

Habilitation Activity Guides

AZA United can provide families or employees with written instructional activity guides for all of the skills listed below. The box on the left describes the skill, and the box on the right has the name of the activity. Simply contact us to request a copy of any of these activity guides!

Communication Receptive Language

Module 1:

Follows one-step directions	<i>One-Step Instructions</i>
Identifies body parts	<i>Receptive Body Parts</i>
Identifies objects	<i>Receptive Object Labels</i>
Identifies pictures	<i>Receptive Picture Labels</i>
Identifies familiar people	<i>Receptive Familiar People</i>
Identifies verbs (actions) in pictures	<i>Receptive Action Labels</i>
Identifies objects by function	<i>Receptive Functions</i>
Identifies prepositions	<i>Receptive Prepositions</i>
Identifies environmental sounds	<i>Receptive Environmental Sounds</i>

Module 2:

Identifies rooms	<i>Receptive Room Labels</i>
Identifies emotions	<i>Receptive Emotions</i>
Identifies places	<i>Receptive Locations</i>
Follows two-step directions	<i>Two-Step Instructions</i>
Gives two objects	<i>Receptive Object Labels (Multiple)</i>
Retrieves two objects out of view	<i>Receptive Object Labels (Distant)</i>
Identifies opposites/attributes	<i>Receptive Opposites (Attributes)</i>
Identifies community helpers	<i>Receptive Occupations</i>
Identifies categories	<i>Receptive Categories</i>
Identifies possession (my/your)	<i>Receptive My & Your</i>
Follows directions with prepositions	<i>Receptive Instructions with Prepositions</i>
Identifies gender	<i>Receptive Gender Labels</i>

Module 3:

Follows multi-step instructions	<i>Multi-Step Instructions</i>
Identifies items that are the same	<i>Receptive Same & Different</i>
Identifies items that are different	<i>Receptive Same & Different</i>
Identifies what does not belong	<i>Which One Doesn't Belong?</i>
Identifies plural vs. singular	<i>Receptive Plurals</i>
Finds hidden object given location clues	<i>Scavenger Hunt</i>

Communication

Expressive Language

Module 1:

Points to desired items when asked	<i>Pointing to Request - Impure Manding</i>
Imitates sounds and words	<i>Verbal Imitation</i>
Labels objects	<i>Expressive Object Labels</i>
Labels pictures	<i>Expressive Picture Labels</i>
Points to desired items spontaneously	<i>Pointing to Request - Pure Manding</i>
Verbally requests desired items	<i>Verbally Requesting - Impure Manding</i>
Labels body parts	<i>Expressive Body Parts</i>
Labels familiar people	<i>Expressive Familiar People</i>
Makes a choice	<i>Expressive Making a Choice</i>
Answers social questions	<i>Social Questions</i>
Labels verbs (actions)	<i>Expressive Action Labels</i>

Module 2:

Requests with a sentence when asked	<i>Verbally Requesting (Sentence) - Impure Manding</i>
Spontaneously requests with a sentence	<i>Verbally Requesting - Pure Manding</i>
Calls parent from a distance	<i>Gaining Attention from a Distance</i>
Labels function of objects	<i>Expressive Functions</i>
Labels function of body parts	<i>Expressive Functions - Body Parts</i>
Labels places	<i>Expressive Locations</i>
Labels emotions	<i>Expressive Emotions</i>
Labels categories	<i>Expressive Categories</i>
Says, "I see..." to label multiple objects	<i>I See</i>
Says yes or no to indicate preference	<i>Yes & No - Preference</i>
Reciprocates information	<i>Statement-Statement</i>
Says, "I don't know" to unfamiliar questions	<i>I Don't Know</i>
Asks concrete "where/what" questions	<i>Asking WH Questions - Where & What</i>
Labels prepositions	<i>Expressive Prepositions</i>
Labels possession (my/your)	<i>Expressive My & Your</i>
Labels gender	<i>Expressive Gender Labels</i>
Recalls immediate past	<i>Recalling Events</i>
Answers "Where is...?" questions	<i>Describing Locations</i>
Labels function of rooms	<i>Expressive Functions - Rooms & Locations</i>
Labels function of community helpers	<i>Expressive Functions - Occupations</i>
Answers yes/no questions about items	<i>Yes & No - Factual</i>
Names an object by touch	<i>Tactile Recognition</i>
Describes a picture or object	<i>Describing Pictures</i>
Describes picture sequence w/ "First/Next/Last"	<i>Describing a Sequence</i>
Answers social question and asks it back	<i>Question-Statement-Question</i>
Delivers a message	<i>Delivering Messages</i>

Module 3:

Asks a question after saying, "I don't know."	<i>Getting Information</i>
Labels a category to which an item belongs	<i>Advanced Expressive Categories</i>
Names items in a category	<i>Category Recall</i>
Retells a story	<i>Retelling a Story</i>
Names object, place or person when described	<i>Reverse Descriptions</i>
Describes things not in view	<i>Abstract Descriptions</i>
Recalls past events	<i>Describing Past Events</i>
Talks about different themes or topics	<i>Conversation Topics</i>
Expresses confusion and asks for clarification	<i>Getting Clarification</i>
Asks a question and remembers the answer	<i>Remembering Information</i>
Can be assertive when sharing knowledge	<i>Asserting Knowledge</i>
Answers general knowledge questions	<i>General Knowledge Questions</i>
Describes how to do something	<i>Describing How To</i>
Describes similarities and differences of objects	<i>Describing Same & Different</i>
Answers "When...?" questions	<i>Answering WH Questions - When</i>
Asks "wh" questions with vague information	<i>Leading Statements</i>
Describes what's wrong with a picture	<i>What's Wrong with this Picture?</i>
Answers yes/no to general questions	<i>Yes & No - General</i>
Explains problem when unable to do something	<i>Unrealistic Instructions</i>
Listens to a story and answers questions about it	<i>Listening to a Story</i>
Uses a wide variety of conversational skills	<i>Rolling Conversation</i>

Socialization
Imitation

Module 1:

Imitates gross motor movements	<i>Non-Verbal Imitation</i>
Imitates actions with objects	<i>Non-Verbal Imitation</i>
Imitates fine motor movements	<i>Fine Motor Imitation</i>
Imitates oral motor movements	<i>Oral Motor Imitation</i>
Imitates simple block patterns	<i>Block Imitation</i>

Module 2:

Imitates facial expressions	<i>Facial Expression Imitation</i>
Imitates a sequence of two movements	<i>Two-Step Non-Verbal Imitation</i>
Imitates a sequence of two actions with objects	<i>Two-Step Non-Verbal Imitation</i>
Imitates actions paired with sounds	<i>Verbal with Non-Verbal Imitation</i>
Imitates multiple block patterns	<i>Advanced Block Imitation</i>
Imitates pretend play	<i>Play Action Imitation</i>

Module 3:

Imitates volume of voice	<i>Vocal Quality Imitation</i>
Imitates vocal intonations	<i>Vocal Quality Imitation</i>
Imitates age-appropriate slang	<i>Slang Imitation</i>

Socialization
Appropriate Play & Peer Interaction

Module 1:

Plays with cause-and-effect toys	<i>Simple Play</i>
Plays with simple puzzles	<i>Simple Play</i>
Plays with blocks and similar toys	<i>Simple Play</i>
Plays with cars, trucks, etc.	<i>Simple Play</i>
Plays with stuffed animals or similar figurines	<i>Simple Play</i>
Plays independently while close to other children	<i>Parallel Play</i>
Does not take toys from others	<i>Waiting</i>
Takes turns appropriately with prompting	<i>Taking Turns</i>
Shares toys appropriately with prompting	<i>Sharing</i>
Responds to greetings	<i>Greetings</i>

Module 2:

Makes appropriate sounds and motions with toys	<i>Simple Imaginary Play</i>
Engages in simple appropriate pretend actions	<i>Simple Imaginary Play</i>
Narrates or talks about play as it is happening	<i>Narrating Play</i>
Plays simple games or board games with others	<i>Simple Games</i>

Module 3:

Participates in dress-up play	<i>Costume Play</i>
Creates dialogue for play figures or objects	<i>Pretend Play</i>
Engages in theme-based pretend play	<i>Pretend Play</i>
Initiates imaginary role-playing with others	<i>Initiating Role-Playing</i>
Listens to a conversation and answers questions	<i>Listening to a Conversation</i>
Recognizes failing conversation and repairs it	<i>Repairing a Conversation</i>

Self-Help Skills

Daily Living

Module 1:

Drinks from a cup	<i>Drinking from a Cup</i>
Removes shoes	<i>Undressing</i>
Removes socks	<i>Undressing</i>
Removes pants	<i>Undressing</i>
Removes shirt	<i>Undressing</i>
Uses a tissue to blow or wipe nose	<i>Using a Tissue</i>
Uses a napkin to wipe face or hands	<i>Using a Napkin</i>

Module 2:

Uses spoon	<i>Using Utensils</i>
Uses fork	<i>Using Utensils</i>
Puts on pants	<i>Dressing</i>
Puts on shirt	<i>Dressing</i>
Puts on jacket	<i>Dressing</i>
Puts on shoes	<i>Dressing</i>
Puts on socks	<i>Dressing</i>
Washes hands	<i>Washing Hands</i>
Combs or brushes hair	<i>Brushing Hair</i>
Urinate on the toilet when prompted to sit	<i>Using the Toilet</i>

Module 3:

Brushes teeth	<i>Brushing Teeth</i>
Uses zippers on clothes	<i>Fine Motor for Clothing</i>
Uses buttons on clothes	<i>Fine Motor for Clothing</i>
Uses snaps on clothes	<i>Fine Motor for Clothing</i>
Ties shoes	<i>Fine Motor for Clothing</i>
Chooses clothes and gets dressed	<i>Independently Dressing</i>

Gross & Fine Motor
Gross Motor Activities

Module 1:

Stand on one foot	<i>Standing on One Foot</i>
Hops on one foot	<i>Hopping</i>
Rolls a ball	<i>Rolling a Ball</i>
Throws a ball	<i>Throwing a Ball</i>

Module 2:

Kicks a ball	<i>Kicking a Ball</i>
Catches a ball	<i>Catching a Ball</i>
Hits a ball with a bat from a T	<i>Using a Baseball Bat with a Tee</i>

Module 3:

Plays catch	<i>Playing Catch</i>
Kicks a soccer ball back and forth	<i>Kicking a Ball - Interactive</i>
Kicks a soccer ball into a goal	<i>Kicking a Ball - Soccer</i>

Gross & Fine Motor
Fine Motor Activities

Module 1:

Strings large beads	<i>Common Fine Motor Tasks</i>
Snaps together large legos	<i>Common Fine Motor Tasks</i>
Scribbles with a crayon using appropriate grasp	<i>Using a Crayon</i>
Uses a shape sorter or similar activity	<i>Common Fine Motor Tasks</i>
Opens and closes lids	<i>Common Fine Motor Tasks</i>
Pours liquid into cups	<i>Common Fine Motor Tasks</i>

Module 2:

Manipulates toy nuts and bolts	<i>Detailed Fine Motor Tasks</i>
Strings small beads	<i>Detailed Fine Motor Tasks</i>
Snaps together small legos	<i>Detailed Fine Motor Tasks</i>
Traces lines	<i>Tracing Lines & Shapes</i>
Draws lines	<i>Drawing Lines & Shapes</i>
Traces simple shapes	<i>Tracing Lines & Shapes</i>
Draws simple shapes	<i>Drawing Lines & Shapes</i>
Cuts along a straight line using scissors	<i>Cutting Lines</i>
Cuts along a curved line using scissors	<i>Cutting Lines</i>
Colors shapes thoroughly	<i>Coloring Shapes</i>
Uses zippers	<i>Zippers, Buttons, Snaps</i>
Uses buttons and snaps	<i>Zippers, Buttons, Snaps</i>

Module 3:

Completes jigsaw puzzles	<i>Jigsaw Puzzles</i>
Draws simple pictures	<i>Drawing Pictures</i>
Writes letters and words	<i>Writing</i>
Writes name	<i>Writing</i>
Colors pictures appropriately	<i>Coloring Pictures</i>

Reasoning, Cognition & Memory
Core Skills & Recognition

Module 1:

Matches identical objects and pictures	<i>Matching Identicals</i>
Matches objects to pictures (and vice versa)	<i>Matching Objects with Pictures</i>
Matches colors	<i>Matching Colors & Shapes</i>
Matches shapes	<i>Matching Colors & Shapes</i>
Matches letters	<i>Matching Letters & Numbers</i>
Matches numbers	<i>Matching Letters & Numbers</i>
Matches similar non-identical objects and pictures	<i>Matching Similar</i>
Counts by rote to 10	<i>Counting by Rote</i>

Module 2:

Identifies colors	<i>Identifying Colors & Shapes</i>
Identifies shapes	<i>Identifying Colors & Shapes</i>
Identifies letters	<i>Identifying Letters & Numbers</i>
Identifies numbers	<i>Identifying Letters & Numbers</i>
Matches objects and pictures by association	<i>Matching by Association</i>
Counts objects	<i>Counting Objects</i>
Gives specified quantity of items	<i>Counting & Giving</i>
Places sequence cards in order	<i>Sequencing</i>
Matches number to quantity	<i>Matching Numbers to Quantity</i>
Identifies more and less	<i>Identifying More & Less</i>
Identifies written name	<i>Identifying Written Name</i>
Completes patterns	<i>Patterns</i>