

Program Plan Form

Current Targets:

1. Approaches/initiations
2. ANY form of communication
3. Any inclination to try to follow simple teacher expectations
4. Any vocal behavior
- 5.

Week of 11/02/2009

Behavioral Adaptations	Behavioral Expectations	Learning Channel and Content Priorities
Fun fill-in opportunities (e.g., "Ready, set, ___"; "Old MacDonald", etc)	Does ANYTHING to sustain fun interactions	"Say" output channel
Stimulus-stimulus pairing	Does ANYTHING to initiate fun interactions	
Immediately reinforce most/all vocal behavior	References to accept preferred items	
Allocate most of programming time to fun interactions	Accepts generous prompting to demonstrate easy responses	
Give some relevant expectations during play or meaningful routines (e.g., put paper towel in trash)		