1. Visual supports are used to enhance instruction1a. Daily schedule is posted with pictures and words.	
Supports, Accommodations, Adaptations	Links to Additional Information Right click to open in new window
 Universal Supports → Use mini-schedules to show the actions associated with routines (ex. handwashing, lining up). → Pair the symbol with corresponding verbal directions and provide guided practice through the activity in order to give children practice in the activity associated associated practice in the activity in order to give children practice in the activity associated practice in the activity in order to give children practice in the activity associated practice practice in the activity in order to give children practice in the activity associated practice practice in the activity and provide guided practice in the activity in order to give children practice in the activity associated practice practice	Introduction to Schedules Class Schedules Universal Design in Early Childhood (TATS-FIN)
correct actions. Targeted/Specialized Supports → Use individual schedules for children who need to manipulate the schedule cards or who need photos of actual situations. → Provide accommodations such as reduced time, breaks, and sensory strategies for some activities → Provide repeated instruction, modeling, and guided practice for routines and activities.	<u>Teaching the Use of Visuals</u> <u>Individual Schedules</u> <u>Schedules for Routines</u>
 Intensive Interventions → Use schedules that are <i>designed and</i> <i>individualized to meet specific needs</i>: photos, drawings, objects and representative objects (for children who don't yet understand a photo or drawing), tactile (for children with visual impairments or the need for tactile input). → Provide <i>increased monitoring and interaction</i> activity to give <i>reminders and reinforcement</i> for participation → Provide visuals for <i>alternative activities</i> for adaptations for length and level of activities. 	<u>Specialized Schedules</u> <u>Tips and Ideas for Making Visuals</u> - Head Start