

# LESSON 9

## Turn Off and Turn On

### Getting Ready

1. Read through the lesson before working with the learner.
2. Organize the materials you will need for the lesson:
  - Wall light switch
  - Another child or adult to demonstrate
  - Instructor's Chart
  - Learner's Chart
  - Pencil and crayons for marking charts
  - Reward badge
3. Arrange a work space that will best suit lesson activities.
4. Begin working with the learner.

### Directions

Until the learner can respond to the directions "Turn on the light" and "Turn off the light" without any mistakes, teach Lesson 9 each day. Allow the learner to color a portion of his chart after each session.

Both directions can be taught in the same manner. After you have taught the learner to "Turn off the light," go through Lesson 9 again substituting "turn on" for "turn off."

### Instructor's Dialogue

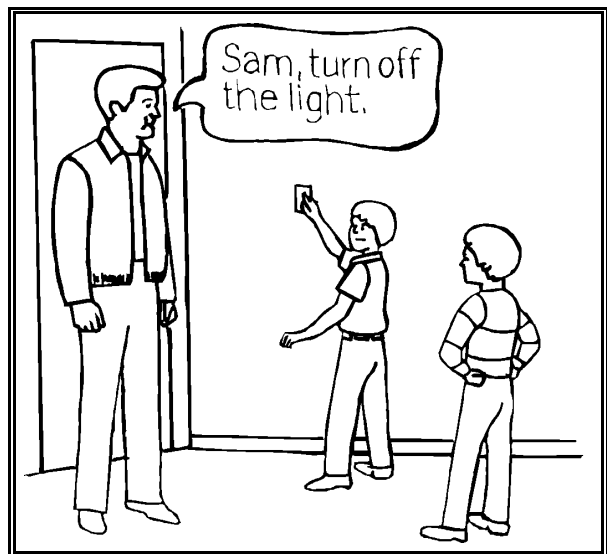
#### Step A (Show)

**I:** (Face the learner and model. Stand with the light switch between you, the learner, and the model as shown in the illustration. Turn on the light.)

**[Learner's name], look at [Model's name].**

**L:** (Looks at the model.)

**I:** **[Model's name], turn off the light.**



**M:** (Turns off the light.)

**I:** **Good turning off the light!**

(Turn on the light and face the learner.)

**[Learner's name], turn off the light.**

**L:** (Turns off the light.)

**I:** **Good turning off the light!**

(If the learner follows the spoken direction and turns off the light, turn on the light and give the directions to the model again.)

**[Model's name], turn off the light.**

**M:** (Turns off the light.)

**I:** (Turn on the light and face the learner.)

**[Learner's name], turn off the light.**

**L:** (Turns off the light.)

**I:** **Good turning off the light!**

**Correction Procedure:** If the learner has difficulty, move to Step B (Help).

(Repeat Step A twice and then proceed to Step C.)

### Step B (Help)

**I:** (Face the learner and model. Turn on the light.)

**[Learner's name], turn off the light.**

**L:** (Does not turn off the light.)

**I:** (Give the spoken direction again in a firm tone of voice and at the same time have the model take the learner's hand or arm and help him turn off the light.)

**[Learner's name], turn off the light.**

**L:** (Turns off the light with the model's help.)

**I:** **Good turning off the light!**

(This time have the model guide the learner only part of the way. Tell him to give less help each time.)

**[Learner's name], turn off the light.**

**L:** (Turns off the light with less help each time.)

**I:** **Good turning off the light!**

**Note:** If the learner does not appear to be paying attention, say "[Learner's name], look at me" before giving the direction.

(Continue to give the spoken direction and reward the learner if he turns off the light with less help each time. Repeat the process until he has done it once by himself. Then proceed to Step C.)

### Step C (Tell)

**I:** (Face the learner and turn on the light.)

**[Learner's name], turn off the light.**

**L:** (Turns off the light without help.)

**I:** **Good turning off the light!**

**Correction Procedure:** If the learner has difficulty, return to Step A (Show).

(If the learner follows the spoken direction three times in a row without help or demonstration, mark the Instructor's Chart in the Date Mastered column. Give the learner a reward badge.)



(Repeat the entire lesson substituting the direction "Turn on the light." When the learner has been taught both directions in this lesson, go on to Extra Practice.)

### Extra Practice

When the learner can respond to the spoken directions "Turn on the light" and "Turn off the light" consistently and without help or demonstration, use the same method to teach him the following:

Turn off the [radio, television, faucet, etc.]

Turn on the [radio, television, faucet, etc.]

**Note:** Make sure the objects that you ask the learner to turn off and turn on are familiar to him because you are teaching the directions "Turn off" and "Turn on," not the names of objects.