General Programming Strategies for a Child with Autism/P.D.D.

To Structure Activities:

1. Organize materials. Have well-defined areas.

2. Give clear directions paired with visual examples (i.e. model the activity, use concrete objects, pictures.)

3. Provide a clear beginning and ending (i.e. use words like "finished," or "all done," or combine the words with a timer.)

4. Plan activities to suit the child's skill level and according to his/her frustration tolerance. Plan for success i.e. give the child 5 blocks not a whole basket of blocks. Once the child has stacked all 5 blocks, say, "finished," with a big smile and end the activity.

5. Build the child's interests into new activities i.e. If the child likes cars and you are working on puzzles, begin with a car puzzle.