**PROGRAM: PLAY SKILLS**

**Sd: “Let’s Play” or “Do Puzzle” (for puzzles)**

**PROCEDURE:** Present activity to student and give Sd, “Let’s play or Do puzzle” depending upon the activity. If the student does not know how to do the activity, we will teach it using a **backward chaining** procedure. The target will be the **last** item. For example: if you are beginning with a 4 piece, large knob puzzle and the student does not give you a response when you probe to see if he can do it, you will help student complete puzzle hand over hand (HOH) and give him an opportunity to do the last piece independently. You will take data on only the response of the last piece (+ or -). Either he does it or doesn’t do it. When he meets criteria with the last piece, he will then be expected to do the last 2 pieces independently, then the last 3 pieces, then all 4 pieces. Have student dump puzzle HOH (if necessary) after you give Sd.

\*\*\*Please choose **two activities to work on at a time. One from puzzle progression and the other from either closed ended toys OR imitative play.**

**TARGETS:**

**Puzzles progression**

1. 4 piece large knob puzzle
2. 5 piece large knob puzzle
3. 6 piece large knob puzzle
4. 4 piece small knob puzzle
5. 5 piece small knob puzzle
6. 6 piece small knob puzzle
7. 4 piece inset puzzle (no knobs)
8. 5 piece inset puzzle
9. 6 piece inset puzzle
10. 7-10 piece inset puzzle
11. 4 piece interlocking puzzle
12. 5 piece interlocking puzzle
13. 6 piece interlocking puzzle
14. 7-10 piece interlocking puzzle

**Other toys (closed ended toys - toys that have a definite beginning and end)**

1. Shape sorter (at least 4-5 shapes)

2. Different shape sorter

3. Shape sorter with spokes

4. Stacking rings (they don’t necessarily have to put them in size order)

5. Nesting cups in size order

6. Sort by color (colored bears/blocks onto colored plates/into colored cups)

7. Sort by shape

8. Sort by attribute (big/little, hard/soft, etc.)

9. Sort by category (toys, animals, etc.)

10. Large Pegs in pegboard

11. Small pegs in pegboard

12. Stringing beads

13. Mr. Potato Head

14. Color form activity (dress up, faces, rooms, etc.)

15. Marble maze/ball maze (Marbles or balls go through a ramp)

16. Car ramp (with at least 5 cars)

17. Dump truck full of block (teach to dump blocks, put blocks back into truck one by one)

18. Complete picture using “playful patterns” (different foam shapes to make picture)

19. Memory/Lotto games (matching cards to game board)

20. Different memory/lotto game

**Imitative Play - You’re beginning to pair verbalizations with play activity where appropriate. Please refer to the specific program for the activity you choose.**

**This will be taught using FORWARD CHAINING. The target will be the FIRST step in the play sequence.**

1. Block building

2. Cars/Garage

3. Train set

4. Drill truck

5. Large crane/construction set

6. Dump truck

7. Baby dolls

8. Doctor’s kit

9. Vet’s kit

10. Play food/kitchen

11. Tool bench

12. Camping set/tent

13. Pirate ship

14. Submarine

15. Western town

16. Castle

17. Dollhouse

18. Dinosaurs

19. Cash register

20. Dress up

\*\*\* To generalize this skill, once learned introduce another student who has learned same skill and have them cooperatively play with the same activity and take turns with various play steps. Once this is achieve, take activity and students to different setting. When appropriate, play on the floor. However, some skills will be more successful on the table (i.e. block building)

**Pretend play - See me for protocol if your student is up to this level of play.**

**BLOCK IMITATION**

**Sd:** “Do This” then “Build this”

**PROCEDURE:** Sit next to or across from student. Have same color and number of blocks for both you and the student. After stating, “Do this”, the student will replicate your block formation.

**TARGETS:**

1. 2 block tower
2. 2 block train
3. 3 block tower
4. 3 block train
5. Pyramid
6. Wall
7. 4 block tower
8. 4 block train
9. Chair
10. Bridge

Large wooden blocks of various sizes/shapes

11. Tree

12. Table

13. Sailboat

14. Bed

15. 2 block tower (2 different colors)

16. 2 block train (2 different colors)

17. Following a color pattern with blocks

**CARS/GARAGE**

**Sd:** “Let’s play”, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place garage and cars on the floor if the student will tolerate floor play without runningaway. Use FORWARD CHAINING (teaching first skill first) and begin play progression.

**Targets:**

1. Push a car (add “zooming” noises)

2. Push the car over a ramp

3. Put gas in the car (gas pump in garage)

4. Park the car in the garage

5. Make the car go up the garage elevator

6. Make the car go down the ramp

7. Tow the car with the tow truck

8. Say, “We’re going up” (elevator)

9. Say, “Let me off” (elevator)

10. Have the car exit the elevator

11. Make the car do donuts

12. Have a little car drive over a big car

13. Make the car do a wheelie

14. Have car drive off to pretend house

**TRAIN SET**

**Sd:** “Let’s play”, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place tracks and trains on the floor with trainer and student. Use FORWARD CHAINING (teaching first skill first) and begin play progression.

**Targets:**

1. Lay track down (hook pieces together)

2. Put the train engine and cars together

3. Move the train over bridge

4. Move the train on the turntable

5. Make train noises (chug-chug, choo-choo, toot-toot, etc.)

6. Stop at a station

7. Say, “All aboard”

8. Begin moving train over bridge again uses train sounds

**DRILL TRUCK**

**Sd:** “Let’s play”, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place all materials on table then generalize to floor. Use FORWARD CHAINING (teaching first skill first) and begin play progression.

**Targets:**

1. Change drill bits

2. Drill lug nuts on tires

3. Take truck apart with drill

4. Put truck back together

5. Do wheelie

**LARGE CRANE/CONSTRUCTION SET**

**Sd:** “Let’s play”, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place all materials on floor and begin play progression. Use FORWARD CHAINING (teaching first skill first).

**Targets:**

1. Have people climb the crane

2. Have people fall down inside

3. Rescue people

4. Raise the elevator (with remote if it has one or crank)

5. Put up the crane (hook)

6. Have men walk along the top

7. Have figures board the elevator

8. Have figures exit the elevator

9. Have the figures ride the truck to lunch

10. Have a person jump off crane

11. Hook up lift/platform to crane

12. Say, “Lift ‘er up”

13. Say, “time for lunch”

14. Say”Good crew here”

\*\*Statements can be paired with any of the above targets\*\*

**DUMP TRUCK**

**Sd:** “Let’s play, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place all materials on floor and begin play progression. Use FORWARD CHAINING (teaching first skill first).

**Targets:**

1. Load (with anything)

2. Dump the load out

3. Drive the truck around

4. Make truck noises

5. Back up truck

6. Make “beep noises” for reversing

7. Say, “thanks for the delivery”

8. Put men in the truck (back)

9. Make the truck roll over hills (rug wrinkles)

10. Make people fall out of the dump truck

**BABY DOLLS**

**Sd:** “Let’s play, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place all materials on table and begin play progression. Use FORWARD CHAINING (teaching first skill first).

**Targets:**

1. Hug doll

2. Comb doll’s hair

3. Pretend feed doll (spoon)

4. Kiss doll

5. Rock doll

6. Cover doll with blanket

7. Put a shirt on the doll

8. Put the doll in the crib

9. Pat the baby on the back (over shoulder ... like burping)

10. Put a diaper on the doll

11. Put pants on the doll

12. Feed the baby with a bottle

\*\*Pair appropriate language for any of the steps\*\*

**DOCTOR’S KIT/VET’S KIT**

**Sd:** “Let’s play, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place all materials on table and begin play progression. Use FORWARD CHAINING (teaching first skill first).

**Targets:**

1. Put on a Band-Aid

2. Take a temperature

3. Give a shot

4. Use a doll/animal as a patient

5. Listen to the heart with stethoscope

6. Check for reflexes

7. Take the doll’s blood pressure

8. Have the trainer be the patient

9. Say, “Ahhh”

**PLAY FOOD/KITCHEN**

**Sd:** “Let’s play, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place all materials on table and begin play progression. Use FORWARD CHAINING (teaching first skill first).

**Targets:**

1. Pretend “eat” toy food

2. “Pour” tea/coffee

3. Put play food on plates

4. Set place setting/table

5. Place dolls/animals at each place setting not occupied by trainer or student

6. Eat with utensils

7. Cut food

8. Cook food on a stove (use different pots/pans)

9. Cook food in an oven

10. Cook food in the microwave

11. Wash dishes in the sink

12. Put food in the refrigerator

13. Serve food to the table

14. Put away dishes

\*\*pair appropriate language with any of the steps\*\*

**TOOL BENCH**

**Sd:** “Let’s play, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place all materials should be already on the tool bench. Begin play progression. Use FORWARD CHAINING (teaching first skill first).

**Targets:**

1. Hammer nail

2. Screw in bolt-screwdriver

3. Unscrew bolt-screwdriver

4. Screw in bolt-wrench

5. Unscrew bolt-wrench

6. Put square in vise

7. Put on belt and put tools in the belt

8. Measure with the measuring tape

9. Wash hands in sink

10. Turn on the radio

11. Answer the phone

12. Pull out a nail with pliers

**CAMPING SET/TENT**

**Sd:** “Let’s play, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place all materials on floor and begin play progression. Use FORWARD CHAINING (teaching first skill first).

**Targets:**

1. Pretend (with flashlight) to be looking through the woods

2. Drink from the canteen

3. Eat with a fork and pan

4. Make a fire (with blocks)

5. Cook food over the campfire

6. Drink from a cup

7. Eat food out of bowl

8. Say, “Food’s ready”

9. Say, “ that’s delicious!”

10. Say, “Mmm – I was thirsty”

11. Say, “Ooh, it’s spooky and dark”

**DRESS UP**

**AMBULANCE DRIVER**

**Sd:** “Let’s play, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place all materials on floor and begin play progression. Use FORWARD CHAINING (teaching first skill first).

**Targets:**

1. Put on hat and coat

2. Drive the ambulance (chairs as ambulance)

3. Make siren sounds

4. Find a sick person (doll)

5. Give CPR (push chest, blow on mouth)

6. Put the doll in the ambulance

\*\*Pair appropriate language with any of the steps\*\*

**CASH REGISTER**

**Sd:** “Let’s play ” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place all materials on table and begin play progression. Use FORWARD CHAINING (teaching first skill first).

**Targets:**

Have cashier:

1. Say, “What would you like?”

2. Say, “That will be $ \_\_\_.”

3. Give shopper desired object

4. Say, “cash or charge”

5. Say, “thank you. Have a nice day”

Have shopper:

1. Say, “I want to buy \_\_\_\_/”

2. Put things to buy on the counter (table)

3. Say, “thank you”

**PIRATE SHIP**

**Sd:** “Let’s play, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place all materials on floor and begin play progression. Use FORWARD CHAINING (teaching first skill first).

**Targets:**

1. “Sail” the ship

2. Steer the ship with figure at helm

3. Shoot a cannonball – say “boom”

4. Shoot the harpoon

5. Put a man in the crow’s nest

6. Row a dinghy to the island

7. Shoot a cannonball from an island tree

8. Put a pirate in jail on the island

9. Put the treasure chest in the dinghy

10. Drop anchor

11. Shoot the harpoon at whale

12. Say, “Man overboard” and have a man fall off

13. Have a shark attack the dinghy

14. Put ken on sails (they snap on)

**SUBMARINE**

**Sd:** “Let’s play, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place all materials on floor and begin play progression. Use FORWARD CHAINING (teaching first skill first).

**Targets:**

1. Put a figure inside sub

2. Have the figure look through periscope

3. Spin the propeller

4. Shoot torpedoes

5. Push around the sub (as if it were under water)

6. Have a figure dive off the sub

7. Make an octopus attack the man

8. Have the shark eat the figure

9. Drill into mountains/hills with sub drill

10. Make the octopus attack Goldfish crackers

11. Make splashing noises

12. Have a figure climb the sub

13. Hook a figure on the hook

14. Raise the figure from the water

**WESTERN TOWN**

**Sd:** “Let’s play, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place all materials on floor and begin play progression. Use FORWARD CHAINING (teaching first skill first).

**Targets:**

1. Put figure on a horse

2. Make the horse gallop

3. Put the figure in jail and close jail door

4. Walk the figure up side stairs

5. Catapult a man off the top of the roof

6. Pull the flag backwards and slide the man down chute

7. Say, “giddy up” and push the stagecoach forward

8. Say, “Whoa ...” and stop the stagecoach

9. Fire the stagecoach cannon

10. Make the fall off of the trick staircase

11. Make the horse drink at trough

**DINOSAURS**

**Sd:** “Let’s play, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place all materials on floor and begin play progression. Use FORWARD CHAINING (teaching first skill first).

**Targets:**

1. Have the dinosaurs climb on each other

2. Have the dinosaur eat trees

3. Make roaring noises

4. Have the dinosaur fly (the pterodactyl)

5. Have the dinosaur make noises while it is flying, “wok wok”

**CASTLE**

**Sd:** “Let’s play, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place all materials on floor and begin play progression. Use FORWARD CHAINING (teaching first skill first).

**Targets:**

1. Have a figure climb the wall (with foot holes)

2. Make the figure fall or jump off the top

3. Have the barbarian/giant knock on the castle

4. Raise/lower the drawbridge

5. Make a figure fall down the trap

6. Shoot the cannon

7. Use the battering ram to ram castle

8. Put a figure on the battering ram

9. Put up the table

10. Have a figure walk on the inside ledge

11. Rescue figures (secret door on side)

12. Have figures sleep in the bed

13. Have the barbarian say, “I want food”

**DOLLHOUSE**

**Sd:** “Let’s play, Do this” (Only to start off activity and NOT after each step unless the student needs the prompt. You’ll have to fade the prompt.)

**Procedure:** Place all materials on floor and begin play progression. Use FORWARD CHAINING (teaching first skill first).

**Targets:**

1. Set up kitchen

2. Set up living room

3. Set up bedroom

4. Set up bathroom

5. Put a doll at kitchen table

6. Have the doll wash face

7. Have the doll go to bed

8. Have the doll sit on the potty

9. Have the doll take a bath

10. Have the doll climb up the rope ladder

11. Have the dolls sit in chairs

12. Have the dolls slide down slide

13. Have the doll swing

14. Place the doll on the see-saw

15. Plant a garden

\*\*Pair appropriate language with any of the targets\*\*