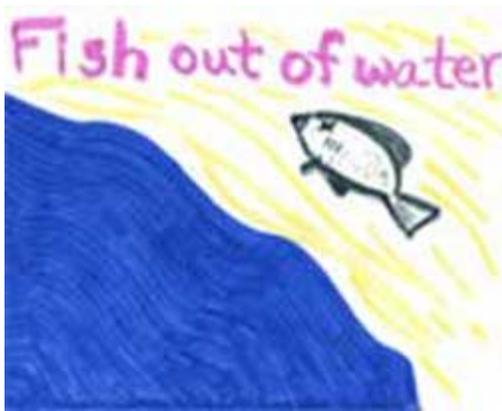


## What is ASD?

"Autism Spectrum Disorders, sometimes called *Pervasive Developmental Disorders (PDD)*, are a range of neurological disorders that most markedly involve some degree of difficulty with communication and interpersonal relationships, as well as obsessions and repetitive behaviors. As the term "spectrum" indicates, there can be a wide range of effects. Those at the lower-functioning (moderate-to-severe) end of the spectrum may be profoundly unable to break out of their own world and may be described as having *Kanner's autism*. Those at the higher-functioning (mild-to-moderate) end, sometimes diagnosed with *Asperger Syndrome (AS)*, may be able to lead independent lives but still be awkward in their social interactions." (Terri Mauro)



Drawing by Erika Aoyama

## Additional Resources

For more information about Autism Spectrum Disorders and/or a bit of inspiration:

- [The Autism Angle Blog](#) by Abby Kim, MA and Molly Garlington, LCSW
- [1001 Great Ideas for Teaching and Raising Children with Autism or Asperger's](#) by Veronica Zysk and Ellen Notbohm
- [Behavior Management and Children with Autism Spectrum Disorder](#) by Claire B. Thorsen, MS, CCC, SLP
- Autism Pictures Slideshow: Symptoms, Diagnosis and Treatment by [MedicineNet.com](#)

## About the author:

Margit Moreland  
M.A. Teaching with Secondary English and Education Specialist Credentials  
Special Education Teacher for Sterne School  
Website: <http://www.seprg.wordpress.com>  
Contact at: [spedprg@gmail.com](mailto:spedprg@gmail.com)

# Bridging the Gap With ASD Students



## Behavior Management Tips for Teachers of Students with Autism Spectrum Disorder

## Understanding ASD Behavior

There are three specific types of behavior:

1. **Obsession and Ritual:** ASD students need set routines. Difficult behavior results when routines are disrupted. Daily schedules with pictures and simple instructions are highly effective for helping students cope
2. **Stereotyped Behavior** such as rocking, hand movements, head banging, spinning, or other rhythmical movements are ways of dealing with disruptions. Quick redirects are highly appropriate for dealing with this type of behavior.
3. **Challenging Behavior and Tantrums:** are the most common types of behavior to resolve. Communication breakdowns occur when tasks are confusing, requirements unclear, social issues arise, or with frustration and anxiety. This particular brochure was developed to provide tips for bridging the learning gap when dealing with this issue with mild-to-moderate ASD students.



[Autism and Non-Consensus Reality](#)

## What Teachers Can Do:



- Changing behavior is a process that takes time and patience. Always be kind, compassionate, and empathetic. Relaying consequences with disappointment, shock, anger, or dismay shifts the focus from student actions to how you feel about it instead.
- Using humor is always an excellent strategy.
- Do not admonish students by bringing up past episodes, comparing to others, or personally berating them.
- If a student is overly resistant, be flexible and offer a choice of activities with similar learning experience.
- If regression occurs, your student is having a tough week and may need more professional help. If possible, redirect to a more enjoyable task and provide a gentle reminder that additional practice can be completed at another time.

- Post a visually oriented chart of classroom rules to help develop independence.
- Before vocalizing rules, be sure you have your student's attention. Face-to-face interaction is far more private and powerful. Allowing students to express their point-of-view and relaying yours as well is critically important.
- If you choose to give warnings - one or two at the most are sufficient. Too many warnings send the wrong message and become ineffective.
- Providing a quiet place for a few minutes of reflection and welcoming their return to class is highly effective. Use this at times when only a simple apology is needed.
- ASD students enjoy a quiet, softly lit environment. Free time, game breaks, and treats are tempting rewards for good behavior.



[Creating New Hues](#)