

## Key Executive Functions in the AA Classroom

### Skill 1: Impulse Control

- First/ Then board
- Stoplight – (stop- red light, think- yellow light, choose- green light)
- Token system
- Super symbols
- Timers
- Timoco on the smart board for sensory breaks and release impulsive behaviors.

### Skill 2: Emotional Control

- Make a list of stress-relieving activities that the student can do when they are feeling upset.
- Stoplight behavior chart.
- Sensory outlets: Play dough, sand, stress ball, water table, and exercise (yoga-calming activities)

### Skill 3: Flexible thinking

- Social Stories to prepare for change and flexibility
- Schedules- visuals

### Skill 4: Working Memory

- Schedules- Visuals (symbols or pictures)- daily routines
- Photos for memory
- Sensory input- to relate it to memory
- Repetition through adaptive stories

### Skill 5: Self-Monitoring

- Self- checklists using pictures
- Self- behavior management charts

### Skill 6: Planning and Prioritizing

- Clearly define what you are asking of the students and use a token system for motivation.
- Binder of 5 tasks to complete- independent work- starting with 1 from most important to least.

### Skill 7: Task Initiation:

- First/then board- first puzzle then computer with pictures
- Token board – incentives

### Skill 8: Organization

- Workstations- organized with pictures/shapes/colors for students to learn exactly which task comes first with receptacle on the desk to match
- Binder organization tasks/schedules
- Timers