

Your Student has Autism – now what?

Connect with your student

- Find out what your students like and use it!
- Use reinforcement—the result of a behavior that makes the behavior more likely to reoccur in the future
- Make it worth it for your student to participate
- Be fun

Structure the lesson

- Create a routine—but be flexible!
- Include structured student choice
- 45 minute lesson
 - Parent Check-in
 - Short, fun activity to do together
 - Reward check-in
 - Scales/Technique
 - Song Assignments—sometimes allow choice in order
 - Theory book or activity
 - Reward (iPad games or improvisation)

Get your student to focus

- Demonstrate what you want them to do
- Break it down
- Switch it up
- Student choice
- Use rewards
- Use teaching aids

Resources

Autism—autismspeaks.org
Teaching aids—teacherspayteachers.com
iPad apps—colorinmypiano.com/music-apps

Motivate your student to practice

- Set achievable goals
- Give a detailed assignment
- Use a Practice Log
- Reward your student!

Train your student's parents

- New student interview
- Meet separately with parents
- Formulate a team plan
 - Lesson structure
 - Reward system
 - Parent present for lesson?
 - Practicing at home

Reward ideas

- iPad games
 - Composition & creativity—[Music4Kids](http://Music4Kids.com)
 - Scales, interval training, & chords—[Tenuto](http://Tenuto.com)
 - Note names—[Flashnote Derby](http://FlashnoteDerby.com)
 - Rhythm—[Rhythm Swing](http://RhythmSwing.com)
 - Sight reading—[PianoMaestro](http://PianoMaestro.com)
- Improvisation
- Rhythm instruments

What is ABA?

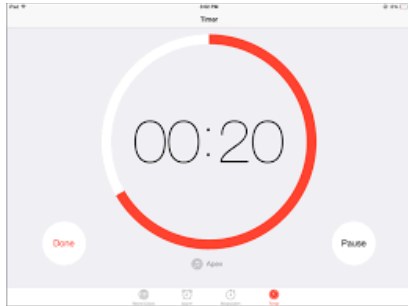
Applied Behavior Analysis (ABA) is the use of the principles of learning theory to bring about meaningful change in behavior. ABA therapy is well-known as an effective and empirically-validated treatment for Autism, backed by decades of research and practice.

The principles of Applied Behavior Analysis can be used with everyone—it's just a way to think about learning and behavior!

Teaching Aids

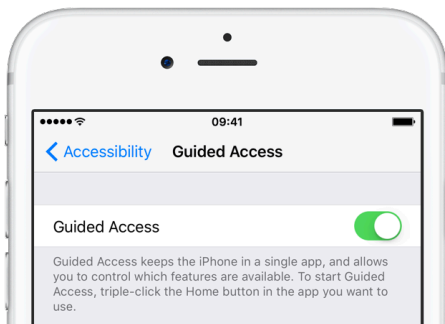
Timer

Use a timer to smoothly transition from one activity to another. We recommend using a visual timer (like on an iPad).



Guided access (iOS)

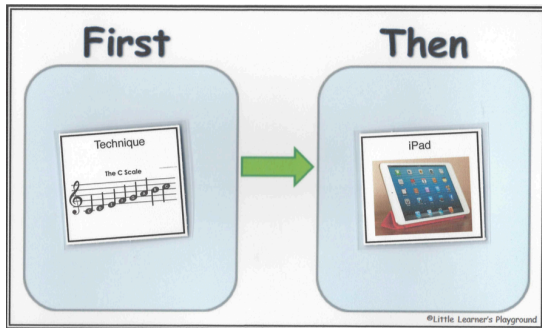
This keeps the iPad in a single app and allows you to control which features are available in the app.



First/Then Board

A visual representation of the task followed by the reward

“First you’ll play your scale, then we’ll play a music game on the iPad!”



Goal Posts

Sticky note tabs used to visually break down the piece of music into short sections. The student plays just what is between the goal posts.

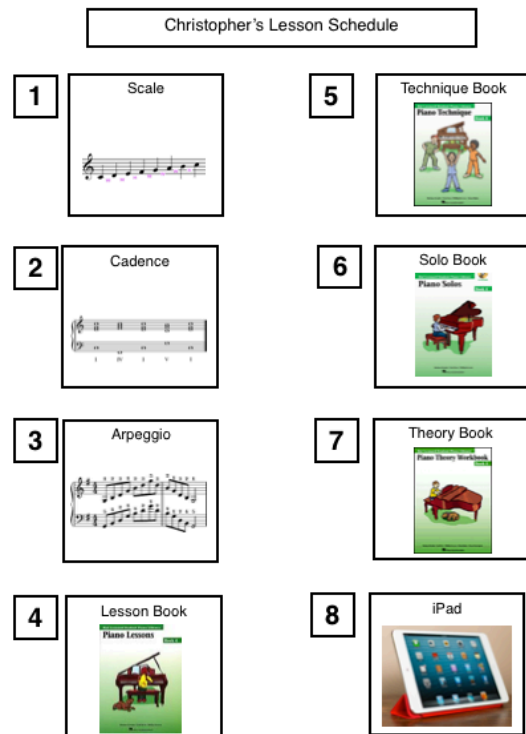
Token Board

A way to visually track progress to the reward without needing to complete specific tasks



Visual Schedule

A visual representation of the order of the lesson; a way to track progress to the reward.



Behavior Contract

A document that sets the behavior expectations for the student, teacher, and parent and the rewards for meeting these expectations.