

# Visual Strategies for Individuals with Autism that Promote Success at School, at Home, and in the Community

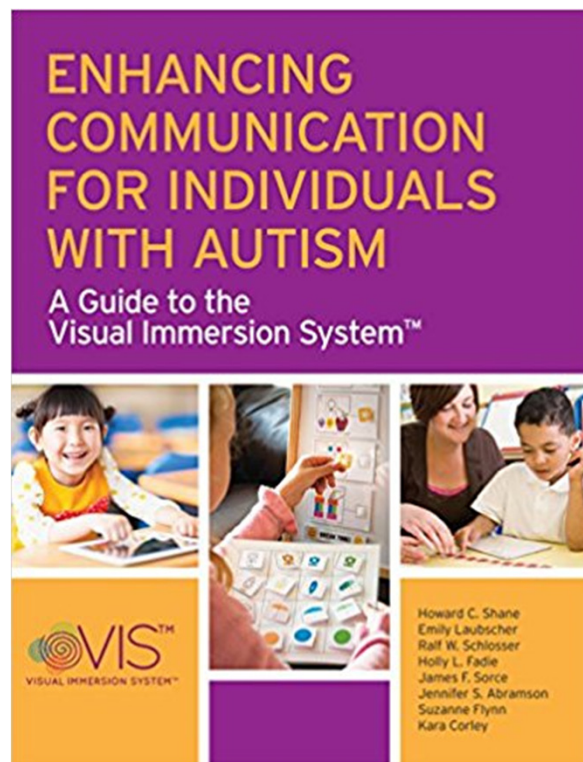


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# Visual Immersion System

**VIS is not a curriculum per se but a way to increase effectiveness of an existing curriculum, activity, or event by providing accessible language as an accommodation to improve comprehension and facilitate expression.**



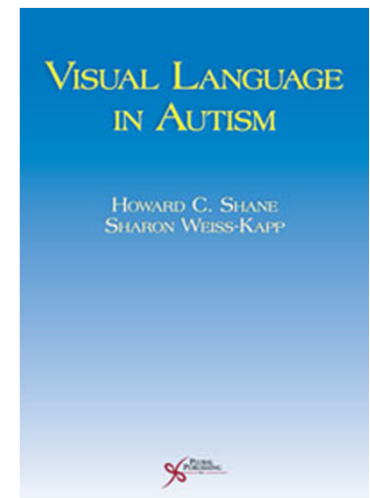
# Key Advantages of Visual Immersion Programming

- Visual Symbols are the foundation of speech and language acquisition
- Uses all types of visual symbols (drawings, photos, objects, text, moving images)
- Makes optimal use of electronic screen displays
- Emphasizes comprehension as the foundation for communication while also providing an avenue for expression.
- Promotes the use of a range of parts of speech (not just nouns!)
- Allows the learner to move between broad dynamic and static scenes to single and multielement cues.

# Application of a Visual Language

Through collaboration colleagues at Boston Children's Hospital, Monarch School uses a visual language strategy that incorporates the following framework:

-  Visual Instruction Mode (VIM)
-  Visual Organization Mode (VOM)
-  Visual Expression Mode (VEM)



# “Spectrum” of the Visual Immersion System



1. Pre-scene → 2. Visual → 3. Transition → 4. Grid → 5. Transition → 6. Text  
Scene Display (to Grid) Display (to Text) Display



Foundational  
Tools

- Real objects
- Dynamic cues (i.e., videos)

Emerging  
Familiarity

- Photographs and symbols combined
- Static cues

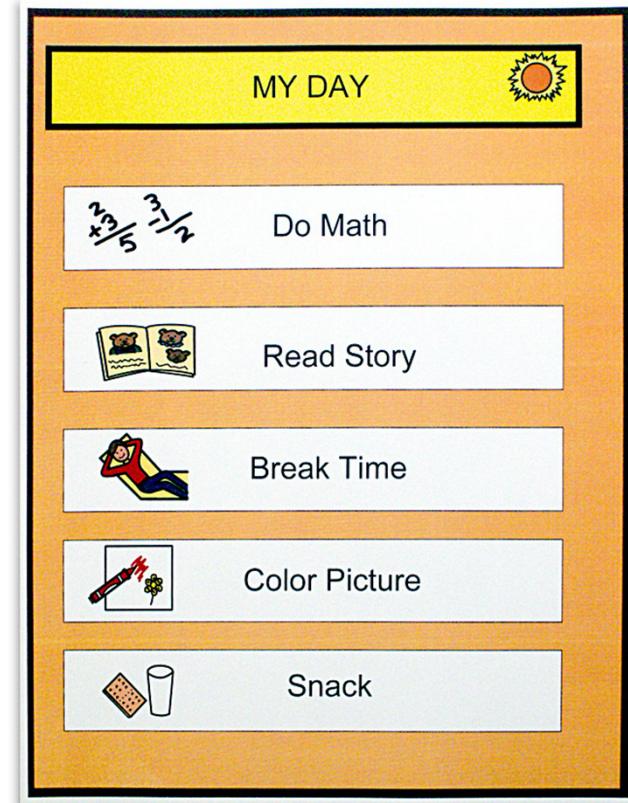
Emergent  
Understanding

- Symbols

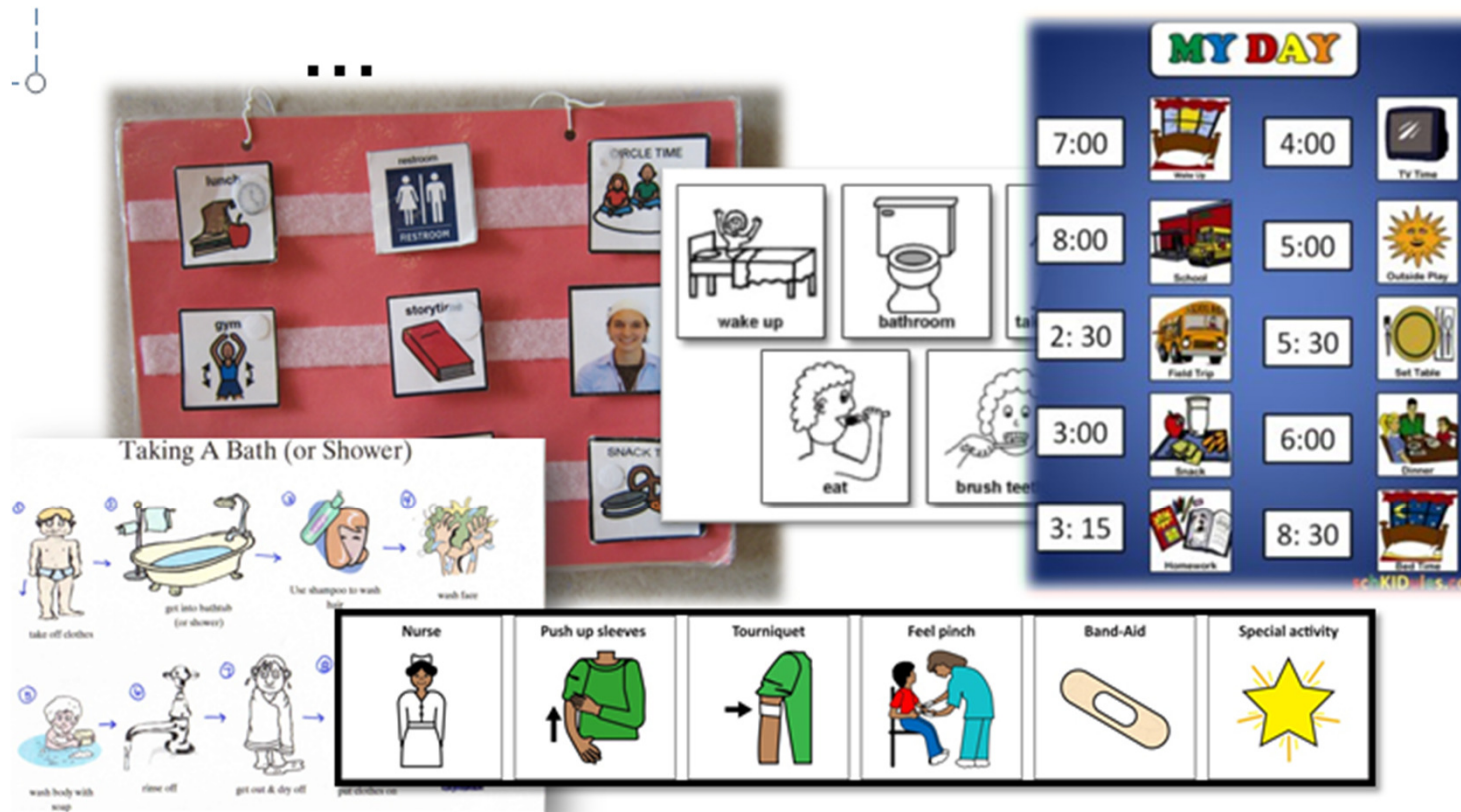
# Visual Organizational Mode (VOM):

Visual cues used to represent the organization of an activity, routine, script, or schedule. These should not be thought of as a “crutch” from which they should be weaned.

Ex.: Schedule, timer, token board, first-then board, lists

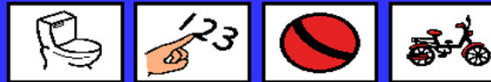






**A Visual Schedule can look like any of these!**

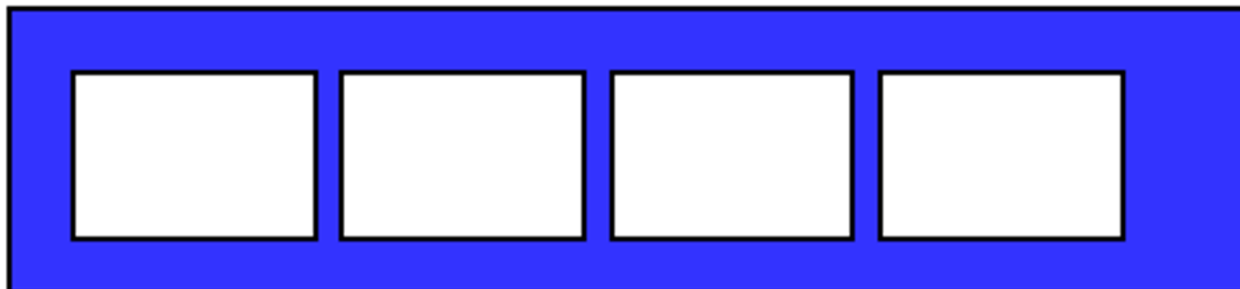
It's time to work with Miss. Caitlin



First



Then





mark's work board



- 1
- 2
- 
- 
-

So your student uses VOMs at school, how can you use them at home?



# Executive Skills

**Cognitive Process of generating goal directed behaviors.**

**Categories for Direct Instruction:**

**Initiation**

**Flexible Thinking**

**Sustaining Attention**

**Organization**

**Planning**

**Working Memory**

**Self-Awareness**

**Regulation Emotions**




# Tips and Strategies


## Questions to ask before leaving the house:

- Is the child familiar with the outing location?
- Did I prepare the child for the transition?
- What is my expectation of the child during the outing?
- Do I have materials to support the child's success in the community (e.g. reinforcers, visuals, timers etc.) ?
- Is this activity meaningful to the child?






















good morning




Garrett

|  |  |  |                      |
|--|--|--|----------------------|
|   | Mom wakes me up with a hug and a kiss. |   | <input type="text"/> |
|   | I get dressed.                         |   | <input type="text"/> |
|   | I go to potty                          |   | <input type="text"/> |
|   | I brush my teeth.                      |   | <input type="text"/> |
|  | I eat breakfast.                       |  | <input type="text"/> |















|   |                       |   |                      |
|---|-----------------------|---|----------------------|
|  | Get your shoes on.    |  | <input type="text"/> |
|  | Say goodbye to Daddy. |  | <input type="text"/> |
|  | Get in the car.       |  | <input type="text"/> |

What:  good morning

Who:  Garrett

Where: Optional: drag a picture for a place





































When: Optional:

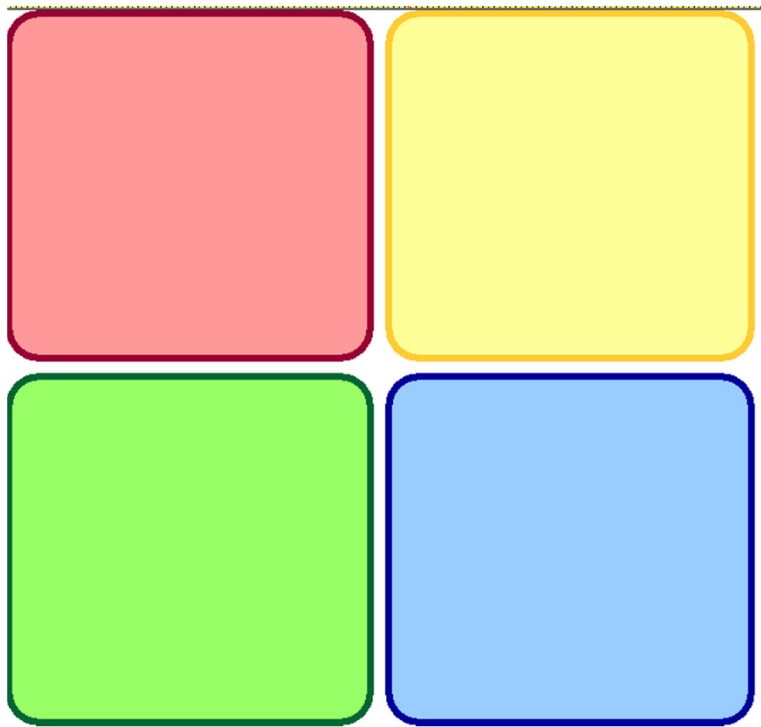
|   |  |   |     |
|---|--|---|-----|
|    | Mom wakes me up with a hug and a kiss. |  3:00    | x x |
|    | I get dressed.                         |  6:00    | x x |
|    | I go to potty                          |  2:00    | x x |
|   | I brush my teeth.                      |  5:00   | x x |
|  | I eat breakfast.                       |  10:00 | x x |
|  | Get your shoes on.                     |  2:00  | x x |
|  | Say goodbye to Daddy.                  |  2:00  | x x |



| Cleveland Aquarium Schedule |   |  |
|-----------------------------|---|--|
| Ohio Lakes + Rivers         | 1 |  |
| Lakes + Rivers of the World | 2 |  |
| Discovery Zone              | 3 |  |
| Indo-Pacific                | 4 |  |
| Coastal                     | 5 |  |
| Tropical Reef               | 6 |  |
| Shark Sea Tube              | 7 |  |
| Exploration Station         | 8 |  |
| River Hut                   | 9 |  |

- all done 
- all done 
- all done 
- all done 
- all done 
- all done 
- all done 
- all done 
- all done 

| Nouns   | Action   | Descriptors  |
|---|--|--|
| shark        | splash    | pretty    |
| shells       | feel      | scary     |
| turtle     | swim    | bumpy   |
| starfish   | glow    | rough   |
| jellyfish  | walk    | soft    |
| fish       | eat     | wet     |
| sea horse  | dive    | sharp   |
| crab       | sleep   | big     |
| octopus    | pinch   | small   |
| stingray   | bite    | sticky  |
| river      | float   | mean    |
| ocean      | bounce  | nice    |



# First-Then - Low Tech - Expanded

- **Built in multiple steps**

First

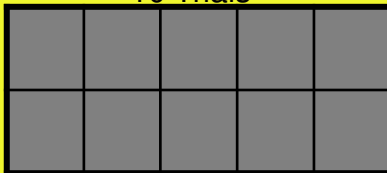
Next

Then

Math



10 Trials



Basketball



5 Baskets






























Videos

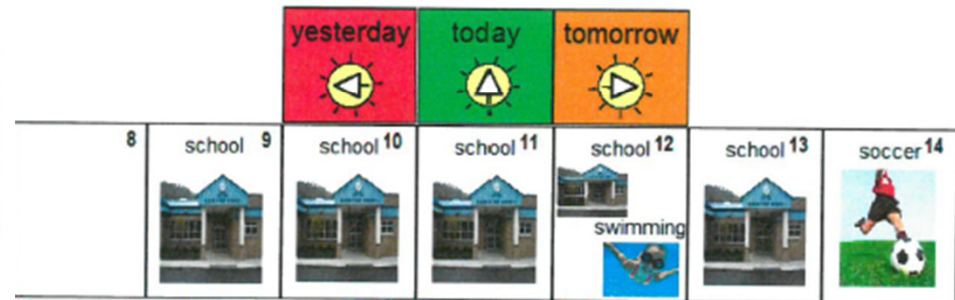


15  
minutes














# Organize a Month or Week

| Sunday  | Monday  | Tuesday  | Wednesday   | Thursday  | Friday  | Saturday   |
|---|---|--|---|---|---|--|
| 1<br>Visit Grandma<br> | 2<br>school<br>    | 3<br>school<br>               | 4<br>school<br>    | 5<br>school<br>swimming<br>    | 6<br>school<br>    | 7<br>soccer<br>     |
| 8   | 9<br>school<br>    | 10<br>school<br>              | 11<br>school<br>   | 12<br>school<br>swimming<br>   | 13<br>school<br>   | 14<br>soccer<br>    |
| 15  | 16<br>Aquarium<br> | 17<br>school<br>              | 18<br>school<br>   | 19<br>school<br>swimming<br>   | 20<br>school<br>   | 21<br>soccer<br>    |
| 22  | 23<br>school<br> | 24<br>school<br>dentist<br> | 25<br>school<br> | 26<br>school<br>swimming<br> | 27<br>school<br> | 28<br>haircut<br> |
| 29  | 30<br>school<br> | 31<br>school<br>            |   |   |   |  |















# Expanded visual schedule- Grocery store

| Event   | Where  | Who  | What  | How long/<br>How many  | Reward   |
|---|--|--|---|--|--|
| <p>Grocery Shopping</p>  | <p>Giant Eagle</p>  | <p>Me</p> <br><p>Mom</p> <br><p>Cashier</p>  | <p>Eggs</p> <br><p>Milk</p> <br><p>Bread</p>  | <p>1 hour<br/>and 30 minutes</p> <br> | <p>Playing my keyboard</p>  |













# Expanded visual- Therapy Session

| Event  | Where  | Who   | What  | How long/<br>How many  | Reward   |
|--|--|---|---|--|--|
| <p>Visiting Meghan</p>  | <p>Children's Hospital</p>  | <p>Meghan</p>  <p>Me</p>  <p>Mom</p>  <p>Dad and Brynn</p>  | <p>Drum</p>  <p>Car Track</p>  <p>Computer</p>  | <p>1 hour</p>  <p>and 30 minutes</p>  | <p>Playing my keyboard</p>  |



# Expanded visual schedule-Doctor visit

| Event   | Where  | Who   | What   | How long/<br>How many   | Reward   |
|---|--|---|--|---|--|
| <p>Visit the Doctor</p>  | <p>Doctor's Office</p>  | <p>Me</p>  <p>Mom</p>  <p>Doctor</p>  | <p>Scale</p>  <p>Exam</p>  | <p>1 hour<br/>and 30 minutes</p>   | <p>Playing my keyboard</p>  |

# Time for an Outing

- Important to know students' level of understanding of sequential concepts
- How can you better prepare the child for success in the community?



# Timers and Schedules

This app is only available on the App Store for iOS devices



## First Then Visual Schedule HD 4+

First Then Visual Schedule HD  
Good Karma Applications, Inc

#145 in Education  
★★★★☆ 6 Ratings  
\$14.99



## iPrompts® PRO 4+

Handhold Adaptive, LLC

€109.99

This app is only available on the App Store for iOS devices



## Childrens Countdown Timer 4+

Fun visual countdown timer  
Fehners Software LLP

★★★★☆ 1.7K Ratings  
Free • Offers In-App Purchases



## PicList 4+

Chorus Games

Free

# First Then Visual Schedule


- Has different styles of visual schedules
- Easy to program





# iPrompts Pro


- Schedules, Stories, Choices, Video Models
- Record your own voice


< Schedules Review >


 Get in the van

 We'll go to giant eagle.

 We'll buy 2 bananas.

 Then we'll pay for our bananas. We might have to wait in line.

 We'll get back in the van and go home.

 When we get home, you can watch trolls!

< Review shopping



.....



We'll go to giant eagle.





# PicList











## Groceries

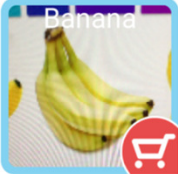







My Shopping List





*Pantry*

|  |  |  |  |
|--|--|--|--|
|  <p>Bread</p>  |  <p>Soup</p>  |  <p>Peanut butter</p>  |  <p>Spaghetti</p>  |
|--|--|--|--|



*Fridge*


|   |   |  |   |
|---|---|--|---|
|  <p>Banana</p>  |  <p>Strawberries</p>  |  <p>Pizza</p>  |  <p>Milk</p>  |
|---|---|--|---|

*Bathroom*

|   |
|---|
|  <p>Paper towels</p>  |
|---|

*Others*

|   |
|---|
|  <p>Laundry soap</p>  |
|---|





# Countdown Timer

