

On Task

- Provide the child with short, achievable tasks throughout the day.
- Set-up an incentive system that is achievable for the child so they can earn time on the computer (or another desirable activity). For example, the child stays on task for 1 minute and then earns a sticker, after 5 stickers, they earn 3 minutes on the computer.
- Consider an incentive program specifically targeting on-task behavior and attention to task.
- Provide the child with opportunities to be pre-exposed to new activities before they are introduced in the classroom.

On Task

- Determine what assignments frustrate the child and how the situation can be modified for their success. The child may need some options for problem solving.
- Complete ABC record of behavior or another documentation so that the team can track the child's challenging behaviors.
- Provide the child activities that they have already mastered during independent work time to build their skills at completing work independently and then slowly introduce activities that present an increase challenge.
- To reduce the need for the child to remove themselves from class to get a drink of water, allow them to carry a water bottle and to drink from the bottle during the class.

On Task

- To assist the child with attention during circle time, a move-n-sit disc and/or hand tool may be introduced.
- To aid the child in staying on task, introduction of a first/then board with picture cues may be utilized.
- Consider the use of sensory strategies/ tools to assist the child to remain on task and participate in classroom activities with their peers.