
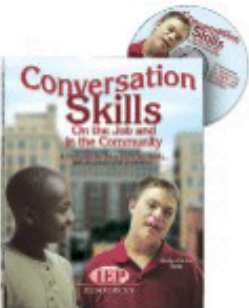
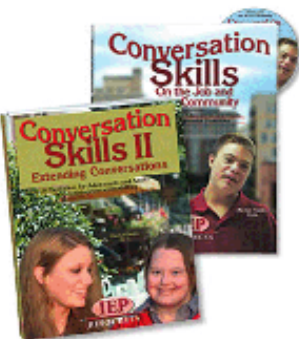


**Autism - Social Skills**

Item	Description	Photo	Price
<b>SS-05</b>	<b>The Birthday Party</b>		Birthday Party <b>\$79.99</b>
Demo	<p>The Birthday Party CD, unlike any other product on the market, was developed for the teaching of social skills through its innovative use of interactive video sequences. Children on the screen act out social emotions, appropriate body space, and voice volume step by step to teach basic social understanding and behavioral skills. These lessons target children with a cognitive age of 4-8 years. Not currently available in Macintosh.</p> <p>System Requirements            Win 95/98/2000/NT/Me/XP            Mac OSX or above</p> <ul style="list-style-type: none"> <li>• 200 MHz or higher, 600 Megabytes of available Hard Drive Space, 4x CD-ROM drive, 16 bit color monitor, 800 x 600 Resolution or better Video card compatibility, Mouse</li> </ul>		Bundle <b>\$395.96</b>
Bundle			
FAQ			
Program's Audience			
Program's Design			
Conversation Skills	<b>Conversation Skills</b>	Conversation Skills	Conversation Skills <b>\$49.00</b>
<b>AC-CJ02</b>	<p>Non-disabled workers usually lose their jobs because of character issues, but workers with developmental disabilities often lose them because of poor conversation skills and the subsequent isolation from coworkers that results. Conversation Skills, authored by speech and language therapist Marilyn Banks, covers the gamut of basic and essential communication skills and helps young people enjoy successful job experiences and fulfilling, independent lives.</p> <p>With 50-plus self-managed lessons, Conversation Skills is self-paced and takes only 12 weeks of bi-weekly, 10 minute training sessions during which students acquire a ready social repertoire. Includes a Win/Mac CD with a printable PDF that contains all the reproducibles in the book. Covered spiral bound, 106 pgs, 2005.</p> <p>Available bundled with Conversation Skills II</p>		Skills 2 <b>\$49.00</b>
Skills 2 <b>AC-CJ04</b>			
Bundle <b>AC-CJ05</b>			Bundle <b>\$89.00</b>
	Bundle		

TF-2094

## The "Just Like ..." Series

Grades 2-8, Inclusion

### Details

Topics such as bullying, disruptive behavior, and dealing with parental expectations and conflict at home are de-mystified by the series. Each story and the accompanying activities facilitate exchange between students, teachers, and guidance counselors about issues relating to personal and social development that affect emotional well-being, behavior, and learning. Each CD in the series is based on a true story, and portrays children who display courage, humor and compassion when faced with adversity. The aim of the series is to give children a sense of hope and a belief that change can happen, as well as to foster empathy, tolerance, and understanding in the classroom, school, and community.

The stories:

Just like every other...pupil! Parental expectations are at the core of this story, which brings issues of pressure, achievement, and relationships into focus.

Just like every other...school bell! The focus of this story is conflict at home, including issues such as fear, disclosure, and relationships.

Just like every other...class! Disruptive behavior, learning, expectations, and relationships are at the center of this story.

Just like every other...morning! Bullying, isolation, fear, and relationships are explored in this story.

Win 95 or later, Pentium 166MHz, 64 MB RAM, 800x600, 256 colors



1 User  
\$69.95

5 Users  
\$209.85

10 Users  
\$349.75

AC-SS30

## Know the Code Package

Learn social behaviors at school

Ideal for all students with high functioning autism or behavioral disabilities. The three components—cards, DVD and instructor's guide—form a comprehensive program that is easy to implement.

The Social Standards at School book focuses on 53 relevant social skills, organized to mesh with a typical school day: Getting ready, classroom behavior, transitions, breaks, plus relationships and etiquette. Each skill provides teacher guidelines and a student self-monitoring page. Reproducible book, spiralbound, 160 pgs., with printable PDF on a Win/Mac CD, 2003.

Know the Code Cards illustrate 50 social behaviors in five easy-to-follow steps. Each card shows a skill with a relevant photo, lists sequential steps and suggests talking points. Use these oversized cards for 8 different games, role plays and individual cue cards. Two sets of 50 laminated 4" x 6" color cards with instructions.

Your students will love the Know the Code DVD! It presents social skills in a lively, story-based format. Includes six segments: A Day at School, Charles Gets Teased, Dion Scores, Kristi's First Day, Shana and the Secret, and Tameka and the Bully. Two engaging hosts analyze social skills for classroom discussion. 60 min., CC, with 24-page video guide, 2003.

Package includes cards, book and DVD. Components also sold separately.

Buy all and save!



\$129.00



SS-01

## My Community

Demo

Bundle

FAQ

Program's Audience

Program's Design

My Community CD teaches children and young people appropriate social behaviors, interactions, expectations, and safety precautions with various peers and adults within their community. This CD incorporates video of real people interacting in different community settings such as a restaurant, doctor's office, friend's house, grocery store, and neighborhood and allows the user to predict what should be appropriately said or done next. This multilevel program targets individuals with a cognitive age of 5-15 years. This program is both Macintosh (OSX and above) and IBM PC compatible.

System Requirements

Win 95/98/2000/NT/Me/XP

Mac OSX or above

- 200 MHz or higher, 600MB Hard Drive Space, 4x CD, 16 bit color, 800x600, Mouse



My Community  
\$89.99

Bundle  
\$395.96

SS-02

## My School Day

Demo

Requirements  
JavaScript &  
Flash Player

Bundle

FAQ

Program's Audience

Program's Design

School Day has over 100 different scenarios for the older child (cognitive age 6-12 years of age) that demonstrates appropriate interaction, social behaviors, social problem solving, and peer relationships within a school setting and allows them to interact! This program has unique features that allow the facilitator to tailor the video sequences to best fit each child's individual skill level. Not currently available in Macintosh.

System Requirements

Windows 95/98/2000/NT/Me/XP

Mac OSX or above

Hardware :

- 200 MHz or higher, 600 Megabytes of available Hard Drive Space, 4x CD-ROM drive, 16 bit color monitor, 800 x 600 Resolution or better Video card compatibility, Mouse



My School Day  
\$89.99

Bundle  
\$395.96

AC-PO02

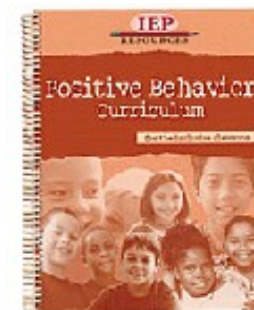
## Positive Behavior Curriculum

A comprehensive behavior curriculum for anger management and proactive skills in the inclusive classroom.

Grades 4—5

This guide presents a comprehensive behavior curriculum that incorporates inclusive educational practices with conflict resolution, anger management, multicultural sensitivities and proactive social skills. Presents practical suggestions for curriculum adaptations, approaches for running cooperative learning activities, tips for setting up and managing inclusive classrooms and easy to administer worksheets.

Spiral bound, 233 pgs., 2002.



\$39.00

**PC-1858**

## Real World Social Skills Curriculum

**\$69.95**



[Details](#)

Real-World Social Skills, by Pat Crissey, covers everyday social situations and issues that students encounter in school and at home. This 250-page curriculum includes lessons, interactive group and partner activities, role-plays, and reproducible activity sheets that help students learn positive behaviors. Can be used for small or large groups.

### Features

Each unit begins with an illustrated mini poster that reinforces the featured social skill. An overview of the unit follows and includes lists of suggested children's books and other resources that address the social skill. Activities include discussion starters and interactive simulations of real-world situations. Reproducible sheets reinforce these activities.

### Includes

Lesson plans for 12 social skills, mini posters, cross-curricular activities, reproducible visuals and activity pages, parent letters, lists of suggested adaptations for each unit, progress chart, and correlation chart.

**PC-2006**

## Real World Social Skills Game

**\$49.95**



[Details](#)

Everyday social situations and issues that students encounter

Like the popular print version, this Real-World Social Skills game, by Pat Crissey, features more everyday social situations and issues that students encounter. Please refer to page 106 for a list of 12 topics covered in this game.

**SS-03**

## School Rules Volume 1

School Rules

[Demo](#)

School Rules Volume 1 teaches acceptable behaviors during structured activities related to the classroom, group work, and physical education along with unstructured times on hallway interaction and lockers. This volume also targets the sensitive issues of PE locker room and personal hygiene. It targets cognitive ages 8-18. This program is both Macintosh (OSX or above) and IBM PC compatible.

[Bundle](#)

[FAQ](#)



**\$89.99**

Bundle  
**\$395.96**

[Program's Audience](#)

System Requirements  
Windows 95/98/2000/NT/Me/XP  
Mac OSX or above

[Program's Design](#)

• 200 MHz or higher, 600 Megabytes of available Hard Drive Space, 4x CD-ROM drive, 16 bit color monitor, 800 x 600 Resolution or better Video card compatibility, Mouse

**SS-04**

## School Rules Volume 2

Demo

School Rules Volume 2 teaches social interpretation skills during unstructured times where social rules are most challenging. This CD uses scenarios such as getting lunch, waiting in line, eating, talking to friends, or just "hanging out" to demonstrate social awareness. In addition this volume also addresses time management, organizational skills, and use of schedules at school. This program is both Macintosh (OSX or above) and IBM PC compatible.

Bundle

FAQ

Program's Audience

System Requirements  
Windows 95/98/2000/NT/Me/XP  
Mac OSX or above

Program's Design

• 200 MHz or higher, 600 Megabytes of available Hard Drive Space, 4x CD-ROM drive, 16 bit color monitor, 800 x 600 Resolution or better Video card compatibility, Mouse



School Rules 2

**\$89.99**

Bundle  
**\$395.96**

**SS-07**

## Social Skill Builder Series Bundle

FAQ

A 10% savings by buying bundle rather than individual programs. Includes all 5 CDs of the Social Skill Builder series: [My Community](#), [My School Day](#), [School Rules Volume 1](#), [School Rules Volume 2](#), and [The Birthday Party](#).

Program's Audience

System Requirements  
Windows 95/98/2000/NT/Me/XP  
Mac OSX or above

Program's Design

• 200 MHz or higher, 600 Megabytes of available Hard Drive Space, 4x CD-ROM drive, 16 bit color monitor, 800 x 600 Resolution or better Video card compatibility, Mouse



**\$395.96**

**AC-TC16**

## Teaching Social Competence Package

Details

Social skill assessment and intervention strategies of children grades 1–6

Teaching Social Competence provides social skill assessment and intervention strategies for staff working with children grades 1–6. Poor social skills not only make for unhappy and often lonely students, they have a measurable impact on academic achievement. On the other hand, achievement improves when social skills improve.

Book, spiral bound, 196 pp, 2001.  
DVD, 20 min., CC, 2001. ISBN 1-57861-244-6



**\$59.00**

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