the pictures provided

- running
- marching
- shopping
Cut out pictures and rearrange

- wood
- worms
- bugs
Open Ended Questions
Specific Praise

- Tell children what they did well
- Be specific about how they did what they did and what you liked about it.
- Encourage any positive behaviors
- Ignore whatever behaviors are not on task
Thank you for watching!

We hope you will practice and use these basic teaching strategies when using the HIPPY curriculum with children.