# Following Directions: Following Single Verb Commands

one-step commands and produce the appropriate action. Student will learn to follow single verbal commands. Student will hear

# Suggested Materials

★ LB11 Language Builder: Verb Cards & Action Words can be used as prompts

# Suggested Commands

reproduced below. convenience, actions from that list are in the Non-Verbal Imitation Lesson. For are largely the same actions practiced The actions best suited to this lesson

## Gross Motor

- 🖈 Clap hands
- ★ Raise arms
- \* Wave
- \* ¥ Tap head Knock
- \* Put arms out to side
- \* Stomp feet
- \* Pat tummy
- \* Slap knees
- \* Cover ears with hands
- \* Tap shoulders
- \* Touch toes
- \* Tap table with hand
- 🖈 Stand up
- ★ Sit down

## **Gross Motor with Objects**

- ★ Tap hammer on table

- \* Ring bell
- ×
- \* Bang drum
- ★ Put on hat
- ★ Put on sunglasses
- ★ Rock doll

### Fine Motor

- ★ Touch your nose

- ★ Turn door knob
- \*
- index finger grasp

- ★ Put the block in bucket
- ★ Take a drink from cup
- ★ Roll ball
- ★ Stack blocks
- ★ Push car
- Shake tambourine

- ★ Honk horn
- ★ Shake snow globe

- ★ Touch your eyes
- ★ Point to (object)
- ★ Open and close hands
- ★ String beads
- Pick up item with thumb &
- Blow bubbles
- ★ Blow whistle

- ≯

# Student:

Projected activities for: \_\_\_ / \_\_\_ to \_\_\_ /\_\_\_

Monday
Tuesday
Wednesday
Thursday
Friday

## Notes





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#### Following Directions: Following Single Verb Commands

#### Lesson Focus

Student will learn to follow single verbal commands. Student will hear one-step commands and produce the appropriate action.

#### Lesson Format

The primary lesson is for 1:1 instruction with a teacher or therapist.

#### Location

This lesson begins as an indoor activity that requires the teacher and student to be in the same room with little or no distractions. This action is best started with the teacher and student sitting in chairs or on the floor, facing each other, with no table or impediment between them. The lesson can and should generalize to more natural settings.

#### Preparation

Find a room, or a space within a room, with the least amount of distraction possible. Secure a clean copy of the *Skills-Based Lesson Data Sheet* to record student performance.

#### Procedures

Choose a verbal command which the student has mastered in the *Non-Verbal Imitation Lesson* to target first. Some of the recommended beginning motor movements include *Clap, Stomp, or Stand Up.* Sit in a chair or on the floor with the student.

- 1. Make sure you have the student's attention.
- 2. Give the instruction, "Clap." (Or whichever command you choose to target first.)
- 3. If the student completes the action, reinforce immediately using praise or a reinforcing object.
- 4. If the student does not comply, prompt as necessary.
- 5. Wait for the student to complete action correctly.
- 6. Reinforce the student.
- 7. To increase the possibility of initial correct responses, use non-verbal imitation as a prompt each time you introduce a new command. Depending on the student's success on those first trials, increase or decrease the level of prompting as appropriate.

Once the student has mastered this single verb command, you can move through the list of suggested verb commands and use the "Teacher Says" game to reinforce this lesson.

#### Prerequisites

Prerequisites for the Following Single Verb Commands Lesson vary based on the requested command. Many of the basic commands can be taught as soon as the student has mastered actions in:

\* Lesson 8: Non-Verbal Imitation

Some of the commands require more vocabulary knowledge and will be easier to teach after the student understands basic noun vocabulary from the following lessons:

- \* Lesson 17: Receptive Body Parts
- Lesson 18: Receptive 3D Object Labeling
- ★ Lesson 19: Receptive 2D Picture Noun Labeling

If the student has trouble getting started with this activity, consider introducing:

\* Lesson 25: Receptive Verbs

#### Standards

#### Head Start

★ P-LC 1; IT-LC 1
Common Core
 ★ N/A
ABLLS-R

🖈 C9

VB-MAPP

★ LR 4-M

#### Record Keeping

#### Data Sheet

🖈 Skills-Based Lessons Data Sheet

#### **Home Communication Sheet**

 Emerging & Maintaining Skills Home Communication Sheet



#### **Teacher Tip**

You can incorporate single command instructions into future lessons by using behavior momentum. This is a strategy to increase motivation by presenting several small already mastered tasks before challenging the student with a more difficult task/request.

#### Lesson Progression

- Begin with simple gross motor commands that the student can perform at their chair, in close proximity to the instructor, such as *Sit, Stand, Clap, Stomp, Pat Head, Rub Tummy, Jump, Wave, Knock, Arms Up*, etc.
- · Move to include gross motor activities with objects.
- Progress to fine motor activities that can also be performed at the chair, such as: *Point, Blow Kiss, or Touch Nose.*
- As the student gains mastery, you can use the "Teacher Says" lesson as a fun alternative to the rote lesson format.

#### Generalization

Once the student can follow single verb commands:

- · Have the student follow commands from a greater distance.
- · Have the student follow commands in different environments.
- · Have the students follow commands from another staff member.
- · Incorporate appropriate commands into the student's daily school life.
- Use the Emerging & Maintaining Skills Home Communication Sheet to communicate to parents and home staff which commands the student can successfully respond to so they can incorporate the exercise into home routines.

#### Whole-Child Lesson Ideas

#### **Teacher Says**

As soon as the student masters following single verbal commands, you can then play fun games. "Teacher Says" is a motivating way to reinforce the newly acquired skill. Here's how to play "Teacher Says":

- 1. "Teacher Says" is just like "Simon Says."
- 2. You can choose to give the directions, or other times, you can use a puppet or a stuffed animal to make it more fun for the student.
- 3. Say, "Teacher says, clap hands."
- 4. When the student complies, reinforce with praise.
- 5. You can also use a puppet of a character or animal and say, "Kitty Cat says, stomp your feet!"
- 6. You can reinforce them with gold stars, stickers, or "cuddles" from the stuffed animal or puppet.

#### Prompting

Suggested prompt ideas, in general from least to most invasive:

- 1. Use verb photos from the LB11 Language Builder: Verb Cards & Action Words Set as a visual prompt.
- 2. Use a non-verbal imitation prompt to model action.
- Lightly touching their hands or feet, whichever they are supposed to be using.
- 4. Use hand over hand prompting to have the student complete the action.

#### Next Steps

Once the student has mastered *Following Single Verb Commands*, you can move on to:

Lesson 11: Following Compound Verb Commands





#### Skills-Based Lessons DATA SHEET



#### LESSON NUMBER **LESSON TITLE** STUDENT'S NAME DATE Prompt Codes Notes Verbal Physical Partial Partial Verbal Physical Model Glance Partial РМ Location Model

#### Command:

#### Desired Response: \_\_

Circle + (correct), - (incorrect), NR (no response), or P (prompted) and fill in Prompt Code.

Date:				_ Notes:						
Time Started: Time Finished:		% Correct:								
Trial	1	2	3	4	5	6	7	8	9	10
Response	+ _ NR P	+ - NR P	+ - NR P	+ - NR P	+ - NR P	+ - NR P	+ - NR P	+ - NR P	+ - NR P	+ - NR P
Prompt Code										
Date: Time Started: Time Finished:										
Trial	1	% Correct:	3	4	5	6	7	8	9	10
Response	+ - NR P	+ - NR P	+ - NR P	+  NR P	+ - NR P	+  NR P	+  NR P	+  NR P	+  NR P	+ - NR P
Prompt Code										
Date: Time Started:		Staff Initials: Notes:								
Time Finished:									1	
Trial	1	2	3	4	5	6	7	8	9	10
Response	+ - NR P	+ - NR P	+ _ NR P	+ - NR P	+ _ NR P	+  NR P	+ - NR P	+ - NR P	+ - NR P	+  NR P
Prompt Code										
Date: Time Started: Time Finished:		Staff Initials:         Notes:           % Correct:								
Trial	1	2	3	4	5	6	7	8	9	10
Response	+ _ NR P	+ _ NR P	+ - NR P	+ - NR P	+ _ NR P	+ _ NR P	+ - NR P	+ - NR P	+ - NR P	+ _ NR P
Prompt Code										

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