

## Proposed Tier 1 AT for Behavior/Sensory

Tier 1 Core intervention, typically appropriate for 80% of the student population

- o "No-Tech Tools"
- Chewlery
- o ARK's Grabber
- o Chew-ease pencil topper and clip in chewy tube
- o Pencil grips
- o Gum, crunchy snacks, chewy snacks, sour, sweet, salty, spicy
- Water bottles
- o Fidgets (e.g., theraputty, tangle, stress ball, balloons filled with flour, bean bag) Classroom light filters
- O Hokki Stool, one-legged stool
- o Disco sit
- o Moven'Sit
- o Ball Chairs
- Exercise Band/theraband
- Yoga cards
- Standing desks
- o Movement strip at the back of the classroom
- Study booth/carrel
- Visual Schedule
- Break cards
- Weighted products (e.g., wheat bags, lap snakes, weighted blankets)
- o Tent or cool down spot within the classroom
- o Rocking chair, bean bag chair
- Pencil weights
- Heavy work activities (carrying heavy objects, desk push-ups, crab walk, bear walk, etc.)
- Visual Timers/iPad App Timers (Best Sand Timer, Egg Timer Apps)
- Headphones or earplugs
- o "calm" or "safe" spot
- Pressure vest
- Hand weights
- Music calming
- o Muted lights
- O Draping of shelves reducing clutter
- Token reward systems
- o 5 Point Scale
- Social scripts
- O Make Sense Strategies website

## Proposed Tier 2 AT for Behavior/Sensory

Tier 2 Targeted intervention, where 15% of the students will be placed

## Includes all Tier1 strategies listed above

- iPad apps
  - Sensory/Calming Apps
    - Fluidity
    - Bubble Snap,
    - Relaxing Music Apps
    - Zen Garden
  - Bubble Tap HD
  - Sand Garden
  - Sand
  - Crack and Break It
  - Playing in the Sand

- Me Moves
- Fluid II
- Fluidity
- Sound Drop
- The Art of Glow
- U2U
- Beat Wave
- Choice Works
- **Bubble Explode** 
  - Books
- Social Skills
  - Comic Life
  - Sock Puppets
  - Toontastic
  - The Grouchies
  - Pictello
  - The Social Express
  - Social HD
- Body Sox, Stretch-Eze-Full Body Fitness Band, Elastiband Exerciser
- Motivaider
- The Turn Around Program
- The Q Charm Bracelet
- First/Then
- Boardmaker writing with symbols
- **Behavior contracts**

## **Proposed Tier 3 AT for Behavior/Sensory**

Tier 3 Intensive intervention, required for approximately 5% of the student population

Includes all Tier1 and Tier2 strategies listed above; and needed by the student on a continuous basis

o Brushing programs