

Understanding Behavior: Iceberg Model-Example

Describe the behavior in Tantrums- screams hits himself, breaks toys observable terms. Describe when, where, with whom... Describe the behavior from the perspective of a person with autism. Consider: May not understand Communication: difficulty understanding when it's time to leaveand processing, difficulty expressing lots of tantrums at message/ideas transitions; may not Social relatedness: difficulty interacting pick up on social cues; with others, sharing space & materials can be rigid about what Sensory processing: difficulty processing he's doing & not want environment (sounds, sights, etc.) to stop Difficulty with change: may be rigid or have limited interests Cognitive style: difficulty organizing and attending to activities; difficulty generalizing skills What is your idea about your child's behavior & why it's happening?

I think he tantrums when it's time to end an activity because he doesn't know when the activity is stopping, why it's stopping, and what is going to come next.

 Describe what structural components you'd like to implement with your child to help the behavior.

Maybe a finished basket would help him have a place to put his toys when we're leaving somewhere rather than break them. A transition object could help him know where we are going next.

 Describe what new skills you'd like to work on with your child that could help the behavior.

Receptive Language (Sessions 2-6) Would be great to teach him how to know when a transition is coming...maybe introduce some sort of visual countdown? Timer? That would be a helpful skill for him to have- I could bring a timer with me when we go places...





Expressive Language (Sessions 7-10): Could work on communication to express his dislike for transition in a more appropriate way (ask for 2 more minutes, say I don't want to, etc.- depending on child's current level of communication)

Other skills we've discussed & taught: Toy play, imitation, joint attention, expressive communication, receptive communication, transitions,