

Sample Adaptation of ABLE Model for Use with Youth with Significant Intellectual Disabilities

1. Describe how you know when Ronnie likes something, or is happy. What are his behaviors?

Ronnie appears to lean forward or tilt his body towards something. May possibly change the direction of his head (does not consistently have eye contact, but may be more frequent)

2. Describe Ronnie's behaviors when he dislikes something or is unhappy.

Ronnie picks at his fingers, both with his hands and with his mouth. He slows down or stops his physical behavior (walking, collating)

3. Are there any specific texture characteristics of the things that Ronnie touches or works with?

Soft, rough, hard OR smooth/slick textures

He appears to prefer textures that are activating. Smooth slick textures of computer or the rough contrast of a woven vest.

4. Are there any specific pressure or speed characteristics in the way that Ronnie touches or works with things?

**Light OR Deep pressure
Short/staccato OR Slow lingering touches**

He seems to use a light quick touch when shaking hands and when working with things.

5. Does Ronnie respond differently to specific characteristics of sound?

**High OR Low pitch
Loud OR Soft tones
Sharp OR Muted sounds
Fast OR Slow sounds**

I didn't observe any differences in behavior.

6. Does Ronnie attend differently to specific visual characteristics?

**Shiny OR Dull surfaces
High OR Low contrast items
Bright, light OR Dull, dark colors**

Ronnie worked primarily with neutral items, but appeared to attend to shiny, high contrast items. These items also had a rough texture so it was not possible to distinguish if he was attending only to one characteristic or both. When filling in the computer, Ronnie chose bright, dark colors that were a high contrast to the screen.

