USING AN ACTIVITY MATRIX TO INFUSE IEP GOALS THROUGHOUT THE DAY

1) List the student's goal areas along the top of the matrix
2) List the daily schedule of activities along the left side of the matrix, including all routines throughout the day (lunch, etc.)
3) In each corresponding cell write how the student will be taught and/or practice each skill during the daily activities and which EBP for ASD will be used

DAILY ACTIVITY:	Goal Area: Academics	Goal Area: Communication	Goal Area: Social Skills	Goal Area: Independence	Goal Area: Fine Motor
REVIEW DAILY SCHEDULE 9:00 AM - 9:30 AM	Reading: Reads words on schedule Math: Reads times on schedule	Responds to prompt: "Tell me what you want to do today.""	Requests help using two-words "Help, please."	Builds order of daily schedule	Uses pincer grasp to put Velcro picture symbols on schedule
READING 9:30 AM – 10:00 AM	Reading: Read a story to student Have student sequence three pictures related to the story	When offered two books and asked, "Which book?" will answer, "I want to read ____."	Takes turns turning the pages Waits until his turn to turn the page	Returns the books to the bookshelf	Uses pincer grasp to open and close book and turn pages
BATHROOM 10:00 AM – 10:15 AM **FREE CHOICE** 10:15 AM- 10:45 AM	Reading: Follows mini-task schedule for toileting/washing hands	When offered two free choice activities, "Want to take a walk or do iPad" will answer, "I want to ____."	Walk: Take a scavenger walk with sibling/parent and check off items on listr iPad: Play a two person game with sibling/parent	Independently completes toileting and handwashing using mini-task schedule	Use pincer grasp to zip and unzip pants Use efficient pencil grasp when making checkmarks on scavenger list while using an adaptive pencil grip, short pencil/crayon, or standard wide Kinder pencil
MATH 10:45 AM – 11:30 AM	TouchMath: Lesson 7	When offered two lesson choices, "Want to do this lesson or this lesson he will answer, "I want to do ____."	Requests help using two-words "Help, please." Or by raising hand Asks for more time saying, "Five more minutes, please"	Sets TimeTimer Quits when TimeTimer ends Shuts down program Checks schedule	Uses pincer grasp to set TimeTime