SEND SERVICES GUIDES

Attention Autism Stage 3

ATTENTION AUTISM STAGE 3 - THE INTERACTIVE GAME

At this stage, the activity becomes an interactive game
The adult has a turn to demonstrate the task (this is important so that the child knows exactly what to do) then the child takes a turn:

It can be a turn off the activity they have just seen in stage two. As the child's skills develop you can increase the length of the activity and the complexity of the steps. A simple way to increase the flowerpot rocket is to use a spray bottle filled with food colouring. You add a step where this is sprayed onto the foam. The child must learn to take their turn when asked. Also, to see other children taking their turns.



Useful References and Links

www.attentionautism.com

Bucket-Time-Ideas.pdf (sendat.academy)