

# THE LION WORKS SCHOOL



## **Autism – top tips for supporting students with an ASD diagnosis**

Autism is a lifelong developmental disability. Children with autism experience the world around them differently to other children. This means that bright lights, loud noises or changes to routine can have a much bigger impact on a child with autism's behaviour than it would for other pupils.

Every child with autism is different and has different needs.

### Manage change

Disruption to **routines** can have a much bigger impact on young people with autism than other pupils so explaining changes before they happen is crucial. Visual timetables are a great way to show students visually what is happening throughout their school day.

### Learning environment

Children and young people with autism can struggle to process everyday sensory information - and if this gets too much it can result in withdrawal or challenging behaviour.

### Structure

Autistic pupils often find unstructured times of the day (such as lunch and breaks) stressful as they don't know what is expected of them. Providing extra support during these periods (such as choice boards or structured games) can really help bring continuity to their day, and ensure they are ready to learn when they return to the classroom.

### Prompt engagement

Get the young person's attention by using their name and ask them to tell you what they need to do rather than asking them if they understand.

### Always offer visuals

Support all verbal instructions with visuals, which could be as simple as writing the task on the board or supporting key words with images.

### Provide checklists

The provision of simple checklists can be helpful. There could be a generic laminated one for the start of all lessons, including directions such as "get out your pencil case and book", "write the title and date and underline them". For each lesson you could also provide a list of tasks that you want the student to complete. This gives a feeling of accomplishment and control.