

Beginning Level Target Skills

Learning Readiness

- Attention
- Proximity
- Observation

Basics of Play

- Solitary Play
- Purposeful Play
- Exploratory Play

Basics of Social Interaction

- Responds to verbal and nonverbal cues
- Waits
- Pulls another person to show him an action or object
- Hands a book or toy to adult to read or share
- Imitates actions

Mid Level Target Skills

Understanding of Feelings

- Expresses affection physically and verbally
- Attempts to comfort others in distress
- Manages anxiety and frustration

Complex Play Skills

- Parallel Play
- Chooses and plays with a toy independently
- Takes part in simple game with peer
- Begins to understand simple rules

Prerequisite Interactive Skills

- Responds to Initiations
- Directed Sharing
- Takes turns
- Initiates play

High level Target Skills

Advanced Social Skills, Reciprocal Interactions

- Organizes
- Compromises
- Helps/asks for assistance
- Knows how to not join play appropriately
- Follows rules of group game
- Cooperative play
- Persistence
- Interprets social cues, innuendos, body language, humor

Skills for Dealing with Feelings

- Respects others and their property
- Takes pride in achievements
- Displays kindness, care, affection
- Shows increasing control of emotional reactions

Components of Social Skills Instruction

- Identify and define specific target behaviors
- Choose motivating activities
- Simplify complex skills into small teachable steps
- Introduce skill and list components of skill
- Teach components through direct instruction
- Role play an appropriate example while pointing out relevant skills
- Ask children for components of skill
- (optional) Role play inappropriate example and ask for components of skill
- Rehearse the skill with the individual
- Give Positive Feedback
- Ask children for rationales for using the skill
- Reality check
- Build in multiple contexts for generalization