

Full List of Goals

Cooperation

- 1C Allows Parallel Play
- 2C Accepts New Item
- 3C Allows Touch Items
- 4C Allows Item Removal
- 5C Waits for 30 Seconds
- 6C Walks with Therapist
- 7C Sits when Instructed
- 8C Nice Hands with Array
- 9C Works 1 minute at Desk

Manding

- 2M Looks and Reaches for Item
- 3M Switches Items
- 4M Points as Mand
- 5M Sharing
- 6M Generic Picture Mand
- 7M Picture Mands
- 8M Sign Mands
- 9M Request Actions by Looking
- 10M Initial Sound Mands

Visual Matching

- 1VM Touch Array of 1
- 2VM Takes Card/Object and Gives Back
- 3VM Picks Reinforcer from Array of 3
- 4VM Match Array of 1
- 5VM Match Progressive Array to 4
- 6VM Choose Reinforcer from Large Array (10+)
- 7VM 10 Identity Matching
- 9VM Non-Identical Matching

Play Skills

- 1P 5 Gross Motor Play Actions
- 3P 10 Fine Motor Actions with Objects
- 4P 5 Different Actions with 1 Object
- 5P 5 Assembly Play Skills
- 6P Takes Turns
- 7P Bimanual Play
- 8P 3 min Play w/ Toy
- 9P Takes Turns w/ Peer

Listener Response

- 1LR Sits with Book 1 minute
- 3LR 5 Actions with Objects
- 4LR 5 Interactions w/ Therapist
- 5LR 10 1-Step Actions
- 6LR 3 Objects in Array of 1
- 8LR 10 Objects in Array of 3
- 9LR 10 Pictures in Array of 3
- 10LR 10 2-step Actions

Attending

- 1A Looks When Item Removed
- 2A Looks Object in 4 Positions
- 3A Touch Objects in 4 Positions
- 4A Spontaneously Point to Objects
- 5A Find Shown then Hidden Item
- 6A Walks to Get Reinforcer from Therapist
- 7A Gets PECs from Distance
- 8A Moves Object 4 Locations
- 9A Put 10 in Bin (next to client)
- 10A Pick Up, Carry, Place

Imitation

- 1I Known Object Imitation
- 2I 5 Novel Gross Motor Object Imitation
- 3I 6 Gross Motor Imitation
- 4I 6 Body Part Touch Imitation
- 5I 10 Fine Motor Object Imitation
- 6I 10 Fine Motor No Object Imitation
- 8I 5 Oral Motor Imitation
- 9I Imitate 8 Simple Sounds
- 10I Imitate 10 Combined Sounds

Generalization

- 1G Follows Point
- 2G Touch Toys
- 3G Respond to Name
- 4G Push or Pull Objects
- 5G PEC/Point Mand Rate
- 6G Play Action Rate
- 7G Object Imitation Rate
- 8G ASL/Vocal Mand Rate
- 9G Spontaneous Point/Look Rate
- 10G Initial Sounds Rate