

INTERVENTION ZIGGURAT

Skills to Teach

Address skill deficits

- Social
- Restricted patterns
- Communication
- Sensory
- Cognitive
- Motor
- Emotional

Task Demands

Remove obstacles

- Social
- Restricted patterns
- Communication
- Sensory
- Cognitive
- Motor
- Emotional

Structure and Visual/Tactile Supports

Create predictability

- Prepare for change
- Provide routine
- Walk through new activities

Use visual supports to hold information still

- Video
- Stories and cartoons
- Schedules and checklists
- Graphic/tactile organizers

Reinforcement

Provide reinforcement

- Contingent on expected behavior
- Frequent and consistent
- Self-selected
- Gradually decrease use

Provide range of reinforcers

- Concrete, activities, privileges
- Use restricted interests
- Pair social with tangible reinforcement

Sensory and Biological

Provide a sensory diet

- Monitor and address environmental stressors:
- Sound, light, proximity/personal space, textures
- Movement needs

Monitor and address:

- Appetite/hunger
- Activity level (e.g., fatigue, hyper)
- Posture and movement
- Medical needs

From Aspy, R., & Grossman, B. G. (2011). *The Ziggurat Model*. Shawnee Mission, KS: AAPC Publishing; www.aapcpublishing.net; used with permission.