



Classroom Rules - Visual

What:

- A visual strategy to assist the student with the expectations.

Why:

- Individuals with ASD may have a difficult time processing language and understanding the social cues and expectations of certain activities, tasks or events.

How:

- Identify the behaviour, event or activity that will be outlined on the board.
- Create the visual cue for the event or activity Example: Hitting, Kicking and Pushing
- Create a visual cue for the universal symbol for NO
- Place symbol beside the outlined behaviours to indicate they are NOT acceptable in the targeted area. (classroom, school, playground)

When:

- Model the strategy during the targeted event or activity
- Ensure the student recognizes the symbolic value of the cue
- Prompt through the visual cues during the event or activity
- Allow the student to maintain with them as a reminder of the expectations