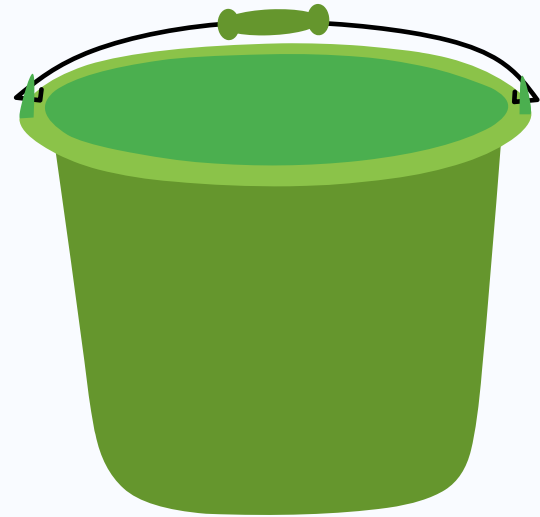


ATTENTION AUTISM



Attention Autism is an intervention approach by Speech and Language Therapist Gina Davies which aims to work on the early fundamentals of language including awareness of others, attention, listening, shared attention, switching attention and turn-taking. Attention Autism offers an 'Irresistible Invitation to Learn' through four stages.

The Curiosity Programme

The Pre-Stage to the Bucket focuses on helping children notice their surroundings, explore objects and activities, and enjoy learning through shared experiences with adults.

Stage 1 - The Bucket

Focuses on building attention to an adult-led activity using a bucket with three exciting, visually engaging objects demonstrated by an adult.

Stage 2 - The Attention Builder

Focuses on building attention to an adult-led activity using a bucket with three exciting, visually engaging objects demonstrated by an adult.

Stage 3 - The Turn Taking Game

Focuses on shifting attention in a small group through turn-taking games, building on Stages 1 and 2 by inviting students to take part in interactive play.

Stage 4 - The TableTop Activity

Focuses on shifting attention from an adult-led activity to independent work, then returning to the group.

AT OAK TREE

At Oak Tree, Attention Autism takes place daily after Circle Time and is led by the class teams.

Most students progress through to Stage 3 before moving on to an alternative intervention, depending on their individual needs.

Attention Autism is closely linked to our Core Word Curriculum, with core vocabulary embedded into the objects and activities used during sessions.

Class teams work closely with the Speech and Language Therapy Team to monitor progress and jointly decide when students are ready to move on to the next stage.

Please see below for information about the indicators that show when students are ready to progress.

The Curiosity Programme

Individuals work on the Curiosity Programme until they can attend to their own activity for five minutes.

1

Attention Autism - Stage 1

Individuals work on Stage 1 (The Bucket) until they can attend to an adult led activity for five minutes.

2

Attention Autism - Stage 2

Individuals work on Stage 2 (The Attention Builder) until they can attend to an adult led activity with multiple steps for ten minutes.

3

Attention Autism - Stage 3

Individuals work on Stage 3 (The Turn-Taking Game) until they can shift their attention between turns and attend for fifteen minutes.

4

Game Changers

Individuals work on Game Changers Programme until they can turn-take with peers, follow and attend to a longer game with rules.

5

Embedded Support

Individuals no longer need explicit attention intervention and support is embedded into the curriculum.

6

GAME CHANGERS



'Game Changers' was developed by the Speech & Language Therapy Team in line with the Personal Development and My Play & Leisure Curriculum. Game Changers Groups aim to build turn-taking, sharing and cooperating skills, sustained attention and listening skills, understanding and following instructions and social interaction.

Stage 1 - Ready, Steady, Play!

Simple Turn-Taking Games Using Joint Attention with Peers
Including Rolling a Ball, Car Ramps and Musical Instruments

Stage 2 - Game Starters

Single Step Games with Simple Rules
Including 'Pop Up Pirate', 'Kerplunk' and 'Don't Break The Ice'.

Stage 3 - Turn Taking Champions

Games Focusing on Turn Taking and Making Choices
Including 'Snakes and Ladders', 'Ludo' and 'Snap'.

Stage 4 - Team Players

Games Focusing on Cooperation, Rules and Social Interaction
Including 'Uno', 'Connect Four', 'Jenga' and Barrier Games

Stage 5 - Game Detectives

Complex Games focusing on Reasoning, Questioning and Strategy.
Including 'Cluedo', 'Guess Who' and 'Monopoly'

AT OAK TREE

At Oak Tree, 'Game Changers' Curriculum initiates when students finish Attention Autism, this may be either when they reach Year 7, or can attend to an adult-led activity for fifteen minutes plus.

'Game Changers' becomes an explicit SaLT Group once per week for each class, with classes separated where necessary to ensure students are working at the correct level for them.

The Speech and Language Therapy Team work closely with Class Teams to ensure that games remain appropriate, interesting and motivating for the students. As well as monitor progress and decide when students are ready to move on to the next stage.

Stage 1

Individuals work on Stage 1 until they can consistently turn take with a peer, share attention and anticipate.

1

Stage 2

Individuals work on Stage 2 until they can consistently follow simple game rules containing a single step turn taking with peers.

2

Stage 3

Individuals work on Stage 3 until they can consistently play a longer game with more complex rules involving choice making.

3

Stage 4

Individuals work on Stage 4 until they can consistently cooperate with peers, work towards a shared goal, tolerate losing and have two-way interactions with peers.

4

Stage 5

Individuals work on Stage 5 until they can use reasoning, questioning and strategy to play a game with complex rules and ideas.

5

Embedded Support

Individuals no longer need explicit intervention and support is embedded into the curriculum and wider environment..

6