Case Study 1: AT Category: Learning, Cognition, Development - ORGANIZATION

Student– Executive functioning deficits (high level mental processes)

Environments – Early childhood classroom

Tasks – Playing to learn; Listening; sitting still; transitioning between activities

Tools – Does the student already have access to tools?

Low-Tech	Mid-Tech	High-Tech
Weighted Blanket/Shawl – Lil Lady Bug Switch Toy – Time Timer – Visual pictorial schedule		

STEP 1: Based on S-E-T data, enter descriptors or functions needed by the student across the shaded top row - 1 descriptor per column
STEP 2: Enter promising tools in the shaded left column - 1 tool per row
STEP 3: Note whether each tool matches a descriptor by placing an "X" in each of the applicable white boxes

Descriptors ⇨ Tools ⇩	Soothing/ Reassuring	Battery Operated/ Rechargeable	Easy to use	Visually Stimulating	Auditorily Stimulating
Weighted Blanket/Shawl	X		X	X	
Lil Lady Bug Switch Toy		X	X	X	X
Time Timer with Stand	X	X	X	X	X
Visual Schedule with pictures to transition from one activity to another	X	X		X	X