**Embedding Goals into Routines**

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| **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.