## FIDE

# INFINITE CHESS PROJECT

Asian Educational Seminar "Chess for children with ASD. Learn and teach".











### Seminar Program

### DAY 2

- Needs of kids with ASD
- How to teach kids with ASD
  - Strategies and Resources
- Lessons

Many individuals with autism benefit from structured and predictable environments in which they understand the rules and routines.

Rules and routines must be established for a student to follow.

#### SENSORY PROCESSING DISORDER (SPD)

UP TO 90% OF CHILDREN DIAGNOSED WITH AUTISM ALSO HAVE SENSORY PROCESSING DISORDER (SPD).

#### I have Sensory Processing Disorder



### Can you make it to the end?



National Autistic Society

## The story of Carly Fleishmann



- Be positive.
- Get to know the child.
- Build positive relationships with the student .
- Talk to parents/guardians, previous teachers, consultants.
- Be aware of individual differences, e.g., activity level, sensory needs, communicative and cognitive ability.
- Find the strengths and needs of student, make a list of likes and dislikes.

- Arrange a predictable and safe environment.
- Offer a consistent routine
- Minimize transitions.
- Provide accurate, prior information about the changes.
- Allow break for self-regulation.

- Teach skills in a clear and detailed manner, leaving no room for confusion or doubt.
- Avoid using terms like "later", "maybe", "why did you do that? "
- Avoid idioms, double meanings, and sarcasm.
- Be concrete and specific.
- Keep language simple and clear.
- Pause, listen, and wait.
- Watch and listen to attempts to respond.
- Allow time to respond.
- Do not take responses personaly.
- Respond positively to attempts.
- Check for understanding.

- Use visuals (gestures, signs, pictures, timers, social stories).
- Simplify instructions.
- If necessary for understanding, break a task down into smaller steps that students can accomplish successfully.
- Use modeling and demonstrations with verbalization.
- Deliver reinforcement that is individualized, immediate, concrete.

### PROMPTING

Prompting is a way of assisting students to perform a specific response after a given instruction.

There are 5 types of prompts:

- Verbal (Indirect Verbal and Direct Verbal)
- Gestural
- Visual
- Modeling
- Physical

# STRATEGIES

#### Verbal prompt provides verbal instructions on what students are to do.

<u>An indirect verbal prompt</u> provides a cue that something is expected of the student, but very little information is given.

**Example: "What do you do next?"** 

<u>A direct verbal prompt</u> is more specific and tells students what is expected. <u>Example</u>: "Put the chessboard on the desk". <u>Gestural prompts</u> can include such things as pointing, looking at, motioning toward, or moving closer, or touching an item or area to indicate a correct response. <u>Example:</u> The teacher points to the chess piece symbol and then to the demo board gesturing what is expected. <u>Visual prompts</u> include objects, pictures, drawings, or symbols that cue students of what is expected.

When giving a *model prompt*, the entire action may be modeled or only a relevant portion of it.

Example: The teacher may demonstrate how students should take the chess piece symbol and place it on a demo board.

Students will learn through demonstration: Do, undo, tell students to do it, if wrong, stop and do it again.

#### **Physical prompts** include partial and full physical prompts.

A partial physical prompt might be for the teacher to gently tap the student's elbow as a prompt to place the chess piece on the board, or the teacher may guide the student's elbow to support placing the chess piece on the board.

The most intrusive type of full physical assistance would be to take the students' hands and physically guide them to place the chess piece on the board to complete the skill (Hand-over-hand).

### PROMPTING



# STRATEGIES

### REINFORCEMENT

An event that fallows behavior and increases the probability of that behavior occurring again is a reinforcer.

# STRATEGIES

#### **Types of reinforcers**

- TANGIBLE
- SOCIAL
- PRIMARY

• TOKEN







No one item is a "universal" reinforcer. Reinforcers are determined by their impact on behavior.

When choosing a reinforcer, pick something you are prepared to give every time you see the behavior and are prepared to withhold when the behavior doesn't occur.

You can't use lunch, snacks, or other necessities of life as reinforcers.

The teacher must set the goals depending on the student's age and functioning level.

#### Sources:

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