

WALDEN GREEN

CLASSROOM STRATEGIES & INTERVENTIONS FOR STUDENTS HAVING DIFFICULTY WITH: FOLLOWING CLASSROOM ROUTINES/CLASSROOM RULES

IF YOU SEE:	TRY THIS:
CHILD HAVING DIFFICULTY STANDING OR WALKING IN LINE.	<ul style="list-style-type: none"> ● Tape line on floor ● Have child check that they are arm's length from the person in front of them ● Have that child be the engine or caboose ● Minimize the amount of time spent standing vs. walking in line ● Give them something to do with their hands: interlocking fingers, crossing arms across chest, put in pockets
CHILD NOT STAYING SEATED	<ul style="list-style-type: none"> ● Move and sit cushion ● Take movement breaks ● Allow to stand/lay prone on elbows/work on knees while working ● Send on an errand for the teacher ● See <i>Movement Break</i> resource ● Have alternate work space available ● Use a timer ● Let them chew crunchy or other chewy foods ● Fidget tools ● Reduce amount of time required to stay seated ● Allow to stand during work
CHILD NOT FOLLOWING ARRIVAL/DEPARTURE ROUTINES or BATHROOM PROTOCOL	<ul style="list-style-type: none"> ● Post daily picture schedule ● Post picture sequence of required task ● Make expectations clear ● Number "stations" in order of task (turn in home folder, make cafeteria selection, sign in, etc....)
CHILD NOT KEEPING HANDS TO SELF	<ul style="list-style-type: none"> ● Seat child at end of table or row ● Give them something to do with their hands: hands in lap, provide, fidgets, interlocking fingers, crossing arms across chest.... ● Develop reward system for short periods of compliance ● Designated boundaries of personal space on carpet: tape lines, carpet squares.
CHILD IS NOT ATTENDING TO LESSON, NOT KEEPING UP WITH PEERS	<ul style="list-style-type: none"> ● Gain eye contact before providing instruction ● Review expectations/rules ● Zones of Regulation check-in ● Set visual/audio timer ● Movement Break ● 20/20/20 rule for screen fatigue. Every 20 minutes of work, look 20 feet away, for 20 seconds. Works for continuous deskwork too