Strategies

**Contingency Games to Lay the Foundation for Expressive Communication**

* Create a turn-taking sequence using imitation.
* When an individual produces a behavior (for example, makes a sound, shakes a sound toy, etc.), briefly imitate the behavior.
* Stop and wait for individual to resume the behavior.
* Imitate the individual again, then stop and wait.
* Once the sequence is established, try modifying the response to see if the

individual will imitate the modified response. (Level 2)