

## Lesson Plan

**Objective:** To teach **choice-making** and **turn-taking** to students with multiple disabilities.

### Settings and materials

- A recreation program at a local vocational/technical institute.
- Snack activity requires a table containing a variety of foods and beverages (e.g., cookies, cheese, crackers, potato chips, juice, soft drinks, milk).
- Leisure activity requires a different table containing a variety of leisure activities (e.g., magazines, music cassette player, the table top game Ker Plunk).
- Opportunities measure generalization to community settings (e.g., café, grocery store, cross-walk, department store).

### Content taught

- Turn-taking in a leisure activity and choice-making of snack items.

### Teaching procedure

#### Steps for teaching Turn-Taking:

1. **Offer** – Hold the materials up until the person looks and then move the materials toward the person with an offering gesture.
2. **Ask** – While making an offer, ask the person if he or she would like a turn.
3. **Wait** – Before giving the materials, wait 5-10 sec for a correct response.
4. **Response** – A correct response occurs when the person shakes his or her head “YES,” reaches towards or touches the offered materials, or exhibits a positive vocalization or facial expression.
5. **Reinforce** – When a correct response occurs, give the person the materials and assist him or her to take a turn.
6. **Prompt** – If the person does not respond within 10 sec use verbal, gesture, model, or physical assistance to prompt a correct response.

#### Steps for teaching Choice-Making:

1. **Offer** – Offer the person two snack items on a tray with the items spaced some distance apart.
2. **Ask** – While making an offer, ask the person which one he or she would like.
3. **Wait** – Wait 5-10 sec for the person to make a choice.
4. **Response** – A choice occurs when the person makes any voluntary motion towards one of the items (e.g., points or reaches), maintains physical contact, or looks at one item for at least 3 sec.
5. **Reinforce** – When a choice occurs, give the person the item.
6. **Prompt** – If the person does not make a choice within 10 sec you can offer one item at a time and provide verbal, gesture, model, or physical assistance to prompt a choice response and then give the item.

### **Method of evaluation**

- Record the number of turn-taking and choice-making opportunities provided by the staff.
- Record the number of correct student responses.
- Check for skill generalization to community settings.

**Lesson plan based on:** Sigafoos, J., Roberts, D., Couzens, D., Kerr, M. (1993). Providing opportunities for choice-making and turn-taking to adults with multiple disabilities. Journal of Developmental and Physical Disabilities, 5, 297-309.