**Anne Arundel County Public Schools**

**Annapolis, Maryland**

**VISION PROGRAM**

**IEP BANK**

###### SOCIAL SKILLS

#### Nonverbal Communication

**Goal: The student will use nonverbal communication \_\_\_ out of \_\_\_ sessions**.

* refrain from engaging in socially unacceptable mannerisms (2-3)
* identify conventional gestures used in social contexts (4-7)
* use nonverbal behaviors to indicate interest in speakers (8-11)
* use a wide variety of nonverbal behaviors to communicate more effectively (12-15)

**Self-Concept**

**Goal: The student will demonstrate positive and accurate self-awareness in \_\_\_ of \_\_\_\_ sessions.**

* recognize and respond to name (0-1)
* state own name (0-1)
* indicate a preference (2-3)
* state basic information about self (4-7)
* indicate awareness of own visual abilities and limitations (4-7)
* discuss personal likes and dislikes (8-11)
* evaluate own personality traits (12-15)
* express realistic views of own capabilities and limitations

**Interaction with Family, Peers, and Others**

**Goal: The student will work effectively with others \_\_\_\_ of \_\_\_\_\_ times.**

* respond to an adult's attempt to interact (0-1)
* initiate interactions with an adult (0-1)
* respond to the presence of a peer (0-1)
* accept a substitute activity that replaces a socially unacceptable mannerism (0-1)
* address parents or other familiar adults by name (2-3)
* engage in same activity with peer (2-3)
* comply with simple directions and limits from adults (2-3)
* greet peers
* initiate interactions with peers (2-3)
* share toys or other items with peers (4-7)
* use peer as a resource (4-7)
* take turns (4-7)
* recognize behaviors that can cause social isolation (8-11)
* contribute to group discussions/activities (8-18)

**Social Play**

**Goal: The student will participate in \_\_\_\_ recreational/activities with peers, without adult intervention.**

* choose an object to play with when presented with two options (0-1)
* choose a play activity when presented with several familiar options (2-3)
* play simple card, board and table games (4-7)
* identify various community activities and facilities (8-11)
* participate in clubs/activities
* identify and choose appropriate leisure activities/hobbies (12-15)

**Courteous Behavior**

**Goal: The student will demonstrate courteous behavior in \_\_\_\_ out of \_\_\_\_ sessions.**

* initiate and respond to farewells and greetings with familiar people (2-3)
* respond to someone who is initiating a conversation (4-7)
* use conventional courtesy when refusing others requests (4-7)
* apologize to others when appropriate(4-7)
* use people's correct names and titles when addressing them (4-7)
* introduce self to others and introduce people to each other (4-7)
* interrupt a speaker in a socially acceptable manner when necessary (8-11)
* give compliments to others (8-11)
* identify socially acceptable and unacceptable behavior ((8-15)

**Problem Solving, Decision Making, and Planning**

**Goal: The student will demonstrate skills in problem solving, decision making, and planning, with decreased teacher prompts, in \_\_\_\_ out of 5 sessions.**

* make choices about objects or activities for new or unfamiliar people, objects, or events (0-1)
* accept help from others (2-3)
* request assistance with a problem (2-3)
* plan and carry out a routine activity that involves multiple steps (4-7)
* negotiate with others to resolve problems (8-11)
* identify and evaluate alternative ways of solving problems (8-11)
* identify community resources and access those services (16-21)