

# **AUTISM GOAL BANK FOR FOR EARLY LEARNERS**

*\*These are to be used as a guide and do not replace individualized assessment and intervention planning\**

## **JOINT ATTENTION**

**The student will increase their joint attention skills by engaging in a shared interaction with the therapist, by playing with preferred toys for a duration of 3 minutes without prompts, over 2 consecutive sessions.**

**The student will increase their joint attention skills by engaging in a shared interaction with the therapist, while playing with books for a duration of 3 minutes without prompts, over 2 consecutive sessions.**

**The student will increase their joint attention skills by engaging in a shared interaction with the therapist, during a preferred turn- taking activity without prompts, over 2 consecutive sessions.**

## **NONVERBAL IMITATION**

**When provided with a model by the therapist, the student will imitate actions with a variety of objects without prompts (i.e. banging a drum, pushing a car down the track), over 2 consecutive sessions.**



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**When provided with a model by the therapist, the student will imitate gross motor movements without prompts (i.e. arms up "hooray", jump), over 2 consecutive sessions.**

## **VERBAL IMITATION**

**The student will increase their overall expressive language skills by imitating one syllable words when modeled by the therapist with 90% accuracy, over 2 consecutive sessions.**

**The student will increase their overall expressive language skills by imitating two syllable words when modeled by the therapist with 90% accuracy, over 2 consecutive sessions.**

**The student will increase their overall expressive language skills by imitating CVCV words(i.e. mama) when modeled by the therapist with 90% accuracy, over 2 consecutive sessions.**

**The student will increase their overall expressive language skills by imitating cv (i.e. bee, toe) words when modeled by the therapist with 90% accuracy, over 2 consecutive sessions.**

**The student will increase their overall expressive language skills by imitating vc words (i.e. eat, up) when modeled by the therapist with 90% accuracy, over 2 consecutive sessions.**

## **REQUESTING**

**The student will request 5 preferred items or actions without prompting, over 3 consecutive sessions.**

**The student will request 10 preferred items or actions without prompting, over 3 consecutive sessions.**

## **ONE STEP DIRECTIONS**

**The student will increase their overall receptive language skills in the classroom environment, by following functional one step directions ( a total of \_\_\_\_ ) with 90% accuracy, over 2 consecutive sessions.**

**The student will increase their overall receptive language skills in the outside environment, by following functional one step directions ( a total of \_\_\_\_ ) with 90% accuracy, over 2 consecutive sessions.**

**The student will increase their overall receptive language skills in larger school environment, by following functional one step directions ( a total of \_\_\_\_ ) with 90% accuracy, over 2 consecutive sessions.**

## **MATCHING**

**The student will increase their overall receptive language skills by matching identical pictures when presented with a field of 3 pictures and given a targeted picture to match ( a total of 4 pictures) , without prompts, over 2 consecutive session..**

**The student will increase their overall receptive language skills by matching identical objects when presented with a field of 3 objects and given a targeted object to match ( a total of 4 objects) without prompts, over 2 consecutive session..**

## **LABELING**

**The student will increase their overall expressive language skills , by labeling preferred items and people with 90% accuracy, over 2 consecutive sessions.**

**The student will increase their overall expressive language skills , by labeling preferred places with 90% accuracy, over 2 consecutive sessions.**

**The student will increase their overall expressive language skills , by labeling preferred actions with 90% accuracy, over 2 consecutive sessions.**

**The student will increase their overall expressive language skills , by labeling functional items and people with 90% accuracy, over 2 consecutive sessions.**

# **LABELING**

**The student will increase their overall expressive language skills , by labeling functional places with 90% accuracy, over 2 consecutive sessions.**

**The student will increase their overall expressive language skills , by labeling functional actions with 90% accuracy, over 2 consecutive sessions.**

## **FILL IN THE BLANKS**

**When presented with a fill in the blank phrase, the student will fill in the blank with a logical answer, with 90% accuracy, over 2 consecutive sessions.**

**When presented with a fill in the blank phrase from a song, the student will fill in the blank with a logical answer, with 90% accuracy, over 2 consecutive sessions.**

**When presented with personal safety question, the student will answer, with 90% accuracy, over 2 consecutive sessions.**

## **PLAY**

**The student will increase their play skills by engaging with a variety of novel toys (i.e. legos, playdough, sound puzzles) for a duration of 5 minutes, without prompts, over 2 consecutive session.**

**The student will increase their play skills by engaging in a variety of movement based activities (i.e. swinging, jumping on a trampoline) for a duration of 5 minutes, without prompts, over 2 consecutive session.**