Firefly Autism
Inspiring Bright Futures

SOCIAL SKILLS GOALS EXAMPLES

Targets for Increase:

Meet and Greet

Objective: The student will 1. Independently approach a student (walk towards or stand at proximity of 3 – 5 feet), 2. Make eye contact with the student 3. Initiate greeting to peers by saying, "hi, [name]," or using a similar greeting phrase *asking students name if unknown should also be counted as correct.	*Not Yet Targeted*
Baseline Performance: Baseline data will be collected the first day of service.	
Current Performance: N/A	

Bug in a Rug

Objective: When presented with the following game, the student will state the name of the missing child: students sit in a circle and close their eyes. Teacher taps one child on the shoulder and that child hides under a blanket placed in the middle of the circle. Other students open their eyes and one is called on to state which student is under the blanket.	*Not Yet Targeted*
Baseline Performance: Baseline data will be collected the first day of service.	
Current Performance: N/A	

Joining Play

Objective: During free play, a student will invite a peer and appropriately join in an ongoing activity or play with a peer, by sitting/standing and playing next to the peer (3 – 5 feet) and saying, "(name or functionally equivalent statement"), will you play with me?" 2 times per 15 minute free play period.	*Not Yet Targeted*
Baseline Performance: Baseline data will be collected the first day of service.	
Current Performance: N/A	

Circle Time Goal 1

Objective: Student will 1. Raise his hand and answer a question when he is called on, 2. Waits to be called on in the absence of interrupting, shouting out or leaving the area, and 3. Answers question when asked (*<u>any</u> answer is marked as correct. If student answer is incorrect, correct with vocal model, have student repeat, and move on)	*Not Yet Targeted*
Baseline Performance: Baseline data will be collected the first day of service.	
Current Performance: N/A	

Circle Time Goal 2

Objective: Student will 1. Remain seated and 2. Look/listen to a story while the teacher is reading a book at circle time.	*Not Yet Targeted*
Baseline Performance: Baseline data will be collected the first day of service.	
Current Performance: N/A	

Follow the Leader

Objective: During playground time, a designated student "leader" will move around the playground and the student will follow the peer before him within 5 feet for 1 minute or more without stopping or moving more than 5 feet away from the peer in front of him.	*Not Yet Targeted*
Baseline Performance: Baseline data will be collected the first day of service.	
Current Performance: N/A	

Snack Attack 1

		Not Yet Targeted
Objective: During snack time, the student will independently comment to peers and/or make eye contact during his/her comment		
Baseline Performance:	Baseline data will be collected the first day of service.	
Current Performance:	N/A	

Pretend Play Set

		Not Yet Targeted
Objective: In a 15-minute period, when presented with a pretend play scenario and materials the student will engage in pretend play actions with the toys. Students should be encouraged to model for each other and imitate modeled actions.		
Baseline Performance:	Baseline data will be collected the first day of service.	
Current Performance:	N/A	

Pretend Play with Items

		Not Yet Targeted
Objective: The teacher will model each item using the phrase, "I am doing to pretend this is a ___." The student will sit in a circle with his/her peers. An object will be passed around the circle. When the student is handed the object he/she will pretend it is something other than what it is intended to be. The student will pretend the object is something other than its intent for 5 novel items.		
Baseline Performance:	Baseline data will be collected the first day of service.	
Current Performance:	N/A	

Request and Give: Art Activity

		Not Yet Targeted
Objective: During an art type of activity in which students will be using the same materials/items to complete an independent activity (such as drawing or coloring with markers at the same table), the student will gain a peer's attention (by saying the peer's name and/or making eye contact) and use a full sentence to request an item from the peer at a rate of 1 request per minute, and will give a requested item to a peer in 80% of opportunities across 2 consecutive sessions.		
Baseline Performance:	Baseline data will be collected the first day of service.	
Current Performance:	N/A	

Request and Give: Expansion Skill 1

		Not Yet Targeted
Objective: Student will say, "in a minute" or "when I'm done" within 5 seconds of a request (and will give the requested item after a minute has passed or when done using the item) in 60% of opportunities across 2 consecutive sessions. The student will refrain from engaging in any inappropriate behavior while waiting for an item, and will use a taught strategy (such as picking a different item to use or doing something different while waiting for an item, and will use a taught strategy) in 100% of opportunities across 2 consecutive sessions.		
Baseline Performance:	Baseline data will be collected the first day of service.	
Current Performance:	N/A	

Show and Tell Goal 1

		Not Yet Targeted
Objective: The student will show an item to peers, make eye contact, tell 3 things about the item, and answer questions asked by peers.		
Baseline Performance:	Baseline data will be collected the first day of service.	
Current Performance:	N/A	

Show and Tell Goal 2

		Not Yet Targeted
Objective: During Show and Tell, the student will ask a question about each peer's item, and make a comment about each peer's item, using eye contact.		
Baseline Performance:	Baseline data will be collected the first day of service.	
Current Performance:	N/A	

Grab Bag

		Not
Objective: When presented with a grocery bag full or fun objects, the student will pick out an object and tell his friends, "look, I have a _____." The student will share the item if asked by a friend.		

Baseline Performance:	Baseline data will be collected the first day of service.
Current Performance:	N/A

Lunch Conversation

Objective: During lunch time, the student will independently ask 5 conversation questions to peers and answer conversation from peers, using the peer's name and making eye contact.		*Not Yet Targete*
Baseline Performance:	Baseline data will be collected the first day of service.	
Current Performance:	N/A	

Tolerating Losing

Objective: When the students are playing a board game, the student will 1. Tolerate loss in the absence of inappropriate behavior (in the form of crying, protesting, saying "no," or making excuses). 2. If another student loses, the student will use a supportive comment like, "next time" or "that's ok." 3. If another student wins, the student will use a supportive comment (e.g. "well done" or "nice job").		*Not Yet Targeted*
Baseline Performance:	Baseline data will be collected the first day of service.	
Current Performance:	N/A	

Snack Attack 2

Objective: During snack time, the student will have conversations with peers by stating a peer's name and asking/answering questions with eye contact.		*Not Yet Targete*
Baseline Performance:	Baseline data will be collected the first day of service.	
Current Performance:	N/A	

Play Together: Gross Motor Game

Objective: During game time the student will play a designated game with others without eloping out of designated play area. The student will remain on the mat/play area and play for a period of 5 minutes.		*Not Yet Targete*
Baseline Performance:	Baseline data will be collected the first day of service.	
Current Performance:	N/A	

Commenting to Peers while Watching Video/Drawing

Objective: While watching an age-appropriate video (5 minutes), the student will say the peer's name and/or make eye contact for 1 or more seconds while talking, and make a comment about the video 1 time per minute (5 times in 5 minutes). While seated at a table with each child drawing (5 minutes), each student will say a peer's name and/or make eye contact for 1 or more seconds while talking, and make a comment about his drawing or a peer's drawing.		*Not Yet Targeted*
Baseline Performance:	Baseline data will be collected the first day of service.	
Current Performance:	N/A	

Table Toys

Objective: When seated at the table and given table toys to play with (and each child is given the same toy) the student will engage in parallel play with others for up to 5 minutes.		*Not Yet Targete*
Baseline Performance:	Baseline data will be collected the first day of service.	
Current Performance:	N/A	

Personal Space: Freeze Dance

Objective: While playing a game of freeze dance (each child "freezes" when the music stops), the student will "freeze" with at least 3 feet/arm's length between himself/herself and other peers.		*Not Yet Targete*
Baseline Performance:	Baseline data will be collected the first day of service.	
Current Performance:	N/A	