

Thinking Outside the Box about Social Supports



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www.asperger.net

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Structure/Modifications

Planning Table, 1991

Time	Activity	Self- STD	Structure/ Modifications	Reinforcement	Sensory Strategies	Social Skills/ Communication	Data Collection	Generalization

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Expected School Behaviors: Adolescence

- Factor I: Taking an interest in school
- Factor II: Organization
- Factor III: Task Completion
- Factor IV: Independence
- Factor V: Interpersonal Skills
- Factor VI: Following School Rules

Zigmond & Kerr, 1985

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Factor I: Taking An Interest in School

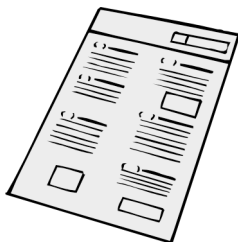
- Exhibits interest in improving academic performance
- Uses times productively when waiting for teacher
- Is persistent when faced with a difficult task



Zigmond & Kerr, 1985

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Factor II: Organization



- Organizes study time well
- Identifies central theme of lecture by identifying main ideas and supporting facts (orally and in writing)
- Is good at taking tests

Zigmond & Kerr, 1985

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Factor III: Task Completion

- Brings necessary materials to class
- Completes assigned work
- Asks for help with schoolwork when necessary
- Follows written directions
- Appropriately handles corrections on class work
- Turns in assignment when they are due



Zigmond & Kerr, 1985

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Factor IV: Independence



- Can concentrate on work without being distracted by peers
- Works well independently

Zigmond & Kerr, 1985 7

Factor V: Interpersonal Skills

- Talks calmly to an adult when perceived to be unjustly accused
- Speaks appropriately to teachers
- Complies with requests of adults in authority
- Stays calm and in control of emotions
- Accepts punishment if caught doing something wrong
- Manages conflict through non-aggressive means
- Behaves appropriately in a variety of settings

Zigmond & Kerr, 1985 8

Factor VI: Following School Rules

- Responds to other when they speak
- Stays awake in class
- Attends in class
- Gets to class in time
- Arrives at school on time



Zigmond & Kerr, 1985 9

Essential Friendship Skills: Adolescence

- Listening
- Starting a conversation
- Having a conversation
- Saying "thank you"
- Introducing yourself
- Introducing other people



cont 10

Essential Friendship Skills: Adolescence

- Understanding how to look to fit in
- Negotiating
- Compromising
- Showing a sense of humor
- Following through



cont 11

Essential Friendship Skills: Adolescence

- Revealing oneself
- Keeping confidences or secrets
- Giving a compliment
- Receiving a compliment
- Making others comfortable



cont 12

Essential Friendship Skills: Adolescence

- Asking for help
- Joining in
- Apologizing
- Convincing others
- Sharing something
- Helping others
- Standing up for a friend



Goldstein & McGinnis, 1997; Mannix, 1998; Marano 1998; Walker et al., 1988

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Skills Employees Want

- Communication
- Adaptability
- Developmental
- Group Effectiveness



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Skills Employees Want: Adaptability

- Problem solving
- Creative thinking
- Creative responses to setbacks and obstacles
- Takes criticism constructively
- Works without direct supervision

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Skills Employees Want: Developmental

- Self-esteem
- Motivation/goal setting
- Confidence
- A sense of wanting to develop one's career
- Pride in accomplishments
- Effort
- Wanting to make a contribution
- Positive attitude
- Dependability
- Follows rules/avoids breaking rules
- Attendance
- Persistent

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Skills Employees Want: Developmental

- Attention to quality
- Organization
- Prepares for upcoming tasks
- Prioritizes
- Assesses self accurately
- Self-control
- Integrity
- Honesty
- Takes responsibility for own actions
- Aware of surroundings
- Humble
- Compassionate
- Appreciative

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Skills Employees Want: Group Effectiveness

- Interpersonal skills
- Teamwork
- Negotiation/negotiating disagreements
- Handling social conflicts
- Cooperation
- Leadership
- Maintains operations beyond immediate tasks
- Organizes the work group
- Understand and uses customer satisfaction skills

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For an Individual with ASD

- The biggest predictor of employment success is ...
 - HAVING JOB EXPERIENCES IN HIGH SCHOOL.
 - THIS APPLIES TO INDIVIDUALS *ACROSS* THE SPECTRUM, EVEN THOSE WHO ARE COLLEGE BOUND

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Social Supports



- Social Skills
 - Self-understanding
 - Instruction
 - Interpretation
 - Coaching

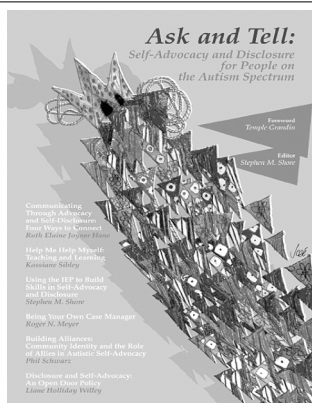
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Self-Understanding

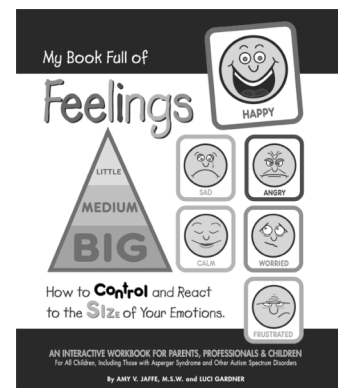
- Ask and Tell
- My Book Full of Feelings
- The Incredible Five-Point Scale
- Amazingly ... Alphie
- Utterly Unique
- This Is Asperger Syndrome
- Jackson Whole Wyoming

www.asperger.net

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Myles, 2008

The Incredible 5 Point Scale

Kari Dunn Buron



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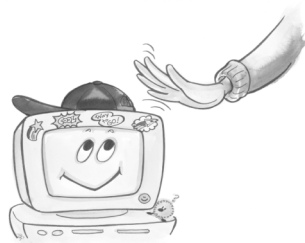
Sometimes I worry way to much, like when I think I am going to recess and it gets cancelled.



This might make me scream, or even hit someone. This is a 5. Now my autism is TOO BIG.

Buron, 2004

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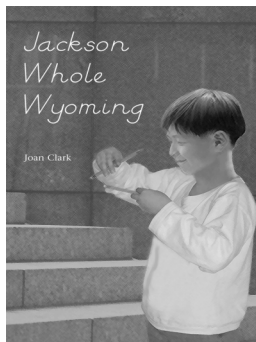
I Am Utterly Unique

Celebrating the Strengths of Children
with Asperger Syndrome

Elaine M. Larson

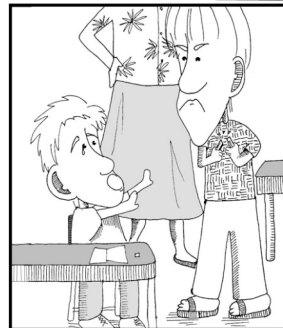
APC

Autism Asperger Publishing Co.
P.O. Box 23173
Shawnee Mission, Kansas 66203-0173
www.asperger.net



Promotes peer understanding of children with special needs, including those with Asperger Syndrome. The story is told through the eyes of a 5th grade boy realizes that he has not been a worthy friend to a boy in his class.

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After lunch today, I had trouble concentrating because this kid kept tapping his pencil. I told him to stop but he just looked at me and kept tapping. He continued to tap his pencil even after the teacher told him to stop. When I couldn't stand the noise another second, I grabbed his pencil and broke it. It isn't fair that I'm the one in trouble now.

THIS IS ASPERGER SYNDROME

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Myles, 2008

Social Skills: Instruction

- Scope and sequence
- The Power Card Strategy
- Direct instruction
- Social Stories™
- Self-understanding

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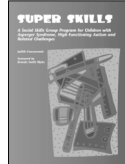
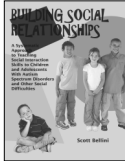
Scope and Sequence

- A listing of skills in developmental order of acquisition
- Helps to target IEP objectives
- Assists in providing instruction in a systematic manner

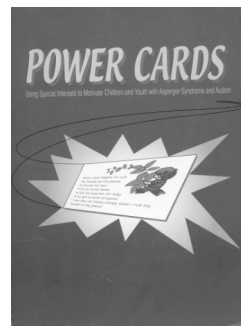
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Scope and Sequence

- *Super Skills* by Judith Coucouvanis
- *SOS* by Michelle Dunn
- *Building Social Relationships* by Scott Bellini



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Power Cards:
Using Special Interests
to Motivate Children
and Youth with
Asperger Syndrome
and Autism

by Elisa Gagnon

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Power Card Strategy Definition

- The Power Card is a visual aid that incorporates the child's special interest to teaching appropriate social interactions including routines, behavior expectations, the meaning of language and the hidden curriculum.

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Components of the Strategy

- A short scenario describing how the hero solves a problem similar to the one experienced by the child (reader)
- The Power Card that recaps the strategy

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The Purpose of the Hero

- The hero
 - ... serves as a motivator
 - ... is nonthreatening
 - ... has a “relationship” with the child (reader)

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Character Sketch

- The first paragraph describes how the “hero” places value on the expected behavior
- The second paragraph encourages the child to attempt the new behavior

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The Power Card

- The card begins with a reference to the hero followed by the steps to carry out the strategy or new behavior. A picture of the hero or the new behavior also appears on the card.

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Direct Instruction

- Controlled exercises
- Acting lessons
- Video lessons
- Core Skills



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Controlled Exercises

- Social skills instruction-social skills groups
 - Lesson
 - Role play
 - Practice with a joint attention activity
 - Nontraditional curriculum
 - Conflict resolution

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Controlled Exercises

- Mechanical skills
 - Conversational skills
 - Cooperative play skills
 - Showing your feelings toward others
- Relationship skills
 - Wanting to interact with others
 - Being with others for the sake of being with other

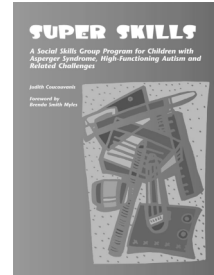
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Controlled Exercises

- Traditional curricula
- Nontraditional curricula

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Controlled Exercises: Traditional



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Controlled Exercises: Traditional

- Coucouvanis' *Super Skills*
- Dunn's *SOS*
- Santomauro's *Space Travelers*
- Wolfberg's *Integrated Play Groups*
- McAfee's *Navigating the Social World*



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Controlled Exercises

- Step 1: Describe the skill
- Step 2: Provide a rationale
- Step 3: Describe general situations in which to use the skill
- Step 4: Teach using role play
- Step 5: Identify social rules

(Elksnin & Elksnin, 2005; Hazel et al., 1995)

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Step 1: Describe the Skill

- Definition
- Verbal: What students say
- Nonverbal: What students do (body basics)
- Cognitive: What students think

See example on next page

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Step 1: Describe the Skill

- Example: Following verbal directions
- Skill steps:
 - 1. Listen carefully to what the person says
 - 2. Think about what the person says
 - 3. Ask the person questions about what you don't understand
 - 4. Repeat the directions to yourself or to the other person
 - 5. Follow the directions

Examples from Elksnin & Elksnin, 2005

cont 48

Step 1: Describe the Skill

- Example: Following verbal directions
- Body Basics:
 - 1. Look at the person
 - 2. Have a serious facial expression
 - 3 Have a serious, but relaxed posture
 - 4. Use a serious tone of voice

Examples from Elksnin & Elksnin, 2005

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Step 2: Provide a Rationale

- Explain why
- Discuss how the skill will benefit the student
- Provide positive and negative rational statements

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Step 2: Provide a Rationale

- Example: Following verbal directions
- Positive statements:
 - If you learn to follow verbal directions, then you will be able to complete your assignments correctly
 - If you learn to follow verbal directions, thn you will be able to finish your work more quickly and easily

Examples from Elksnin & Elksnin, 2005

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Step 2: Provide a Rationale

- Example: Following verbal directions
- Negative statements:
 - If you don't learn to follow verbal directions, then you may have to redo your classroom assignments
 - If you don't learn to follow verbal directions, then you teacher may get angry and you will get in trouble

Examples from Elksnin & Elksnin, 2005

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Step 3: Describe General Situations in Which to Use the Skill

- The idea is to communicate "now is an appropriate/inappropriate time to use the skill"
- Increases the likelihood of generalization

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Step 3: Describe General Situations in Which to Use the Skill

- Example: Following verbal directions
- General situations
 - A good time to follow directions is when the teacher tells you to say or do something
 - A good time to follow directions is when the teacher tells you to listen and to do what she says
 - A good time to follow directions is when the teacher says it's important to do exactly what he tells you to do.

Examples from Elksnin & Elksnin, 2005

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Step 4: Teach Using Role-Play

- Let students know that each person will role-play
- Describe a real-life situation, assign a main actor, and supporting actor. Have student describe the actor and setting to enhance realism
- Conduct the role play
- Provide feedback

Goldstein & McGinnis, 1997 55

Step 5: Identify Social Rules

- Rules
 - Govern socially-acceptable behavior
 - Guide students in using a skill

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Step 5: Identify Social Rules

- Example: Following verbal directions
- General rules
 - Ask for help from an adult if the task is too difficult
 - Ask for directions to be repeated if you didn't hear or understand them

Examples from Elksnin & Elksnin, 2005

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Direct Instruction: Acting Lessons

- Gestures
- Voice tone
- Distance
- Emotion related to the context

Everyone gets the same type of feedback!

Prepare the coach!

More than just a delivery of lines!

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Direct Instruction: Video Lessons

- Social Skill Builder's *School Rules*
- AAPC's *Joining in: A Program for Teaching Social Skills*
- Coulter Video's *Manners for the Real World*
- Baron-Cohen's *Mindreading*



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Other Video Sites

- Modelmekids.com
- Videojug
- Expertvillage
 - .com

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Social Stories

- Saying Goodbye to Shellina
- Talking About my Period

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Social Skills: Interpretation

- Social autopsies
- Narration
- SOCCSS
- Drawings
- Cartoons
- SODA

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Social Autopsies

- Adult assisted
- Joint analysis of child social errors
 - Identifies error
 - Pinpoints damage done to others and self
 - Outlines strategies to correct damage
 - Teaches new strategies

LaVoie, 1994

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Other Videos with Richard LaVoie

- FAT City (Frustration, Anxiety, and Tension)
- When the Chips are Down
- Last One Picked, First One Picked On

Available from www.asperger.net

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SOCCSS

- Situation
- Options
- Consequences
- Choices
- Strategies
- Simulation



Roosa, 1995

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SOCCSS

Situations-Options-Consequences-Choices-Simulation

Situation Who _____ When _____ What _____ Why _____ _____		
Options	Consequences	Choice
Strategy - Plan of Action		Simulation/Follow-up

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Myles, 2008

Drawings

- Cartooning (*speech language pathologists*)
- Pragmaticism (*Arwood*)
- Comic Strip Conversations™ (*Gray*)



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Cartoon Cut-Ups

He's stuck up!

What's up?

This is my new 24 caret ring!

We're being held up!

Hamersky, 2001

70

Cartoon Cut-ups

- Digimon
- Calvin and Hobbes
- Far Side
- Anime anything



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SODA



• Stop



• Observe



• Deliberate



• Act

Bock, 2001

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SODA: Stop

- What is the room arrangement?
- What is the activity, schedule, or routine?
- Where should I go to observe?



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SODA: Observe



- What are the people doing?
- What are the people saying?
- What is the length of the typical conversation?
- What do people do after they have talked?

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SODA: Deliberate

- What would I like to say?
- What would I like to do?
- How will I know if others would like to continue talking or end the conversation?



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SODA: Act



- Approach person(s) to talk to.
- Greet the person.
- Listen and ask related questions.
- Look for cues to know if person(s) would like to continue talking or end the conversation?
- End conversation; walk away.

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Coaching

- Feed the language
- Conversation starters
- Scripts
- Video modeling (self and peer)

Follows instruction

May follow interpretation

Must have rapport between coach and student

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Feeding the Language

- Provides a jump start
- Verbatim or paraphrased verbal prompt
- Cue shared between adult and student
- Can be used to
 - Point out a child who is alone who might be a good playmate
 - Provide a topic or opening sentence

Angela Collins

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Conversation Starters

- List of topics generally discussed by peers
 - Eavesdropping
 - In hall, between classes, at lunch, at recess
 - Asking high status peers
- Generally written on a card the size of a business card or trading card
- Can be overtly displayed when used

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Scripts

- Provides verbatim or near verbatim structure
- Uses child/adolescent-friendly language
- Targets one social situation
 - Increases predictability
 - Decreases stress

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Daily Living Skills

- Cooking
- Health and safety
- Hygiene
- Nutrition
- Finance
- Planning
- Organization

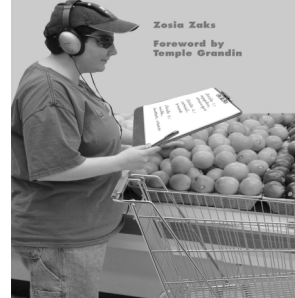


<http://www.integratingstandards.org>

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Life and Love: Positive Strategies for Autistic Adults

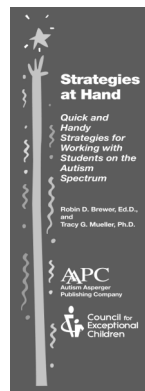
Zosia Zuk
Foreword by
Temple Grandin



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A Great Resource for Skills to Teach

- Easy to use
- Practical
- Based on real-life needs



Hidden Curriculum

- The set of unwritten rules that no one has been directly taught, but everyone knows. Violations of these rules can make an individual a social outcast.
- Phrase associated with hidden curriculum:
 - “I shouldn’t have to tell you but ... “
 - “Everyone knows that ... “
 - “It’s obvious ... “

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