

Suggestions for Visuals during Peer Play

- Use a visual schedule showing child what activities he will be doing, when he will have a break, and what his reward will be (or what he will do after the peer play)
- Use a first/then board showing him that first he has to play with the peer and then he can have a desired object/activity.
- Use a visual timer (for example, time strips or clock with red face)
- Use a reward board (for example, token system where he and peer can earn tokens to get a prize)
- Use a visual poster to help peer remember steps for getting child to play
- Use cards to indicate "my turn"/"your turn" during play activities
- Use pictures to indicate "rules" during play (for example, listen, look, play)
- Use pictures to help him/her communicate