**Embedding Goals into Routines**

|  |  |  |
| --- | --- | --- |
| **Routine**  | **Goal**  | **Communication Mode Examples**  |
| **Arrival**  | Requests attention  | * Squeal
* Bounce
 |
| **Morning Circle**  | Make choices  | * Slaps away object they don’t want
* Looks longer at a desired object
 |
| **Center/Class** | Requests new action | * Movement toward desired object or space
 |
| **Snack/Recess** | Refuses, rejects | * Push off table
* Throw
* Pull back
* Stiffen
* Laugh
* Rock
* Continue a Movement
* Move toward place where desired object is located
 |
| **Specials (Art, PE, Music)** | Requests new object  | * Look at an object and vocalize
 |

Note: At this level, it is often difficult to distinguish between conventional and unconventional behavior. It is critical to accept all behavior with communicative intent.