

11

### The DIR® IEP Goal Bank



Celebrate the Children School for Children with Alternative Learning Styles (SCALS) Monica G. Osgood and Lauren Blaszak celebratethechildren.org profectum.org

## Celebrate the Children

State Approved and Funded Public and Private School Programs for Children Ages 3-21 Years







Celebrate the Children • Public School Program in North New Jersey DIR® Preschool Program Support Services to Children K-8th grades • State-Approved Receiving School for Children 3-21 years • Training and Therapy Center • Training and Consultations to School Districts Home Programs and Family Support and Training • Four Week Integrated DIR® Summer Camp for Children Ages 3-21/One Week Camp in Wales • Consultations to Schools and Home Programs in Wales



# How did we develop the DIR® goal bank?

- For 15+ years we read the books, went to conferences, received direct coaching from Drs. Greenspan and Wieder (and other DIR® faculty).
- We developed our school program based on their guidance, our own experience and ideas.
- As our DIR® program became stronger, we wanted to better document the progress of our students.
- Also, as we got bigger, we recognized that classroom staff needed specific goals to keep them focused and to ensure accountability.



# How did we develop the DIR® goal bank?

- We also recognized that in monitoring a large number of faculty and students, goals and data would allow us to support timely advancement of each student's program.
- Goals were developed by case, not globally by level. We assessed each student within the framework of the levels and wrote goals based on their individual need
- After 10 years we began to compile all the goals into 'level specific' banks. These are organized in a developmental scope and sequence.



# How did we develop the DIR® goal bank?

- This goal bank is meant to be used as a guide to support the writing of DIR® goals for individual students. It IS NOT a checklist or "step-by-step program."
- Eventually, we would like to organize the goals by NDD groups.
- This goal bank is a continued work in progress and more specific motor planning and visual-spatial goals are needed.



#### CURRICULUM AREAS

that meet the State Core Curriculum Content Standards

Developmental Sensory Motor Visual-Spatial Social Independence/Sense of Self Cognitive Speech and Language Social Skills Self help Behavioral Academic Visual and Performing Arts Comprehensive Health and Physical Education Language Arts Literacy Mathematics Science Social Studies World Languages (if appropriate)



#### Assessment

- Before a student enters the program all records are reviewed by the interdisciplinary team. The family is interviewed and observed interacting with the child.
- When a child enters the program, the interdisciplinary team evaluates the student based on the FEAS (this is video taped for documentation), sensory and motor questionnaires and batteries, academic assessments, specialized programs (e.g., Lindamood Bell programs, Thinking Goes to School, etc.)
- The student is also observed in the classroom to evaluate their ability to participate, interact, communicate and think.

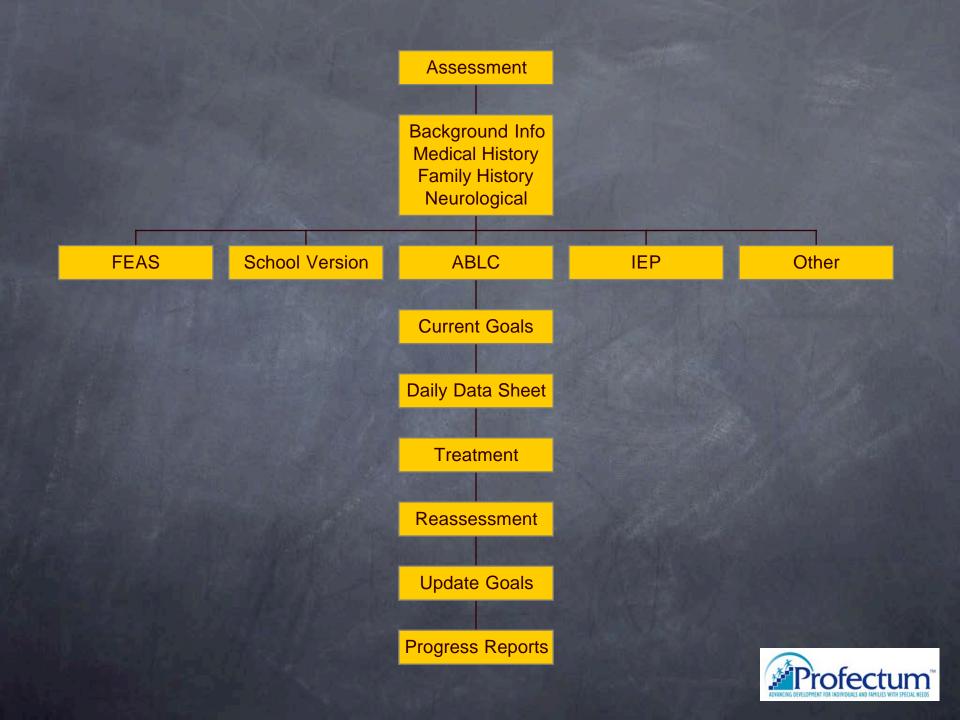


#### Celebrate the Children School for Children with Alternative Learning Styles

#### (SCALS)

INDIVIDUAL IEP GOALS AND EVALUATIONS From sending school district CTC INTERDISCIPLINARY ASSESSMENT CONSIDER INDIVIDUAL LEARNING STYLES CHOOSE CURRICULUM MATERIALS/PROGRAMS TO TARGET INDIVIDUAL GOALS CREATE INDIVIDUAL PROGRAM/DATA BOOKS TO SUPPORT STAFF AND ENSURE ACCOUNTABILITY Books include sections for each of the curriculum areas as appropriate for each student 30 Day Review: DIR® goals added/Other goals revised INDIVIDUAL MONTHLY GOALS reflecting IEP goals and daily challenges to be targeted all day and more intensively during individual instruction time transferred to daily data sheets DATA SHEETS ANALYZED AND FILED Classroom staff and related service personnel rate goals on a daily basis (never in the presence of the student) GOALS UPDATED AS NEEDED **PROGRESS REPORTS/PORFOLIOS** STATE STANDARDIZED TESTING/ALTERNATE PROFICIENCY ASSESMENT





#### The Levels

- There is a very wide range of ability within each level. Dr. Greenspan stressed that we stretch each level to it's potential rather than working up before capacities are solid and consistent.
- There are subcategories at each level.
- There are bottom-up and top-down goals at each level.
- Goals at different levels support and overlap (and at times seem redundant) each other to support specific areas of weakness.



### Criteria Definitions

Example Skill: Child will sustain a role during symbolic or pretend play for 10+ minutes

N-Not started

Not yet working on this skill

1-In progress, with full support, prompting, set-up and/or modelling

While playing the child needs constant support to stay in his/her role. The child is able to sustain a role in play less than 60% of the time independently

#### 2-In progress, with moderate support, prompting, set-up and/or modelling

While playing the child is able to stay in his/her role with moderate support. The child is able to sustain a role in play independently 60-75% of the time

#### 3-In progress, with minimal support, prompting, set-up and/or modelling

While playing the child is able to stay in his/her role with minimal support. The child is able to sustain a role in play independently 75-90% of the time

#### 4-Demonstrating skill without support

While playing the child is able to stay in his/her role 90-100% of the time independently.

#### M-Mastered-Demonstrating consistency in all setting

The child has generalized the skill and is demonstrating it spontaneously in all settings. While playing in any setting the child can spontaneously take on, and maintain role play.



### Sample Level 1 Goals

- Child will increase ability to maintain self-regulation (calm and organized state) and attention in non-demanding, non-overstimulating activity for at least \_\_\_\_\_+ minutes \_\_\_\_\_ times per day independently.
- Child will improve ability to maintain regulation and attention when required to process a range of visual perceptual information with minimal support. (e.g., a child stays calm and organized while participating in a classroom or gym activity that requires them to judge the distance between themselves and others, requires them to walk down stairs or transition between different surface levels, put an object in a specific place, etc.) for at least \_\_\_\_\_+ minutes \_\_\_\_\_ times per day independently. Describe child's specific visual perceptual challenges:
- Child will improve ability to remain calm, organized and attentive when experiencing a range of auditory input with minimal support. (e.g., child will increase the ability to stay calm and focused when hearing different sounds in their environment such as people talking, water running, bells or timers going off in school, music in the next room, etc.) for at least \_\_\_\_\_+ minutes \_\_\_\_\_ times per day independently. Describe child's specific auditory integration challenges:



#### Sample Level 1 Goals

- Child will increase ability to maintain selfregulation (calm and organized state) and attention when challenged/during challenging activities for at least \_\_\_\_+ minutes \_\_\_\_ times per FT® session with moderate support
- Child will improve his ability to regulate thoughts and ideas to increase state of shared attention \_\_\_\_\_ out of 5 opportunities with minimal support



#### Sample Level 2 Goals

- Child will use eye gaze as a means of engaging with an adult in motivating activity at least\_\_\_\_\_ times per FT® session independently
- CHILD will sustain the "gleam in the eye" and enjoyment from interacting and engaging with adults for at least \_\_\_\_\_ minutes \_\_\_\_\_ times per FT® session independently
- CHILD will improve timing and rhythm in social interactions through intensive developmental interventions -CHILD is able to enter into a rhythmic back and forth interaction (reciprocal emotional exchange) with a peer for at least \_\_\_\_+ minutes \_\_\_\_\_ times per FT® session with minimal support



#### Sample Level 2 Goals

- CHILD will sustain physical circles of interaction with a familiar peer in a non-demanding interaction/activity for \_\_\_+ minutes \_\_\_\_ times per day with minimal support
- CHILD will improve ability to maintain engagement for \_\_\_\_+ minutes when challenged with cognitive task \_\_\_\_ times per FT® session with moderate support
- CHILD will improve ability to maintain engagement for \_\_\_\_+ minutes \_\_\_\_\_ times per day when challenged in play with moderate support
- Child will expand friendships and deepen the quality of his relationships with specific peers (evidenced by initiations and sustained interactions with specific peers \_\_\_\_+ times per day independently)



#### Sample Level 3 Goals

- CHILD will improve his ability to lead an adult by the hand to initiate a social/play activity \_\_\_\_\_ times per day with minimal support
- CHILD will increase range of affect during intentional interactions (CHILD will increase overall intentionality through use of appropriate tone and range of affect to express different emotions in play and work) \_\_\_\_\_ out of \_\_\_\_\_ opportunities with minimal support
- CHILD will improve ability to independently use a range of purposeful gestures (Pointing, waving over, protest, etc.) to be intentional as demonstrated \_\_\_\_\_ times per day



#### Sample Level 3 Goals

- CHILD will improve ability to initiate with an adult in order to obtain a desired object \_\_\_\_\_ times per day with minimal support
- CHILD will improve ability to initiate with a peer in order to initiate/to keep play interaction going \_\_\_\_\_ times per FT® session with minimal support
- CHILD will maintain ability to be intentional (open and close circles, engage in two-way communication using gestures, initiate interaction) while filtering out disorganizing stimuli in environment with moderate support for at least \_\_\_\_\_% of the day
- CHILD will engage in positive interactions to get attention from adults \_\_\_\_\_ out of \_\_\_\_\_ opportunities with minimal support



#### Sample Level 4 Goals

- CHILD will improve his motor planning abilities related to executing an idea physically with minimal support \_\_\_\_\_ out of \_\_\_\_\_ opportunities
- CHILD will increase ability to physically execute a sequence of \_\_\_\_\_ motor actions independently \_\_\_\_\_ times per day
- CHILD will follow \_\_\_\_\_ step verbal directions *not* related to routine classroom activities \_\_\_\_\_ out of \_\_\_\_\_ opportunities with minimal support
- CHILD will improve ability to sustain communicative intent through gestures and words to get what he wants with \_\_\_\_\_ times per day minimal support



#### Sample Level 4 Goals

- CHILD will improve ability to string together \_\_\_\_+ well regulated circles of interaction in a problem solving way, while maintaining high level of engagement and intentionality with minimal support \_\_\_\_ times per day
- CHILD will increase ability to physically adapt plan in order to problem solve \_\_\_\_\_ out of \_\_\_\_\_ opportunities with minimal support
- CHILD will develop appropriate coping strategies (uses functional coping strategies when distressed with minimal support \_\_\_\_\_ out of \_\_\_\_\_ opportunities)
- CHILD will improve flexibility (CHILD will accept changes, disappointments, being told "No" or "Finished" with moderate support \_\_\_\_\_ out of \_\_\_\_\_ opportunities)



#### Sample Level 4 Goals

- CHILD will improve ability to transition independently to routine classroom activities \_\_\_\_% of the time with minimal support
- CHILD will improve his ability to use his motor planning in novel situations/increase flexibility (Child will try a new physical action independently \_\_\_\_ times per day)
- CHILD will improve his confidence and ability to start new or unfamiliar activities (that challenge their motor planning) independently and successfully \_\_\_\_ out of \_\_\_\_ opportunities
- CHILD will approach activities independently with confidence as demonstrated by increased participation in both new and familiar activities, paired with positive affect and positive affirmations about self, (I did it!) \_\_\_+ per day.



#### Sample Level 5 Goals

- CHILD will increase ability to express his ideas (e.g., I want to go outside) \_\_\_\_\_ times per day with minimal support
- CHILD will expand on his ideas when prompted (e.g., I want to go outside on the big slide) \_\_\_\_\_ out of \_\_\_\_\_ opportunities with minimal support
- CHILD will improve his ability to describe mental images when prompted using \_\_\_\_ descriptors \_\_\_\_% of the time with moderate support
- CHILD will increase ability to build off of and elaborate on other's ideas in play \_\_\_\_\_ times per FT® session with minimal support



#### Sample Level 5 Goals

- CHILD will improve ability to initiate novel ideas in play and work with minimal support (as evidenced by \_\_\_\_\_ new ideas used per day).
- CHILD will maintain conversations for \_\_\_\_+ minutes while elaborating on ideas and closing circles of communication \_\_\_\_\_ times per day with moderate support
- CHILD will sequence \_\_\_\_ symbolic play ideas independently \_\_\_\_ times per FT® session
- CHILD will express two ideas in play (e.g., Boy is sad. He got hurt) with minimal support \_\_\_\_\_ times per FT® session
- CHILD will explore a range of emotional themes in play, (aggression, happiness, courage, etc.) with moderate support \_\_\_\_\_\_ time per week



#### Sample Level 5 Goals

- CHILD will sustain a role in play, being a character and staying in character during the play for at least \_\_\_\_\_ minutes \_\_\_\_\_ times per FT® session with minimal support
- CHILD will express basic and complex emotions using visual prompts \_\_\_\_\_ out of \_\_\_\_\_ opportunities with minimal support.
- CHILD demonstrates increased confidence in sharing original ideas with others as demonstrated by child's ability to share novel ideas in a group setting/ in play scenario \_\_\_\_\_ per day with minimal support
- CHILD will improve ability to sustain symbolic play with a peer with minimal support for \_\_\_\_+ minutes \_\_\_\_\_ times per day



#### Sample Level 6 Goals

- CHILD will bridge emotional meaning to ideas by answering simple "Why" questions \_\_\_\_% of the time independently.
- CHILD will improve ability to answer "Wh" questions logically in spontaneous conversation \_\_\_\_% of the time with minimal support.
- CHILD will improve ability to think abstractly and reason when prompted (give reasons behind ideas and answer why questions with moderate support \_\_\_\_\_ out of \_\_\_\_\_ opportunities).
- CHILD will use reasoning to accept change, disappointment, etc. and increase flexibility during interactions \_\_\_\_\_ out of \_\_\_\_\_ opportunities with minimal support
- CHILD will increase ability to describe ideas from their imagination in play with minimal support \_\_\_\_\_ times per week
- CHILD will expand on his pretend play abilities (use fantasy in play independently) \_\_\_\_\_ times per week
- Through better regulation, CHILD will improve his ability to use reasoning before acting \_\_\_\_% of the time with minimal support
- CHILD will use reasoning to bring down anxiety/anger and support increased regulation \_\_\_\_\_ out of 5 opportunities with minimal support
- CHILD will connect 2-3 ideas logically in play and work independently \_\_\_\_\_ times per FT® session



#### Sample Level 7 Goals Multicausal /Triangular thinking

- Can demonstrate triangular thinking in a social situation (in order to be friends with John who is Sam's friend I can first make friends with Sam to reach my goal)
- Can make comparisons between two things (I like Peter better than Paul, crunchy peanut butter is better than smooth)
- Can support their comparison with reasoning (I like Peter better because he shares with me)
- Can rank people or objects on a scale stating preference (on a scale from 1 - 5 - 1 is my favorite song- 5 I like a little)
- Can demonstrate triangular thinking in academic concepts (In order to win the revolutionary war the US had to ally with France because France was the enemy of England which is the US enemy)
- Can demonstrate the ability to think of 3 or more possible solutions to the same problem



#### Sample Level 8 Goals Gray Area Thinking

• Can demonstrate comparative thinking (why apples are better than lemons)

- Can express their emotions in degrees (How happy or sad they are: forgetting my lunch makes me a little angry, being yelled at makes me very angry, being touched when I don't want to be touched makes me furious)
- Can determine the degrees that two things are similar or different (I am the same as Billy in that we both enjoy video games and dislike sports, but we are different in that he learns well by listening and I don't)
- Can make comparison in concepts and academic situations (In Lord of the Flies, Joe would make a better leader than Piggy because Joe is well spoken and Piggy is not well liked)
- Can make comparison between things in degrees in academic situations (the most significant causes of wars in order are #1 land #2 resources # religion)
- Can understand their relative standing in various social hierarchies (I'm the best of the group at soccer but I'm one of the ones that has the most trouble with math problems)



#### Sample Level 9 Goals Growing Sense of Self and Reflection on an Internal Standard

- Can consider the past as a factor in the present (I didn't accept the extra help I really needed in writing last year and now it is causing me to feel behind my classmates
- Can consider the present as a factor in the future (I better start to save my money now if I would like to buy a car in two years)
- Have an ability to reflect on their own future (I would like to have a career that allows me to spend time with my family as well as earn a good living)
- Can establish and their own personal opinions on issues (I feel that the war in Iraq is just and necessary)
- Can objectively evaluate their performance and work using a rubric
- Can use the rubric to objectively summarize their work (I feel that while I had lots of details and backed up my opinion, my overall presentation lacked three of the required components)
- Can reflect upon their personal strengths and weaknesses (It is really hard for me to spell and listen to directions but I'm great at helping the younger children and writing creative stories)



#### Sample of Specific Motor Planning and Visual-Spatial Goals from TGTS (Wachs/Wieder)

- Goal: To Improve General Movement Thinking Skills Involving Body Mapping
- Objectives:
  - •While in a wheelbarrow position can perform the following variations

»Forward

»Backward

»Sideways

»Navigate a maze of objects

•Can lie prone on the floor and raise and lower specific body parts off the ground according to the sequence (5) they were touched in by staff member

•While laying prone on the floor can "swim" moving arms and legs on the same side of the body following a metronome rhythm

- Goal: To Improve General Movement Thinking Skills involving Coordinated Action
- Objective:

Can jump over a long jump rope as it is dragged across the floor with increasing pace
Can jump over a long jump rope as spun by two people 5 times at a slow pace



#### Celebrate the Children DATA COLLECTION PROTOCOL

#### Monica G. Osgood/CTC/2002

A notebook containing the following documents will be used to monitor each student's progress:

- Goal data sheets for:
  - Follow-the-child's lead, semi-structured and Peer Floortime®
  - Academics
  - Motor Planning/Visual-spatial
  - Self-help/Life Skills
  - Morning and Afternoon group goals
  - Language Goals
- Schedule/Sensory Diet
- Behavior Plan if applicable
- Philosophy
- Program Outline/DIR® information
- Assessments/Reports
- Notes to staff
- IEP with individual goals
- Goal sheet listing all IEP goals with areas to log monthly progress, dates started and dates mastered
- Language log



## Sample IEP Page

Year-Long Goals



	CELEB	RATE THE CH	HILDREN (SCALS)	-				
Student: Alice	Location:	Celebrate the	Children SCALS					
DOB: / /								
				- X 07.				
and are not meant t	o replace develo follow NJ State	opmental, acade ving goals and o Core Curriculur	nt this child's overall ll amic, social or behavio bjectives support n Content Standards: LEARN AND APPLY H	oral sta	te star	ndards	. The	
			, ACTIVE LIFESTYLE		TRO	MOTIC		
			KILLS) ALL STUDENTS NAL MEMBERS OF SO			NSTR	ATE	
How Progress will to Daily data collection/		ations/Teacher A	ssessments/Video Tape					
Rating Scale			onstrating skill without support					
1-In progress, needing full 2-In progress, needing mo		M-Mast	ered-Demonstrating consistent ot yet started		ettings (	100% in	d.)	
3-In progress, needing mit		IN-ONIT I	or yet stanted	_				
Qualifiers: independent	ly, independently w	ith set-up, with sup	ervision, with minimal assis	tance, w	ith mod	erate as	sistand	
Category: Level O	the second s	a had not the						
Student: ALICE	Location:	School 20	06-2007					
Goal				BL	1	2	3	
ALICE will increase organized state) and overstimulating act support	nd attention in	non-demandi	ng, non-					
ALICE will commu when needing a br support							Ĩ	
ALICE will continue to improve ability to attend to the classroom teacher, given moderate in-class sensory support as needed								
ALICE will improve while waiting her to	her ability to	sustain regula			1		Î	
ALICE will increase maintaining shared support	e ability to pro	cess sensory						
ALICE will maintain with moderate sup		tion in groups	for 20+ minutes					
ALICE will continue environments outs interactions and pa moderate support)	e to improve a ide the classro articipate in ac	oom with supp	ort (Sustain					
ALICE will begin to based or in her en	verbalize cau vironment that	t are causing o						

### Sample Daily Data Sheet

## Short-term Objectives



#### Celebrate the Children Goal Data Sheet

	Student:Joe Location(s):_SCALS	Date:_				
	Date					
L#	Staff					
	Floortime® Goals: Following the child Semi-Structured-Problem Solving/Social				•	
1.10	Maintain regulation thru unpredictable interactions and play with an adult for 10+ minutes 2 times per Floortime session with minimal support Ex: With minimal support Joe is able to stay calm and organized in unstructured interactions such as chase, pupper play, dress up, etc.					
4.6	Use problem solving in play 3 times per FT session with moderate support Ex: With moderate support (e.g., gestural cuing, multiple choice, etc.) Joe is able to get a toy out from under a blanket to keep the play going, is able to get a bandaid for a hurt puppet, decide a new place to go for the car if the bridge is out, etc					
5.7	Initiate original/novel ideas in play 2 times per FT session with moderate support Ex: With moderate support (e.g., "what's next," multiple choice, etc.) Joe is able to initiate a new direction for the car to go, a new activity for a pupper to start, a new place for a doll to hide, etc.					
5.8	Sequence 3+ symbolic ideas in play 1 time per FT session with moderate support Ex: With moderate support (e.g., provided with multiple choice, modelling, etc.) Joe is able to initiate that a puppet takes a nap, then wakes up, eas, etc.					
5.9	Is able to connect emotional ideas to play/I.D. simple emotions in play 1 time per day with minimal support Ex: With minimal support, Joe is able to identify how he or others are feeling in a play or real-life scenario					
	Peer Floortime® Goals					
5.6	Initiate verbally with a peer to keep an activity going 2 times per day with minimal support Ex: Joe is able to ask a peer to do something again, for an item to keep the play going, etc.					
4.12	Sustain positive play with a peer for 10+ minutes 2 times per day with moderate support Ex: Joe is able to play any activity with a peer without getting rough or aggressive without direct adult intervention, etc.					
5	Sensory-Motor/Visual-Spatial/Motor Planning/Gro	oss Mo	otor (	OT/P	T/PE	)
525	Transition from one activity to another maintaining regulation and staying with the group 70% of the time with minimal support					
512	Starts activities independently 60% of the time					
537	Can wheelbarrow forward and backward 5+ steps with moderate assistance					
542	Can move eyes in the following directions given verbal directive and model prompt- left, right, up, down- without moving their head					
	Fargeted goal was demonstrated -Opportunity was there, but target	ed goal		ot dem	onstrat	ed
Qualifie	rs: 1. with full support, set-up and/or modelling, 2. with moderate support, set-up and 3. with minimal support, set-up and/or modelling 4. independently (no support i		lling,			

## Details to Include in Your IEP



## Developing an IEP

Get to Know your State's Educational Requirements and Laws
What are they looking for?
Incorporate the language they want to hear

http://www.state.nj.us/education



## Developing an IEP

 Develop the IEP <u>with</u> the Team
 This team includes PARENTS





## Developing an IEP

 Clearly Define DIR® Goals as They Relate to Each Developmental Level

Level 3: Child will be intentional using gestures (pointing, waving over, etc.) in interactions with minimal support



 Include Specific Strategies and Principles for Facilitating DIR® Goals

> Staff will use <u>high-affect</u> to support the child in sustaining interactions and make learning meaningful



 Clearly Define the Child's Schedule and Amount of Time Devoted to Specific Areas of the Program



#### 1/2 Day Self Contained Classroom

9:00-9:15 Group Brain Gym/Thinking Goes to School/Free Play 9:15-10:15 Follow the Child's Lead FT® Targeting Developmental IEP Goals 10:15-10:30 Snack/Self Help/Peer Interactions 10:30-11:00 Group Sensory Motor/Motor Planning Activities 11:00-12:00 Semi-Structured Floor Time Targeting Developmental IEP Goals, Academics/General Knowledge, Social Skills and Mainstream Support) The Child may also Participate in Ongoing Classroom Activities that Support Their Developmental Goals (e.g., Engagement, Increasing Independence, Sense of Self, Etc.)

Related Services as Scheduled

12:00–1:00 Lunch and Recess with Lunch Bunch Peers and Facilitator in Quiet Location

#### 1/2 Day Inclusion Setting

1:00-1:45 Classroom Activities (Child Participates When Appropriate/One on One Floor Time, Small Group Instruction and Sensory Breaks as Needed)
1:45-2:00 Sensory Break
2:00-3:00 Classroom Activities (Child Participates When Appropriate/One on One Floor Time®, Small Group Instruction and Sensory Breaks as Needed)
3:00 Go Home



# Developing an IEP Define Sensory Processing Support Systems

(include sensory breaks, in-class sensory support, multi-sensory teaching strategies, the use of visuals and gestures to support language, allowances for individual working styles such as standing at the desk instead of sitting etc.)





#### Include all Locations Needed to Implement the Program

(e.g., FT® area, sensory support location, lunch bunch location, etc.)





 Clearly Identify the Involvement and Responsibility of Each Staff Member

 (including related services and specials teachers, Lunch Bunch staff, etc.)





- Clearly Define all Modifications and Supports to be used with the Child
- (e.g., breaking down tasks, visual supports, FM trainers, etc.)





 Cleary define all Materials Needed to Implement the Program (e.g., FT® toys, sensory support equipment, etc.)





- Define Details regarding the Child's Facilitated Peer Interactions (include Lunch Bunch, Recess, etc.)
- With who, where, how often, staff support, types of interactions/activities







 Identify the Structure and Frequency of Team Meetings and Communication Requirements





 Clearly Identify Training and Consultation Agreements (Including Frequency and Duration)

> Background on the child Methodology Overview Program Specifics Ongoing Consultation/Supervision



For our suggested reading list and more practical tools, visit celebratethechildren.org profectum.org/educator's corner



#### Key Points to Remember

 The Goal is to Create a Program that Allows the Child to Make Significant Developmental Progress, to Learn, Experience Success, Independence, Make Friends and Feel Good About Themselves
 When you Maximize Independence and Self Esteem (Sense of Self), You Reduce Anxiety which Allows for Better Processing and Increases Academic and Social Success

