

Friendly Settings and Tasks @ School (F SAT-S) @ Home (F SAT-H)

Ratings of 1 = few/rarely, 2 = some/sometimes, 3 = pretty many or often, 4 = many/frequently, 5 = a lot

	SCHOOL	RATE 1 to 5	HOME	RATE 1 to 5
GOAL 1. Needs Stimulation				
Movement Possible	Among centers, seats		Available paths to run, trampolines, pools	
	Activity breaks		Active responsibilities that are 'helpful'	
Choices Possible	Active response tasks		Available family activities (picnics, biking)	
	Choice of tasks, reporting methods		Choice of homework settings & task order	
	Of jobs, responsibilities		Choice of jobs, responsibilities	
	Of learning group		Choice of homework activity breaks	
		/30		/30

GOAL 2. Needs Competence

Average = 18

A. Academic Competence

1. tasks	Reduced length (chapters)		Flexible play materials (legos, paints)		
	Self-paced		Support for pretend play, journaling		
	Interests used in instruction		Books selected for child's interests		
	Color (overlays, markers, paper)		Family conversation related to interests		
	Relevant color used		Support for collections/hobbies		
	Computers provided		Computers provided		
	Teach how to visually plan		Teach how to visually plan		
	Make global points and outlines		Reduce verbalizations to the child		
	2. settings	Interesting centers		Interesting homework settings	
		Use of games in teaching		Use of games in getting tasks/jobs completed	
		Animals present		Pets present	
		Music available		Music available during homework	
		Checklists, prompt cards used		Checklists, prompt cards used	
		Activities or toys for delay time		Activities or toys for delay time	
B. Social Competence	3X more positives than negatives		3 x more positive statements than negatives		
	Intense, emotional rewards		Intense, emotional rewards		
	Private, firm, soft reprimands		Private, firm, soft, nonemotional reprimands		
	Shows personal interest in child		Shows personal interest in child & child's friends		
	Peer activities with rules		Friend activities with rules		
	Cooperation is taught & rewarded		Strict reasonable rules and manners are reward		

/100

/100

Average = 60