# BOOKS on STRUCTURED TEACHING

Classroom Suite
Intellitools

Classroom Suite is a unique software intervention tool developed upon the principles of Universal Design for Learning (UDL) that combines two educational paradigms—systematic, explicit instruction and flexible creativity tools. Teachers have control over specific learning objectives, allowing differentiated instruction for individuals or groups to help students in grades PreK-5 achieve mastery in reading, writing, and mathematics.
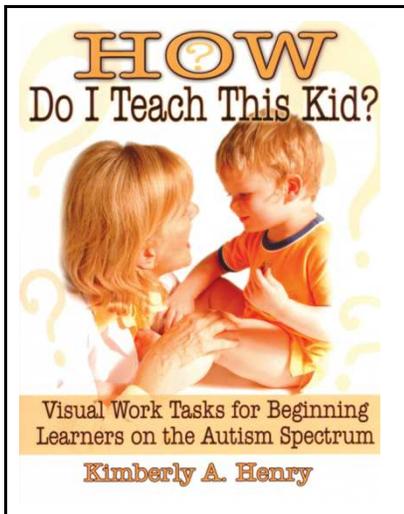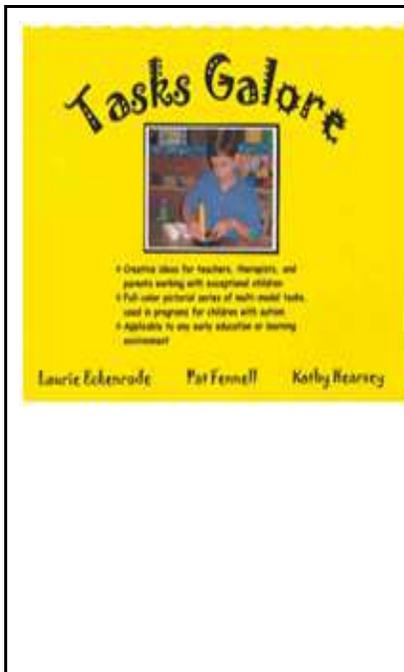
How do I teach this kid?
Henry, K.A.

First Runner-Up in the 2006 Writers Notes Book Awards, this book utilizes the strengths of children with ASD to help them develop new skills. Tasks are visually oriented, consistent; expectations are clear. Using easy-to-make "task boxes" children learn:

- motor
- matching
- sorting
- reading
- writing
- and math skills

Task Galore
Eckenrode, L., Fennell, P., Hearsey, K.

Tasks Galore takes a look at developing tasks that address skills across curriculum areas. Task ideas are presented within the following categories:
- **Fine Motor Skills:** Pre-writing, writing, and computer skills
- **Readiness:** Matching and sorting skills
- **Language Arts:** Book, print and phonemic awareness, decoding and word recognition, comprehension, and vocabulary
- **Math:** Number sense, numeration, and numerical operations, spatial sense, measurement, patterns, relationships and functions
- **Reasoning:** Concepts as relate to the student's environment: exploring materials, making predictions, generating attributes and using common objects
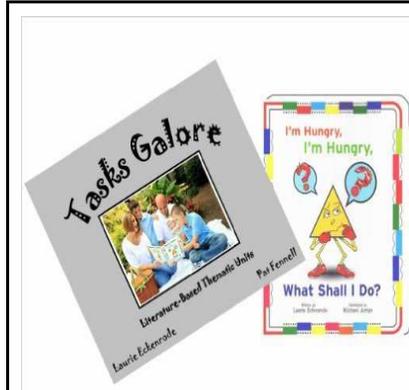- **Play:** Art, music, manipulatives, games and

	independent play
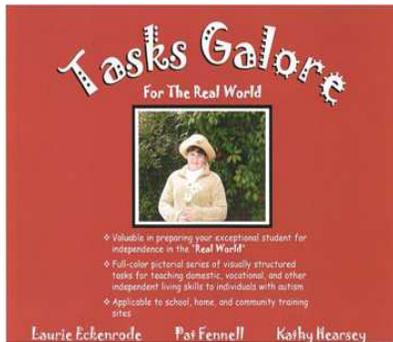
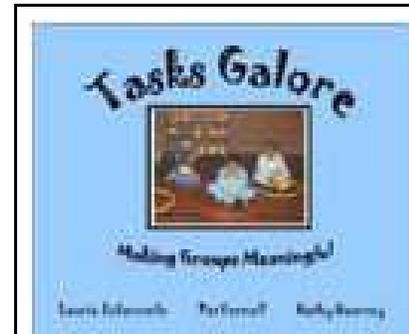|	**Tasks Galore for the Real World** Fennell, P. Hearsey, K. Eckenrode, L Tasks Galore for the Real World features over 240 full-color photos of highly organized, multi-modal tasks that emphasize the functional skills needed for daily living. Each task includes visual strategies that enhance independence in the home, school, community, and workplace. Life skill areas covered include domestic skills, independent functioning, vocational skills, and job sites. The tasks attempt to clarify visually and to make concrete abstract concepts, such as telling time, using money, measuring, etc. An introduction describes how structured environments can be set up to enhance the learning.
	Tasks Galore Literature-Based Thematic Units Eckenrode, L Fennell, P. "Tasks Galore Literature-Based Thematic Units" is a resource book full of hundreds of ideas, teacher tips, and photos of tasks and it is packaged with the accompanying board book "I'm Hungry, I'm Hungry, What Shall I Do?" Using the adorable 8 ½ x 11" board book as a guide, "Tasks Galore Literature-Based Thematic Units" contains hands-on activities for use with young learners and students with special needs. The strategies employed encourage responsiveness to literature while enhancing vocabulary and language. The tasks illustrate how to to make learning more meaningful by using organizational strategies and visual cues, connecting themes to everyday experiences, individualizing for differing learning styles, and tying concepts to the general curriculum.
	Tasks Galore Making Groups Meaningful Eckenrode, L., Fennell, P., Hearsey, K. Tasks Galore Making Groups Meaningful is the third book in the Tasks Galore series. The authors describe how applying structured teaching strategies, individualizing skills, establishing a flow between one-to-one teaching and group learning, and organizing curricula around themes, have helped them design successful groups for students with autism spectrum disorders and other developmental disabilities. The strategies depicted are especially helpful to students who are visual learners. Photos illustrate how students learn concepts, construct projects, make music,

exercise, and simply have fun in group settings. Full color photos of visually structured tasks and routines and simple explanations help teachers, therapists, and parents create their own successful groups.
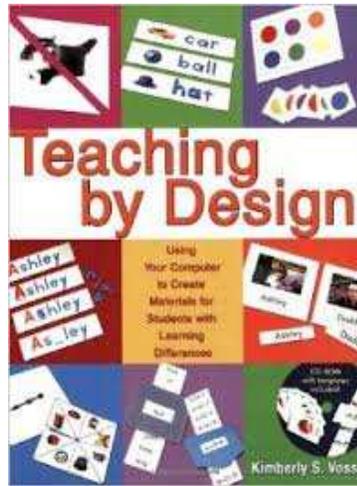
Teaching by Design
Voss, K.S.

TEACHING BY DESIGN grew out of the author's personal need. Her daughter, Ashley, has multiple disabilities that affect her visual, language, and motor skills. Kim shares her excitement for using the computer to solve the puzzle of Ashley's disabilities, enabling readers to learn to do the same. She stresses the importance of presentation and demystifies for the reader how design variables, images, type style, and layout -- can affect learning.This innovative, practical book teaches how to use computer graphics programs (Microsoft PowerPoint, FreeHand, Illustrator, AppleWorks and CorelDraw) to create, design, and adapt educational materials for people with profound to moderate developmental disabilities of all ages. A companion CD-rom included in the book provides dozens of timesaving graphic templates that give designers a head start in the process. More than 30 recipes provide easy, step-by-step instructions for creating dynamic, customizable materials, such as a Game Spinner, Telling-Time Worksheet, and Flashcards. Creating materials requires basic computer skills that many readers may already have or can easily learn.