

Understanding Autism

A Toolkit for Teachers



- Define Autism
- How to effectively communicate with people with special needs
- Identify how to address safety concerns
- Identify deficits in daily living skills
- Identify how to teach social skills
- Identify how to manage challenging behaviors





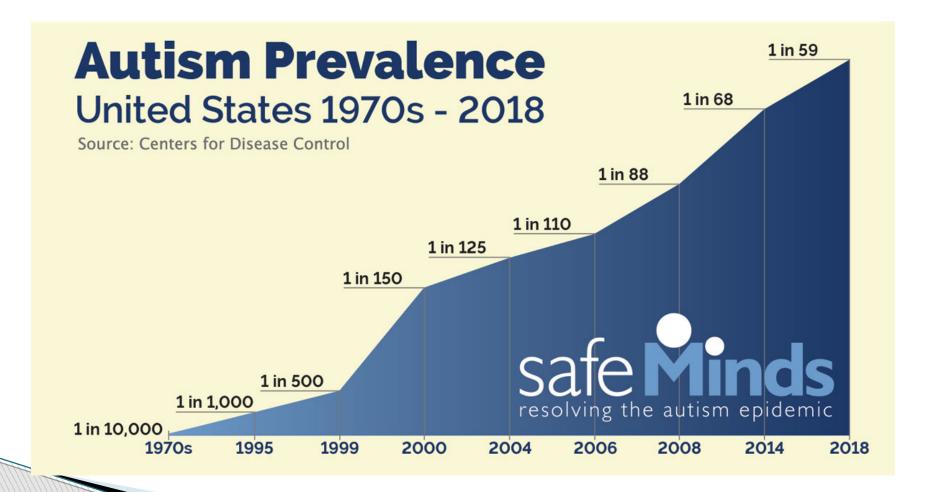
DSM-5 Diagnostic Descriptors: ASD

• Must meet the following criteria:

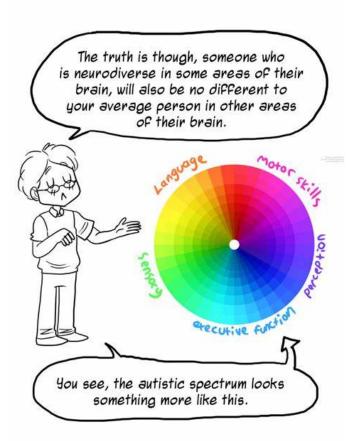
- O Persistent deficits in social communication/social interaction across multiple contexts
 - Ex: deficits in nonverbal communication, deficits in developing, maintaining, and understanding relationships, deficits in social-emotional reciprocity
- Restricted, repetitive patterns of behavior, interests, activities manifested by at least two specific examples
 - Ex. stereotyped/repetitive movements OR rituals OR fixated, restrictive interests OR hyper-or hyporeactivity to sensory input
- Symptoms must be present in early developmental period
- Symptoms limit and impair everyday functioning
- Disturbances are not explained by intellectual disability
- Severity is based upon:
 - Social communication impairments and restrictive, repetitive patterns of behavior.













Communication

- Children with autism have varied language abilities with both receptive and expressive language.
 - Receptive language is the ability to understand information. It involves understanding the words, sentences and meaning of what others say or what is read.
 - Expressive language means being able to put thoughts into words and sentences, in a way that makes sense and is grammatically accurate.





- Provide simple and clear instructions.
 - Example- "Come here" instead of "Hey buddy, why don't you come on over here."
 - "Walk with me." instead of "give me your hand so we can walk together."



Communication

- Tell them what you want them to do as opposed to what not to do.
 - This will help the child understand what you want them to do while providing clear instructions.
 - Example- "Feet on the floor" instead of "We don't stand on the chair"
 - "Hands down" instead of "Stop flapping your hands."



Communication

- Ways to prompt
 - Model prompting show them how to do something
 - Physical prompting physically guide a child to do something
 - Gesture prompting- doing things such as pointing to the object they need to get.



Lack of safety awareness

- Run away from caregivers
- Running in streets or parking lots
- Lack of understanding of kitchen safety



- Lack of "stranger danger"
 - Physical contact with strangers
 - Providing too much information to strangers





- Stay close to the child at all times
- Be aware of surroundings to ensure the environment is safe
- Stay 1 step ahead
- Position yourself to prevent behaviors



Daily Living

Delays in

- Toilet training
- Picky eating habits
- Fine motor delays which could make dressing/fasteners more difficult
 - Arts and crafts can be non-preferred due to fine motor delays
 - Writing and typing skills can be difficult



- Keep instructions simple and break down into steps.
 - Example- instead of telling a child "wash your hands", they may need step by step instructions-"turn the water on. Get your hands wet. Get soap. Scrub the soap on your hands...etc."



- ALL behavior is COMMUNICATION
 - The things we want / need → motivate us to engage in behaviors to meet those needs
 - The consequence of our behaviors → increase or decrease our likelihood of engaging in that behavior again in the future



- Aggression (hitting, biting, throwing things, etc)
- Tantrums (crying, yelling, screaming)
- Whining
- Self-Injurious behaviors (banging head, biting self, etc.)
- Non-compliance (refusing to respond or refusing requests)
- Eloping (getting up and leaving, escaping, etc.)
- Spitting
- Pica
- Stereotypy or Self-Stimulatory behavior



- Stereotypy or Self-Stimulatory behavior
 - Self-talk, pacing, jumping, hand-flapping
 - This is often used to self-soothe and can help calm a child in stressful situations
 - If in a new setting or following a different routine, it may help a child cope with the changes.



- Motivation is broken into four categories:
 - "Functions of Behaviors"
 - Escape- to get out of doing something they don't want to do.
 - Attention- doing something to get a reaction from others- can be both positive or negative attention.
 - Tangible because they want something.
 - Automatic the behavior itself feels good or serves a purpose.



Tips to dealing with behaviors

- Try to stop a behavior before it occurs
 - Catch the child doing the 'good stuff'
 - Point out the things that they are doing well or that you want them to do again, no matter how small it is.
- Examples
 - Thank you for walking so nicely!
 - Great job putting your lunch away!



- Ignore the behavior
 - Because kids can do things to get attention from adults, we try to ignore the behavior.
 - Be sure that you ignore the behavior, not the child
 - If a child is crying, don't say 'stop crying'. Instead tell them what you want him to do. Such as 'sit down'.
 - If a child is hitting, don't say 'No hitting'. Instead say 'finish your arts and crafts'.
 - If a child is ignoring you, don't say 'Stop ignoring me'. Instead say 'Look at me.'

 TIP: Try not to show an emotional response when managing behavior – keep your game face on!



- Effective ways to communicate
 - Use a neutral and calm tone of voice when addressing behaviors
 - Using a 'sing-song' voice may be helpful
 - Explaining your own behavior.
 - Ex. "I'm going to hold your hand so we can walk to the playground.



Other helpful information

- Be patient
 - Providing extra time for a child to respond to instructions
 - Use visuals such as a picture schedule of activities for the day
 - Provide the child with choices
 - Explain your own behaviors so the child knows what to expect
 - Ex. "I'm going to hold your hand while we walk to the playground."



- Keep instructions simple
 - When the child is a new learner, use as few words and possible to ensure they understand what is being asked.
 - Ex. "Touch red." "Wash hands." "Sit."
- Group instructions
 - Make sure you have the child's attention before giving group instructions.
 - Get down on the child's level and check for understanding of the instruction.



- Provide consequences
 - It is important to let the child know if their response was correct or not.
 - For a correct response, provide praise, high fives, etc.
 - For an incorrect response, provide neutral corrective feedback such as "No, try again."



Provide Visuals

- Use visual schedules to show what is expected
- Use calendars to show the kids what will happen each day
- Label work centers that correspond with the schedule



Promoting Social Skills

- Individuals with autism often have deficits in social skills
 - This <u>does not</u> mean that don't want social interaction, attention, and relationships! It simply means they don't always know how to go about it.
 - Examples:
 - Children may not remember to greet adults and peers
 - Children may not know how to approach peers and initiate play
 - Children may not know how to share toys
 - Children may not know how to ask for help from adults



Promoting Social Skills

- Model acceptance and celebrate differences!
 - Praise all children and point out their individual strengths
 - E.g., "Logan is so good at puzzles!"
 - Pair kids up and teach them how to give their peers simple instructions
 - Encourage them to be helpers and praise them for being nice! Public recognition goes a long way!



Questions