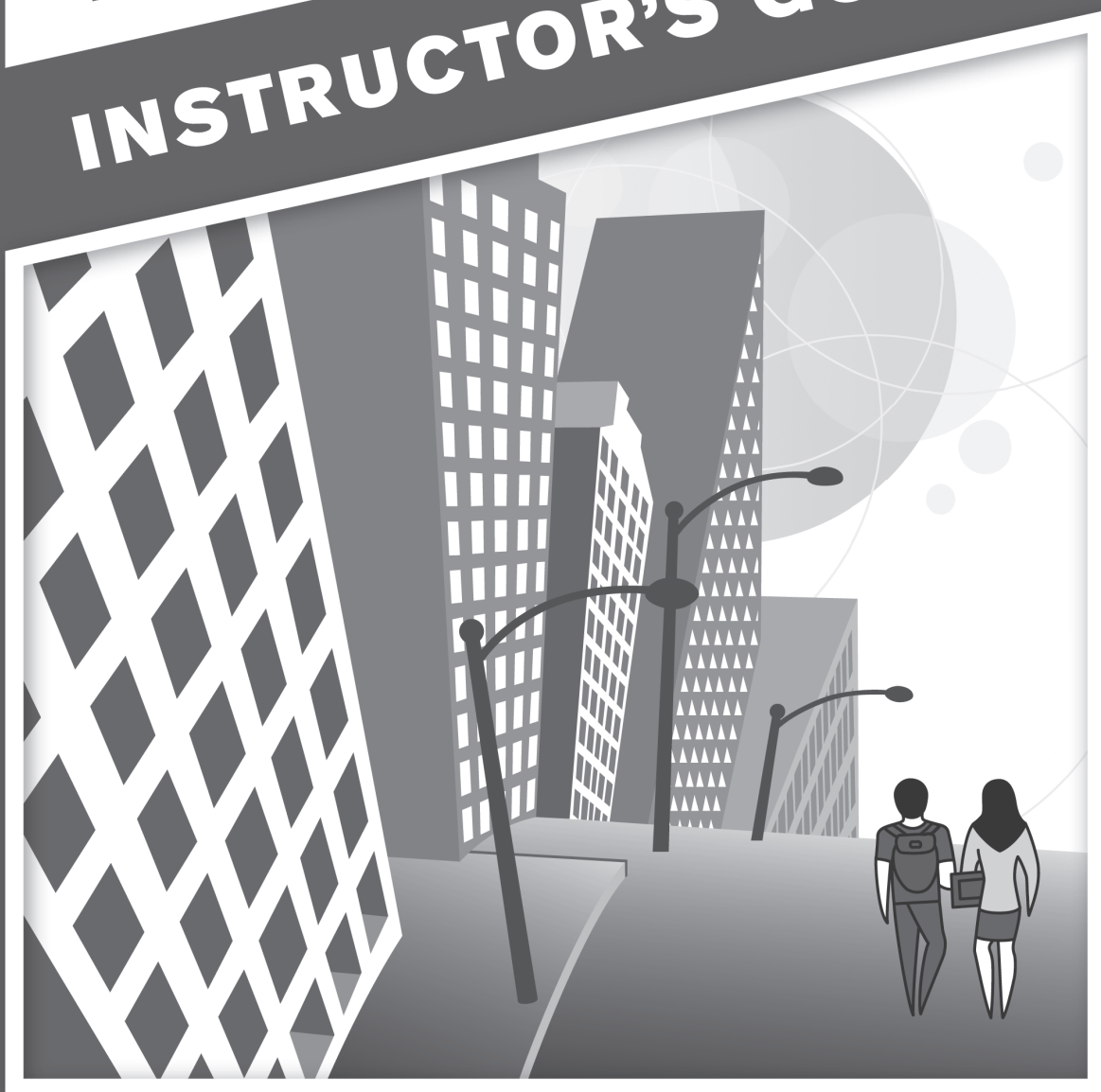


Attainment's

explore your community

INSTRUCTOR'S GUIDE



DON BASTIAN • MARCY WEILAND • DAVID NELSON

Explore Your Community

INSTRUCTOR'S GUIDE

By Don Bastian, Marcy Weiland, and David Nelson

**Graphic design by Elizabeth Ragsdale
Illustrations by Beverly Potts, Gabe Eltaeb,
Jo Reynolds, and Jennifer Conn**

**An Attainment Company Publication
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Printed in the United States of America
ISBN: 1-57861-684-0**



Attainment Company, Inc.

**P.O. Box 930160
Verona, Wisconsin 53593-0160 USA
1-800-327-4269
www.AttainmentCompany.com**

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Introduction

The **Explore Your Community** (EYC) curriculum is designed for adolescents and adults with developmental disabilities who read at a second grade level or below. Instruction can occur in large or small group formats or one-to-one. Students read text that is heavily illustrated with symbols to aid comprehension. Alternatively, the teacher may read all text aloud.

The purpose of EYC is to provide an in-class supplement to a community-based instruction program. The Instructor's Guide includes a Community Challenge worksheet for each lesson, which extends instruction into community settings.

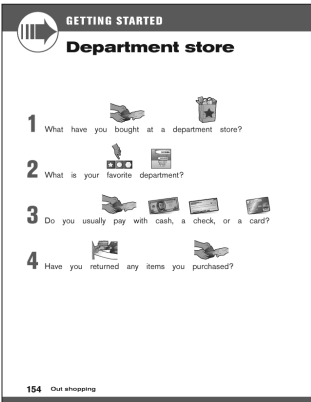
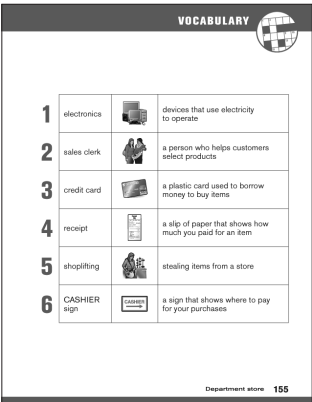
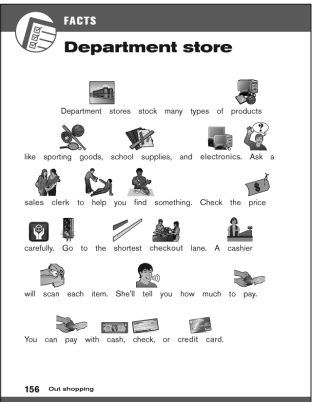
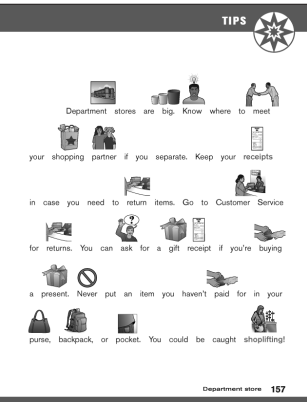
Components

Explore Your Community has three components: Student Book, Instructor's Guide with PDF, and Video on DVD. Contents from each are used during teacher-led lessons.

Student Book



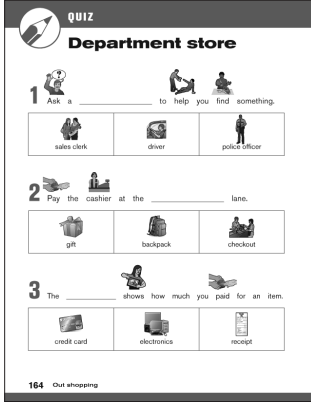
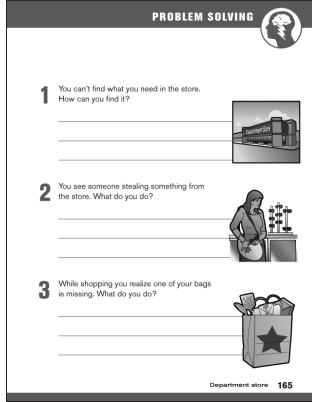
The full-color Student Book is organized into five units: Getting Around Your Community, At Home with Friends, Being with Other People, Out Shopping, and Around Town. Each of the 25 lessons includes activity pages as listed in Table 1. *(Some lessons do not include Social Skills pages).*

TABLE 1. STUDENT BOOK ACTIVITY PAGES

Getting Started	Vocabulary	Facts	Tips
<p>An anticipatory set of four open-ended questions.</p>	<p>Six terms with a picture and definition. The final vocabulary item is a common sign or symbol aligned to the activity.</p>	<p>An essay that includes illustrations and highlighted vocabulary terms.</p>	<p>Recommendations on how to prepare for and perform the community outing.</p>
 <p>154 Out shopping</p>	 <p>Department store 155</p>	 <p>156 Out shopping</p>	 <p>Department store 157</p>

(Table continues on next page.)

TABLE 1. (Continued)

<p>Step by Step</p> <p>Photographs with captions that illustrate activities one step at a time.</p> 	<p>Social Skills</p> <p>Common social behavior expectations when engaged in the activity.</p> 	<p>Quiz</p> <p>Three illustrated multiple choice questions that assess student comprehension.</p> 	<p>Problem Solving</p> <p>“What would you do?” questions that address common problem scenarios.</p> 
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A glossary of vocabulary terms at the end of the book includes the corresponding symbol, definition, and referenced page number.

DVD

The DVD features a video for each of the 25 lessons. The videos are about two minutes long. Community activities are shown step by step and supplemented with on-screen and voice-over narration.

Instructor’s Guide

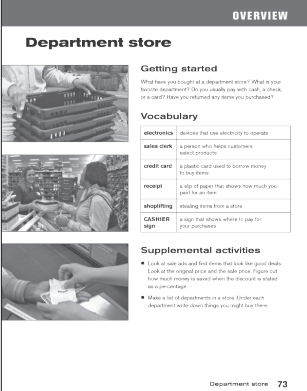
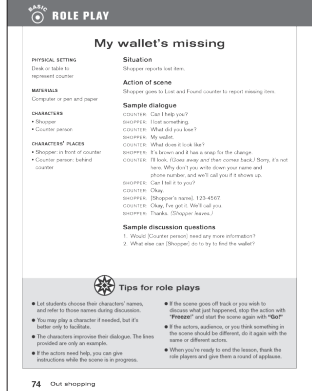
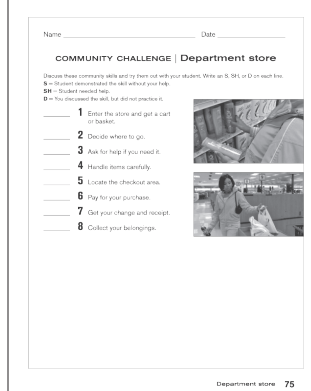
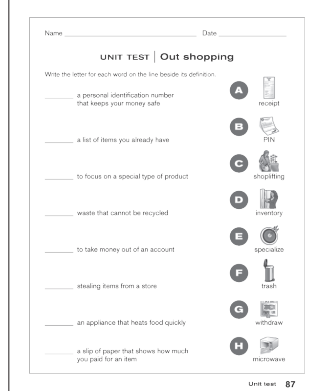
The Instructor’s Guide (the volume you’re reading) includes a CD-ROM with PDF files of this guide

plus the entire Student Book. Read the Classroom License Agreement, stored with the CD-ROM, to review your licensing rights and responsibilities.

The CD also provides an Image Library of illustrations so you can create personalized worksheets, vocabulary lists, and augmentative and alternative communication (AAC) overlays.

For each lesson, the Instructor’s Guide includes three pages linked to the corresponding lesson in the Student Book. In addition, a Unit Test is included at the end of each unit. (See Table 2.)

TABLE 2. INSTRUCTOR'S GUIDE PAGES

<p>Overview</p> <p>A review of the first two student lesson pages, plus a list of teacher-driven supplemental activities.</p> 	<p>Role Play</p> <p>A script for student role plays that focus on problems that may occur during a community activity. A recommendation of when to insert role playing into the lesson sequence is found in Table 3 below.</p> 	<p>Community Challenge</p> <p>A skill-based checklist for each lesson to be completed by you, the parent, or the student.</p> 	<p>Unit Test</p> <p>A two-page test for each of the five units. The unit test covers all the lessons in the unit and focuses on vocabulary terms.</p> 
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Lesson sequence

Table 3 lists the recommended sequence for presenting each lesson. The content is found in the Student Book and Instructor's Guide, and on the DVD.

Each participant would benefit by having their own Student Book. Alternatively, you can print lesson pages as needed from the PDF files. A description of how to implement the role plays follows on page 8.

Completed Quiz, Problem Solving, and Community Challenge activities would be excellent additions to an alternate assessment portfolio. Consider using the PDF files to print out pages.

TABLE 3. SEQUENCE FOR PRESENTATION

Activity	Source
Getting Started	Student Book
Vocabulary	Student Book
Facts	Student Book
Tips	Student Book
Video	DVD
Step by Step	Student Book
Social Skills	Student Book
Role Play	Instructor's Guide
Quiz	Student Book
Problem Solving	Student Book
Supplemental Activities	Instructor's Guide
Community Challenge	Instructor's Guide
Unit Test (follows completion of all lessons in unit)	Instructor's Guide

Role plays

If experience is the best teacher, as the proverb says, it's valuable for students to have experience in a real community setting. Unfortunately, there can be logistic and administrative hurdles that make this difficult. Role play is the next best thing: an opportunity to simulate experience in a controlled setting. Role play has the added advantage of permitting repeated practice of a skill, which is not usually possible in the outer world.

A role play differs from a stage play in two ways: (1) education is its primary purpose, and (2) there are no lines to learn. Role play is really a form of improvisation, in which the student actors are told their character's situation or problem, but decide for themselves what the character will say and do.

Theater engages visual, auditory, and kinesthetic learning styles, so it's especially effective for people with disabilities. Students with autism can practice social skills that encourage independence. Nonverbal students can participate in nonspeaking roles or preprogram an AAC device with appropriate phrases.

Each lesson in the teacher's manual contains one or more role play suggestions. These are only suggestions. All aspects—the problem, the materials, and the discussion—can be easily modified to suit your students' particular needs.

To begin, designate the setting, the characters, and the problem. Student actors act out the problem and try a solution. Student observers discuss what they have seen and make suggestions for the actors.

Time spent on the initial role play is usually less than a minute. Discussion and subsequent reenactments will extend the session by 5 to 15 minutes.

Preparing for a role play

Role play designed for practicing skills is focused on a setting or situation. This can be created using everyday classroom materials. For example, a doctor's waiting room can be created with three chairs in a row for the seats, the teacher's desk for the receptionist's desk, and the classroom door for the office door.

The characters are the people involved in the problem. There have to be at least two, for example, a bus driver and a bus rider who needs help with directions. The characters' names should be different from the names of the students playing them.

Every story has a problem, but the problem isn't necessarily dramatic. It does need to provide some interaction between the characters. For example, a bus rider needs a transfer from the driver (basic or everyday problem), or one bus rider wants to talk and another wants to read (advanced or special problem).

THE TEACHER'S JOB

- Set up the scene, assign the characters, explain the situation, and start and end the scene.
- Coach actors during the scene to keep it on track, if necessary.
- Lead the discussion with the players and observers.
- If an activity needs to be modeled, play one of the roles yourself.

Facilitating a role play

The story of the scene should happen quickly. You can leave a little latitude, but if the actors aren't moving the story forward, encourage them to do so by giving direction ("Put the money in the box") or asking questions ("What do you need?"). If you need to stop the action, say "Freeze" (see sidebar).

At a good stopping point in the scene, talk about it with the observers. Ask: "What was the problem? What did [the character's name] do about it? Was that successful? If not, what should he do instead?"

If you get one or more suggestions from the observers, you can have the actor follow one suggestion and see what happens. Or have the observer making the suggestion take the place of the actor and try it out.

Keep the discussion focused on the role play itself ("Do you think the two passengers are friends or strangers? Why do you think so?"), rather than relating the scene to the students' lives ("What do you talk about with people on the bus?"). Focusing attention on the scene

THEATER TERMS FOR ROLE PLAYS

- **Places**—Characters go to the place where you start the scene.
- **Go**—When everyone is ready, start the scene or restart it if it was stopped.
- **Freeze**—Actors stop the scene temporarily and stay where they are, ready to restart it.

itself helps minimize getting sidetracked on other topics.

Refer to the students by their character's name and in the third person ("What would George do with his transfer after he got it from the driver?"), rather than in the first person ("Tommy, you'd better do something with that transfer you got—it could get lost"). This is a way for everyone, including the actor, to comment freely on what the character is doing and why, without defensiveness.

When the scene and discussion seem complete, have the actors sit down and encourage the observers to applaud them.

Getting around in your community . . .



Riding in a car



Getting started

Do you ride in a car every day? Who usually drives the car? Do you listen to music as you ride? What safety rules do you follow in the car?

Vocabulary

van	box-shaped vehicle large enough to carry a group
seat belt	belt that holds you safely in your seat
adjust	make a small change or correction
permission	approval to do something
distract	take your attention away from something
PARKING sign	sign that shows where to park your vehicle

Supplemental activities

- Practice safely getting in and out of a parked car. Show how to safely cross the street after getting out of the car by walking where the driver can see you instead of behind the car.
- Locate and use car door locks. Practice unlocking and opening car doors.
- Practice adjusting seat belts.

But I like it loud!

PHYSICAL SETTING

- 2 chairs, side by side
- *Optional*: table in front of chairs for radio

MATERIALS

- *Optional*: boom box or portable radio
- *Optional*: round item (e.g., plastic plate or pizza cardboard) to represent wheel

CHARACTERS

- Driver
- Passenger

CHARACTERS' PLACES AT START

- Driver: driver's seat
- Passenger: seat next to driver

Situation

Passenger wants to play radio.

Action of scene

Passenger asks to turn on radio. Driver says okay. Passenger turns on radio. Driver asks for a change (e.g., volume, kind of music). Passenger doesn't want to make change and has to be convinced.

Sample dialogue

PASSENGER: Hey [Driver], can I turn on the radio?

DRIVER: Okay. (*Passenger turns on radio.*) That's too loud for me! Please turn it down.

PASSENGER: But I like it like this.

DRIVER: I have to concentrate on driving, and this music is too loud for me.

PASSENGER: Okay. (*Passenger turns down volume.*)

DRIVER: Thank you, that's better.

Sample discussion questions

1. Who gets to decide about the radio: [Passenger] or [Driver]? Why?
2. If [Passenger] doesn't do what [Driver] wants, what can [Driver] do? (*Take ideas and have driver try one or more.*)



Tips for role plays

- Let students choose their characters' names, and refer to those names during discussion.
- You may play a character if needed, but it's better only to facilitate.
- The characters improvise their dialogue. The lines provided are only an example.
- If the actors need help, you can give instructions while the scene is in progress.
- If the scene goes off track or you wish to discuss what just happened, stop the action with **"Freeze!"** and start the scene again with **"Go!"**
- If the actors, audience, or you think something in the scene should be different, do it again with the same or different actors.
- When you're ready to end the lesson, thank the role players and give them a round of applause.

Name _____ Date _____

COMMUNITY CHALLENGE | Riding in a car

Discuss these community skills and try them out with your student. Write an S, SH, or D on each line.

S = Student demonstrated the skill without your help.

SH = Student needed help.

D = You discussed the skill, but did not practice it.

- _____ **1** Decide whether to sit in the front seat or back seat.
- _____ **2** Open the door.
- _____ **3** Sit in the car and close the door. Watch out for your fingers.
- _____ **4** Fasten your seat belt.
- _____ **5** Lock your door.
- _____ **6** Ask the driver before adjusting the radio.
- _____ **7** When you arrive at your destination, unfasten your seat belt.
- _____ **8** Open the door and get out.
- _____ **9** Close the door. Watch out for your fingers.



Riding the bus

Getting started

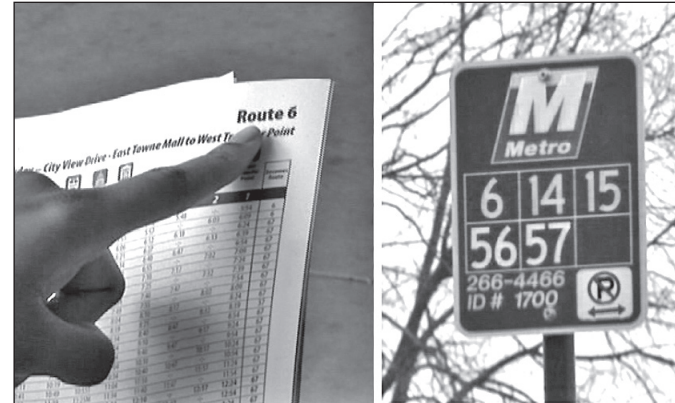
What do you know about riding a bus? What would you like to know about riding a bus? Have you ridden on a bus? Were you by yourself or with someone?

Vocabulary

bus stop	where buses stop to let passengers on and off
passenger	person traveling in a vehicle
token	special coin for public transportation
driver	person who drives a vehicle
transfer	pass for changing to another bus
BUS sign	sign that shows where buses will stop

Supplemental activities

- Look at a city map that shows bus routes. Identify the bus routes you might take to get around town.
- Use a local bus schedule to plan a pretend bus trip that requires a transfer.
- Examine a bus transfer pass and explain how the transfer is time-stamped and when it can be used.





Hold onto that transfer

PHYSICAL SETTING

- Chairs for bus seats, in rows
- Chair in front for driver
- Chair or table next to driver to hold coin box

MATERIALS

- Piece of paper for bus transfer
- Play money
- Box for money

CHARACTERS

- Bus passenger
- Bus driver
- *Optional:* additional bus passengers (nonspeaking)

CHARACTERS' PLACES AT START

- Driver: driver's seat
- Passenger: front door of bus

Situation

Passenger needs to take two buses to get to destination and requires a transfer.

Action of scene

Passenger gets on bus, puts money in box, and explains situation to driver. Driver provides transfer. Passenger takes transfer and sits down on bus.

Sample dialogue

DRIVER: Hi, how are you today?

PASSENGER: I'm fine. Today I have to switch to another bus downtown.

DRIVER: You need a transfer. Here, hold onto it. It's good for 2 hours.

PASSENGER: Thank you.

Sample discussion questions

1. Does [Passenger] explain what he needs?
2. Does [Driver] understand?
3. What does [Passenger] do with the transfer?



Tips for role plays

- Let students choose their characters' names, and refer to those names during discussion.
- You may play a character if needed, but it's better only to facilitate.
- The characters improvise their dialogue. The lines provided are only an example.
- If the actors need help, you can give instructions while the scene is in progress.
- If the scene goes off track or you wish to discuss what just happened, stop the action with **"Freeze!"** and start the scene again with **"Go!"**
- If the actors, audience, or you think something in the scene should be different, do it again with the same or different actors.
- When you're ready to end the lesson, thank the role players and give them a round of applause.

What's your problem?

PHYSICAL SETTING

- Chairs for bus seats, in rows
- Chair in front for driver
- Chair or table next to driver to hold coin box

MATERIALS

- Play money
- Box for money
- Book or magazine

CHARACTERS

- 2 bus passengers
- Bus driver
- *Optional:* additional bus passengers (nonspeaking)

CHARACTERS' PLACES AT START

- Driver: driver's seat
- Passenger 1: window seat on bus
- Passenger 2: front door of bus

Situation

Passenger 1 sits beside Passenger 2, who is reading. Passenger 1 wants to talk.

Action of scene

Passenger 1 gets on bus, pays, and sits down next to Passenger 2. She starts a conversation with Passenger 2.

Sample dialogue A: Problem solved

PASSENGER 1: Hi, how are you doing? Boy, is it cold! What's that you're reading?

PASSENGER 2: Hi. I'm sorry, I'm reading and can't talk.

PASSENGER 1: Okay.

Sample dialogue B: Passenger 2 overreacts

PASSENGER 1: Hi, how are you doing? Boy, is it cold! What's that you're reading?

PASSENGER 2: Shut up! Leave me alone!

Sample dialogue C: Passenger 1 overreacts

PASSENGER 1: Hi, how are you doing? Boy, is it cold! What's that you're reading?

PASSENGER 2: Hi. I'm sorry, I'm reading and can't talk.

PASSENGER 1: I'm just trying to be friendly. You're a jerk!

Sample discussion questions

1. *(If characters have solved problem):* What does [Passenger 1] want? Does she get it? What does [Passenger 2] want? Does she get it?
2. Is there a way they could both get what they want?
3. *(If characters have not solved problem):* What could [Passenger 2] try now?
4. Does this problem affect the bus driver? How?

Name _____ Date _____

COMMUNITY CHALLENGE | Riding the bus

Discuss these community skills and try them out with your student. Write an S, SH, or D on each line.

S = Student demonstrated the skill without your help.

SH = Student needed help.

D = You discussed the skill, but did not practice it.

- _____ **1** Know which route to take.
- _____ **2** Locate your bus stop.
- _____ **3** Wait for passengers to exit.
- _____ **4** Get on the bus. Have the correct change or your bus pass ready.
- _____ **5** Tell the driver your destination. Ask for a transfer if you need one.
- _____ **6** Find an empty seat.
- _____ **7** Ride quietly and protect your belongings.
- _____ **8** Signal your stop.
- _____ **9** Exit the bus with your belongings.



Taking a taxi

Getting started

Are there taxis in your community? What do you know about taking a taxi? Have you ever ridden in a taxi? Is taking a taxi expensive or cheap?

Vocabulary

taxi meter	device that shows what your ride costs
fare	money you pay to use public transportation
hail	signal a cab to stop
address	name and number of a place
destination	where you are going
TAXI STAND sign	sign that shows where taxis wait for passengers.

Supplemental activities

- Practice explaining where you live, for example, saying your address, knowing which part of town you're in, and describing a nearby landmark.
- Act out different ways to hail a taxi on the street.
- Figure tip amounts for different taxi fares.





How much money?

PHYSICAL SETTING

- Chair and desk for taxi dispatcher
- *Optional:* chair for caller

MATERIALS

- Two telephones
- *Optional:* pen and paper or computer
- *Optional:* phone book

CHARACTERS

- Taxi dispatcher
- Caller who needs ride

CHARACTERS' PLACES AT START

- Taxi dispatcher: sitting at desk
- Caller: sitting in chair or standing

Situation

Caller needs to find out how much taxi ride will cost.

Action of scene

Caller finds taxi phone number and punches number on phone. Dispatcher answers phone. Caller asks for cost. Dispatcher asks for "from" and "to" information and provides estimate. Both hang up. (*Sound effect: Teacher or student can make phone-ring sound.*)

Sample dialogue

DISPATCHER: Good evening, Checker Cab.

CALLER: Can you tell me how much money I have to pay?

DISPATCHER: Where are you coming from?

CALLER: 123 Park Street.

DISPATCHER: Where are you going?

CALLER: The grocery store on Main Street.

DISPATCHER: What's the address?

CALLER: I don't know. It's near First Avenue.

DISPATCHER: That will be about six dollars.

CALLER: Okay, thank you.

DISPATCHER: You're welcome.

Sample discussion questions

1. If [Caller] doesn't know the address of the place he's going, what can he do? Can [Dispatcher] help?
2. If [Caller] has exactly six dollars, is that enough money?



Tips for role plays

- Let students choose their characters' names, and refer to those names during discussion.
- You may play a character if needed, but it's better only to facilitate.
- The characters improvise their dialogue. The lines provided are only an example.
- If the actors need help, you can give instructions while the scene is in progress.
- If the scene goes off track or you wish to discuss what just happened, stop the action with **"Freeze!"** and start the scene again with **"Go!"**
- If the actors, audience, or you think something in the scene should be different, do it again with the same or different actors.
- When you're ready to end the lesson, thank the role players and give them a round of applause.

Name _____ Date _____

COMMUNITY CHALLENGE | Taking a taxi

Discuss these community skills and try them out with your student. Write an S, SH, or D on each line.

S = Student demonstrated the skill without your help.

SH = Student needed help.

D = You discussed the skill, but did not practice it.

- _____ **1** Call the taxi company to find out the cost. Give them your address.
- _____ **2** Wait for the taxi.
- _____ **3** Hail the taxi.
- _____ **4** Sit in the back seat.
- _____ **5** Fasten your seat belt.
- _____ **6** Tell the driver your destination.
- _____ **7** When you arrive at your destination, pay the fare and tip the driver.
- _____ **8** Exit the taxi with your belongings.

