





Level 1: ASD/CI

Teaching People with Cognitive Impairments and Autism Spectrum Disorder

Zoom Basics

- Introductions & Tech support
- Changing your name
- Mute on/off
- Video on/off
- Chat box
- Reactions
- Gallery view & Speaker view & Full Screen
- Questions/Taking a turn to speak



Learning Objectives

- Understanding Cognitive Impairments and ASD
- Teaching StrategiesFill your toolbox
- Assessment of Abilities
- Communication
- Behaviour/Motivation
- Kinesthetic Learning



Cognitive Impairments



 What are some Cognitive Impairments?

 What are some characteristics of these conditions?

 How will this affect a snowsports lesson?



Defining Cognitive Impairment

A group of disorders defined by diminished cognitive and adaptive development.

Individuals with CI may have challenges with:

- Agility
- Fatigue
- Muscle tone
- Coordination
- Communication
- Understanding/Processing



Down Syndrome

A Genetic disorder caused by an extra chromosome, also called **Trisomy 21.**

May include:

- Endurance challenges
- Adaptive behaviour deficits
- Poor motor co-ordination
- Low muscle-tone, loose joints
- Cardiac, respiratory, digestive, vision and hearing impairments
- Atlanto Axial instability







Fragile X Syndrome (FXS)

A genetic condition that causes intellectual disability, learning and behaviour challenges, and various physical characteristics.

May include:

- Low muscle tone
- Poor motor co-ordination
- Stereotyped movements
- Tremors
- Hyperactivity
- Memory deficits
- Social & Communication skill challenges (Similar to ASD)





Learning Disabilities

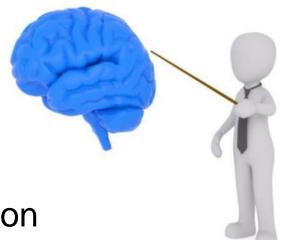
Refers to a number of different lifelong disorders. Genetic or neurobiological factors alter the person's brain functioning.

May Include:

Impacts on the Learning Process

E.g. -Acquisition

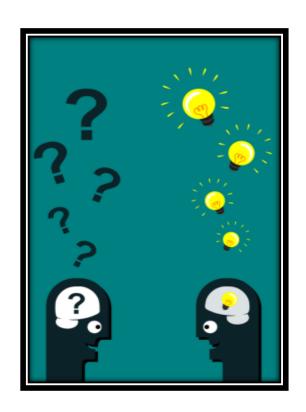
- -Organization
- -Retention
- -Understanding or use of verbal/non-verbal information





Brain Injury

An **Acquired Brain Injury (ABI)** is damage to the brain occurring after birth, that is NOT degenerative or genetic, and is classified as either **TBI** or **NTBI**.



Could be **caused by** but **not restricted** to:

- Stroke
- Blast Injury
- Illness
- Brain tumors
- Violence
- Meningitis
- Car Accident
- Concussion



Brain Injury

Impacts of Brain Injury may include:

Physical

- Balance, Agility, Coordination, Reaction Time, Fatigue
- Focal paralysis

Sensory

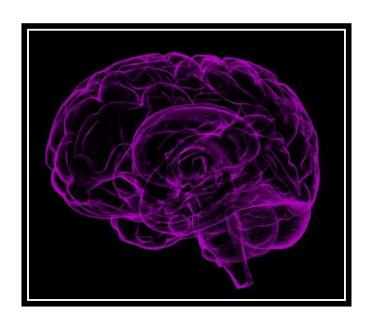
- Vision

Cognitive

- Learning, memory

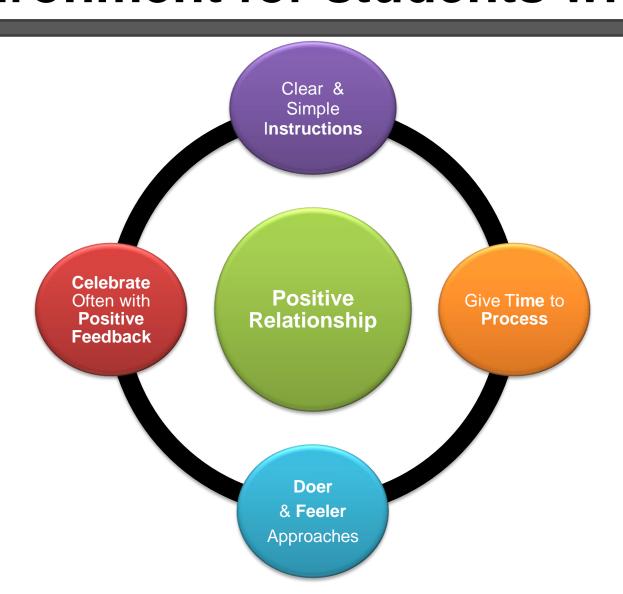
Psychological

- Mood disorder, impulsivity





Tips to create a Successful learning environment for students with CI





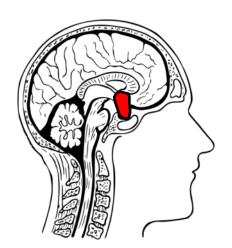
Defining Autism Spectrum Disorder (ASD)



1 in 59 children 1 in 42 boys 1 in 189 girls "If you've met one person with autism, you've met one person with autism"

The term 'spectrum' refers to a continuum of severity or developmental impairment.

Parts of the brain affected by ASD



Amygdala

- Emotion
- Aggressive behaviours



- Attention
- Planning
- Abstract thinking
- Social behaviour



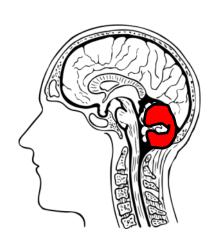


Temporal Lobe

- Language
- Social perception

Cerebellum

- Attention
- Motor:
 - -Coordination
 - -Balance
 - -Speaking



Observational Activity

- What are some of Julia's strengths?
- What things are challenging for Julia?
- What are some tactics used to support Julia?





ASD and Sesame Street

Video: https://www.youtube.com/watch?v=dKCdV20zLMs



Social Skills

Possible Challenges:

- Little to no Eye Contact
- Struggle with Perspective Taking
- Difficulties with **Expected** Social Behaviour





Communication

Possible Challenges:

- Repetitive language
- Back and forth conversation
- Non-verbal communication



Restricted or Repetitive Behaviours

Possible Challenges:

- Perseveration
- Dependence on routine
- Difficulty with transitions



Sensory Sensitivities

- **Hyper-reactivity** (Greater than expected reaction)
- **Hypo-reactivity** (Lesser than expected reaction)



Frequently associated Challenges



- Sleep
- Gastrointestinal
- Eating/diet
- Motor skills
- Anxiety
- Focus and Attention



Strengths (vary by individual)

Individuals may have strengths in these or other areas:

- Exceptional memory
- Visual and Spatial abilities
- Music
- Drawing
- Reading
- Computer skills
- Non verbal reasoning, e.g. Chess.
- Perceptual Motor skills, e.g. Baseball



If Stephen was taking a lesson. What are some questions we would like to ask Stephen to make the lesson more successful?

Meet Stephen Wiltshire



VIDEO LINK:

Stephen Wiltshire video



DSM Diagnostic Criteria: ASD

A. Persistent deficits in social communication and social interaction across contexts

B. Restricted, repetitive patterns of behaviour, interests, or activities

C. Symptoms must be present in early childhood

D. Symptoms together limit and impair everyday functioning

Assessment of Abilities (AOT)

Ask Questions, Observe and do Tests to discover:

- Diagnosis
 - Mobility
- Balance
- Strength

Specifically for students with ASD and CI:

- Find ways to Connect with your student
- Determine Best Communication strategies
- Learn about possible Triggers
- Discover Motivation and Support Strategies

- What does your child like?
 (For rapport)
- Is there anything I should avoid?
- Is there one **support strategy** you would recommend I definitely use?

Key Questions for parent/care-giver





AOT Activity

2 min exercise in pairs



Scenario 1: One person is the student's parent and one person is the instructor doing the introductory AOT (after already connecting with their student).

 Jack is 8, with Down Syndrome; communicates in 1-2 word sentences and uses some simple signs. Jack loves minions and has a full-time Educational Assistant at school at all times.

Scenario 2: One person is the student and one person is the instructor doing an introductory AOT (parent dropped and ran).

 Kazeet is 14, ASD, highly social, strong verbal language skills They love unicorns and motorbikes. Shares an education assistant at school to help keep focus.

- Talk Less Do More
- Use Show and Say strategies
- Avoid Yes/No questions
- Give time to Process
- Match their communication style
- Say it Back to me



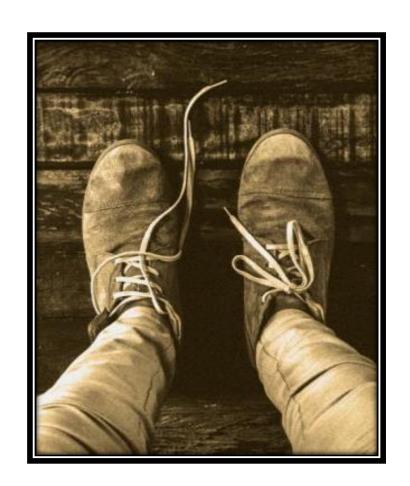
Communication Strategies



Communication Activity

You have **90 seconds** to complete the next task

Write or type how to tie your shoes in the fewest number of words possible



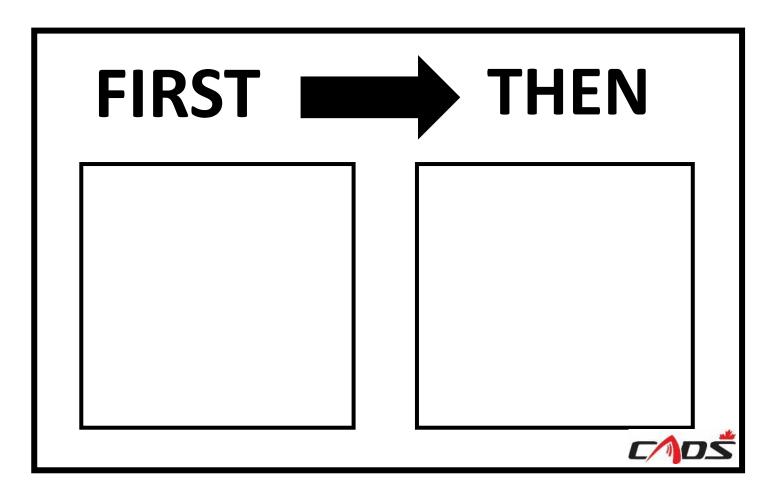
I need 4 Volunteers...



BREAK TIME



First-Then (Motivation & Frontload)





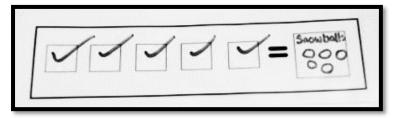
Token Boards / Points System

- Motivation
- Positive feedback

Countdown Strips

- Shows how many more
- Help stretch the First/Then









Timers

- Good for transitions between activities

Breaks

- Recharge, refresh, have a break proactively

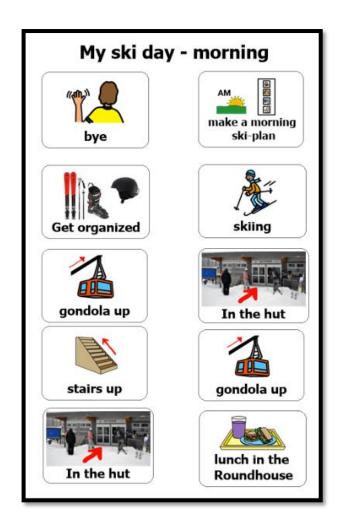


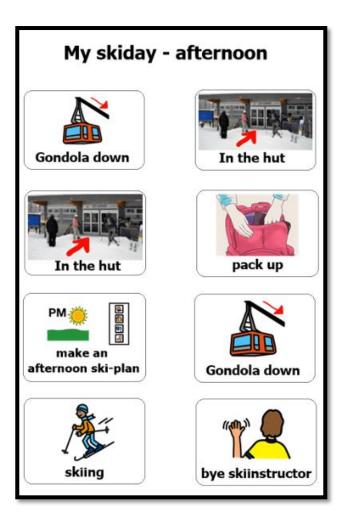






Visual Schedule Or 'Shape of the Day' (Frontload)



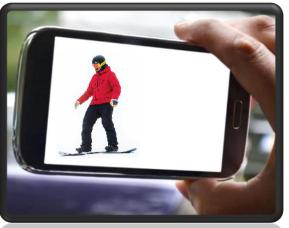




Social Scripts (Front load)

Video-modelling (Front load)









Wait Cards (visual cue)

Stop and Go Cards (visual cue)





Behaviour & Motivation Strategies

Review

Let's review the behaviour & motivation strategies.





Equipment Activity

One person is the student.

3 people will volunteer to be the Instructor to assist the student to put on helmet, goggles and gloves using 3 different behaviour/motivation strategies.

AOT: Student doesn't really like wearing things that put pressure on their skin; uses few words to communicate; and loves Team Canada in hockey.



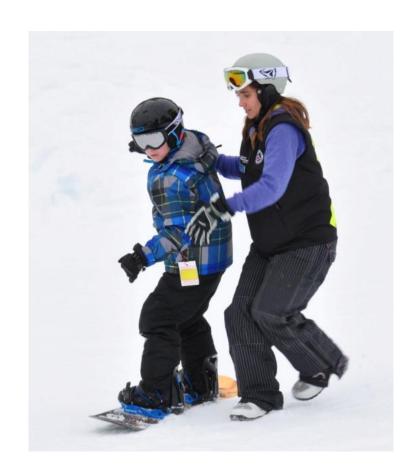
STOP & THINK:

Why am I using this?

What are the safety concerns?

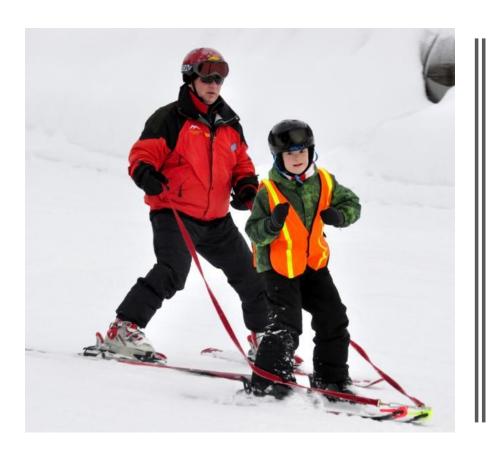
Kinesthetic Learning

- Hands-on Techniques
- Tethers
- Tip Connectors
- Pole
- Hoop/ski-pal/sno-wing
- Slider and Rider-bar





Hands-On





Tether



Tip Connectors





Poles







Hoop/ Sno-wing/ Ski-Pal





Slider / Rider Bar

Adaptive Tools



Should tools be used as a safety device?

How are tools used to manage fear?

How do we test the success of the tool?

Warning:

Excessive use of any adaptive tool may cause reliance!



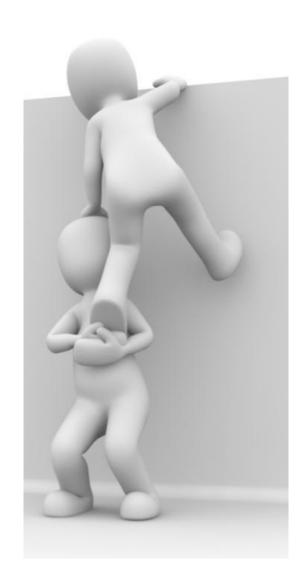




Key Questions for parent/care-giver

How to be Successful in a Lesson

- Continually use your AOT
- Build Rapport
- Remember your Toolbox
- Stay Safe
- Have Fun!
- Teach a snowsports lesson first then adapt as you need.





Final Game...

May I please have 4 volunteers come to the front of the room!



Thank You