Ashley's Pullout Activity Plan

**Goal:** To understand that she can choose among activities but that once she makes a choice he has to stick with it for a period of time.

**Sequence of Activity:**
1. A. makes a choice from the choice book
2. A. selects the materials she needs for that choice from the shelf
3. A. sticks with the choice she made for 10 minutes
4. A. stops the activity when the timer rings

**Time Period(s):** frequently throughout every day- whenever an opportune moment arises

**Location:** Vary location daily
(sped, library, comp. lab, 5th gr clsrm)

**Activity Choices:**
1. states puzzle
2. simple machines activity box (ramps, levers, pulleys)
3. alphabet cards
4. name game
5. choices that other 5th grade students make

**Friends' Goals:**
1. cue A to make choices, get materials
2. redirect A when she gets off task
3. cue A to stop when bell rings

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<tr>
<th>Choice #</th>
<th>Gets Materials</th>
<th>Attends</th>
<th>Stops</th>
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**Coding:**
Enter choice #, level of assistance required for making choice, getting materials, attending and stopping

V= Verbal prompt
PP= Physical prompt
HOH= Hand over hand
NA = No assistance