LEISURE AREA

DESCRIPTION

• Provides students opportunities to learn appropriate ways to fill their down time in a functional way
• Students appropriately engage in a leisure break by following work systems and visual structure

STAFF ROLES

• Support students by providing age-appropriate choices, modeling appropriate behavior, and prompting visual cues
• Provide opportunities to access and use communication system
• Identify and record new interests or preferences
• Take data on skill acquisition

STUDENT OUTCOMES

• Increased acquisition of appropriate play/leisure skills
• Increased curiosity about new experiences
• Increased play/leisure repertoires
• Increased understanding of social rules
• Improved social interactions with others
• Improved communication skills
• Improved organizational skills
• Improved ability to manage time

EXAMPLE

REFERENCES


• University of North Carolina TEACCH® Autism Program Five-Day Classroom Training