

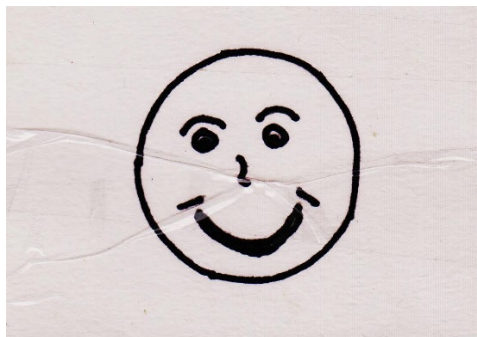
Thoughts reading theory

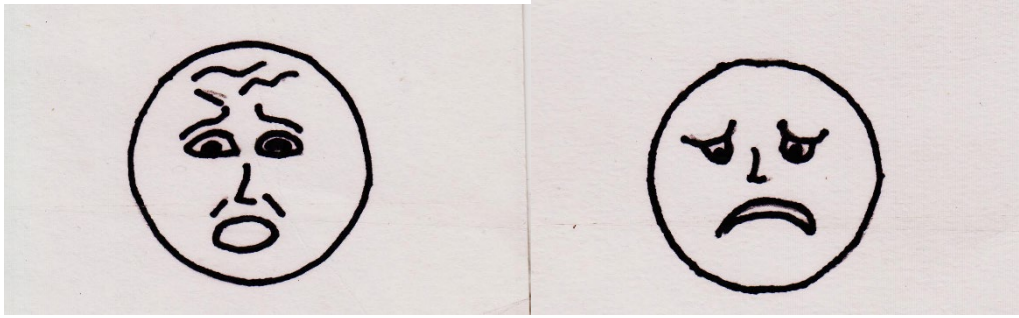
Aim: To teach an autistic child to recognize emotions, feelings, predict how the situation affects emotions, predict how the other person will feel in the appropriate situation.

Use

1 stage

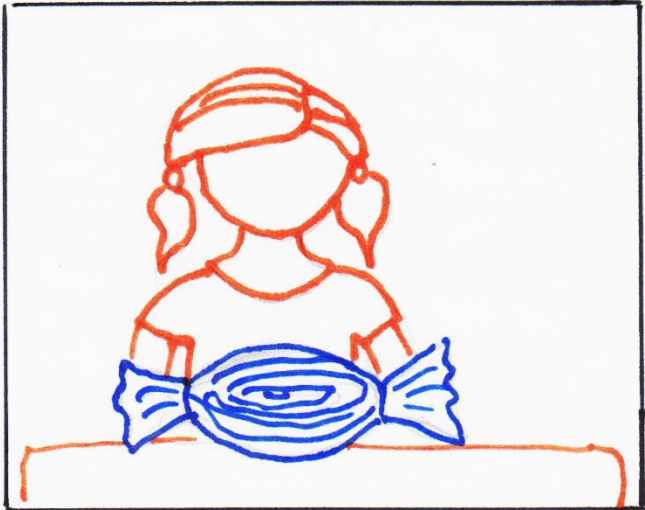
A child is taught to find a picture of the same emotion. The symbols are used first, later we can associate a symbol with a picture which describes the emotion. Playing by Loto principle.





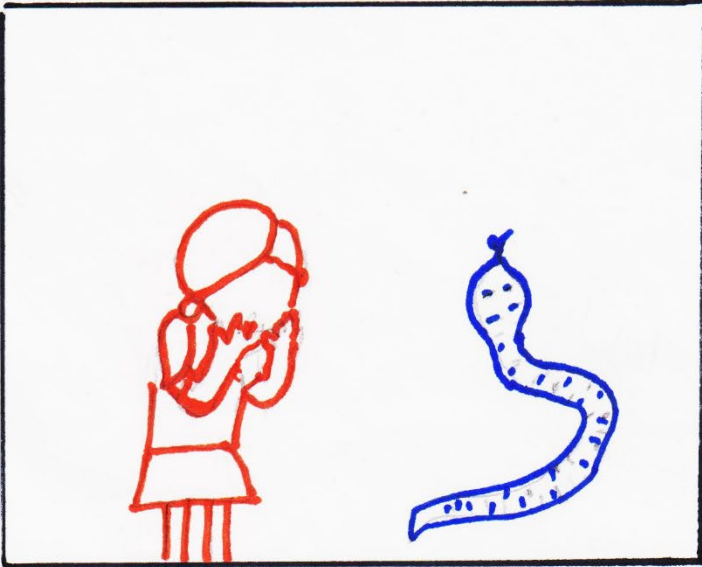
2 stage

The child chooses an emotional card that matches the situation. 4 situations are presented (happiness, fear, sadness, anger) with 4 examples. The situation is explained to the child, asking how the person feels and why.

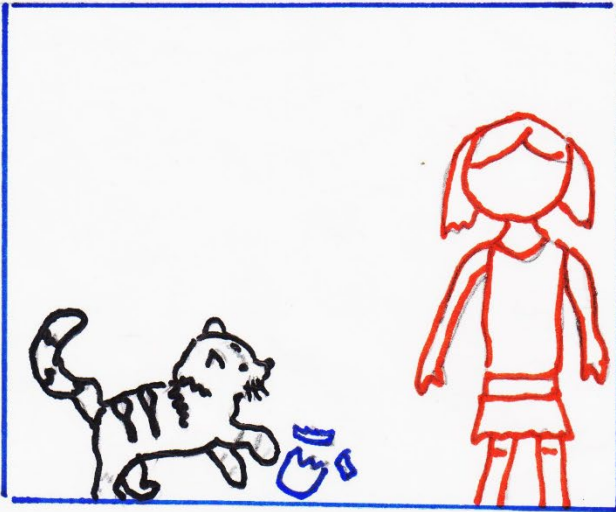


Situation is happy.
Lina's dad brings a sweet for her.
How does Lina feel when she receives a sweet?
Why does she feel like that?



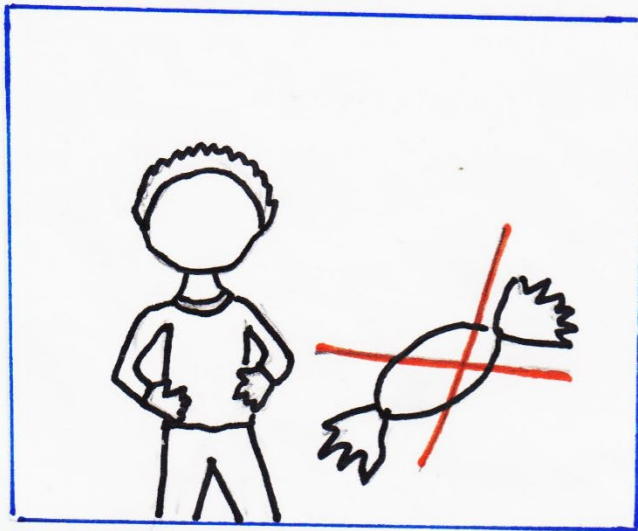


Situation is fearsome.
Ugne sees the snake.
How does Lina feel?
Why does she feel like that?



Situation is angry.
The cat broke mother's cup.
How does the mother feel?
Why does she feel like that?





Situation is sad.
Mother doesn't give a sweet for
Martynas
How does Martynas feel?
Why does he feel like that?



After examining the examples of each situation, the rules are formulated:

WHEN YOU GET SOMETHING NICE, YOU ARE HAPPY

WHEN IT HAPPENS SOMETHING BAD, YOU ARE AFRAID

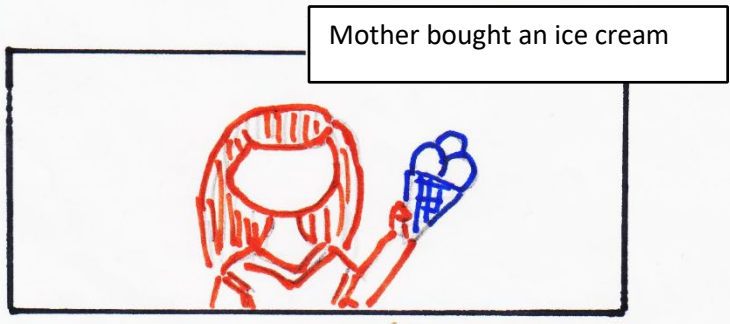
WHEN IT HAPPENS SOMETHING UNPLEASANT, YOU ARE SAD

WHEN SOMEBODY DOES UNPLEASANT THINGS, YOU ARE ANGRY

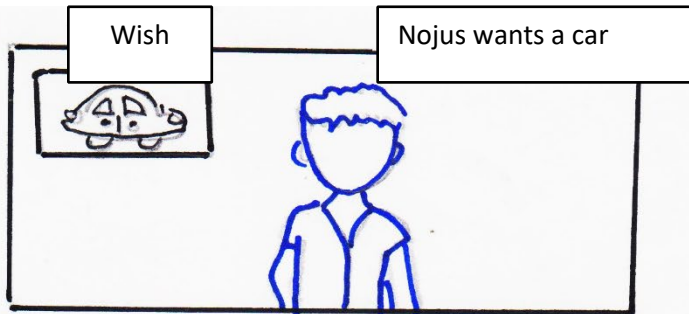
3 stage

A child is taught to recognize how a person feels when his desire is fulfilled or not. There are 4 situations in which a person wants something and receives something and 4 situations when not receive.

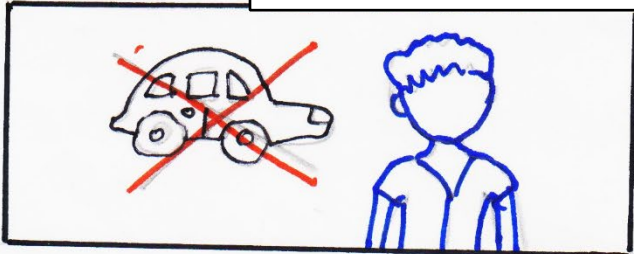
It is explained for the child what a person wants, he gets it or not and asks how he feels then and why.



What does Ugne want?
How does Ugne feel?
Why does she feel like that?



Nojus didn't receive a car during the birthday



What does Nojus want?
How does Nojus feel without a car?
Why does he feel like that?



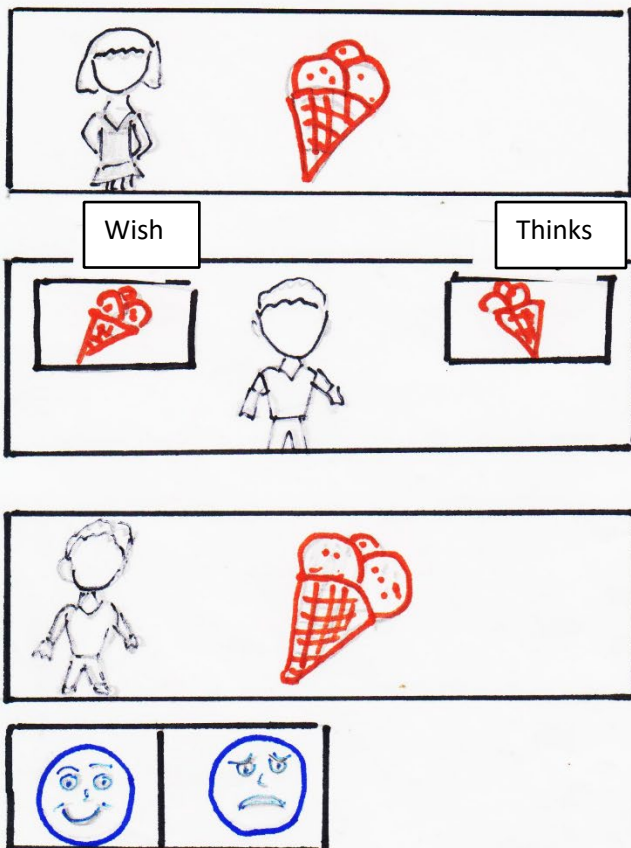
The rules are formulated:

WHEN YOU GET WHAT YOU WANT, YOU ARE HAPPY.

WHEN YOU DON'T GET WHAT YOU WANT, YOU ARE SAD.

4 stage

The situation is presented for the child, it explains what a person wants, what he thinks and either gets it or not. Ask about how does a person feel and why. Rules are formulated:



Mother brings the ice creams.

Rokas wants an ice cream.

Rokas thinks he will get an ice cream.

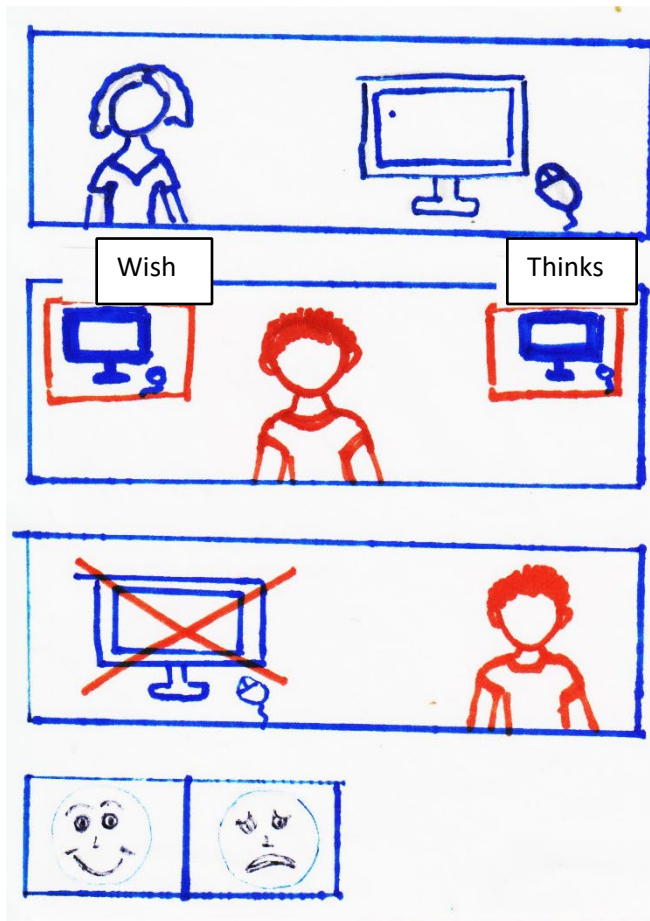
Mother gives an ice cream for Rokas.

What does Rokas want?

What does Rokas think about it?

How does Rokas feel when he gets an ice cream?

Why does he feel like that?



Mother switch on the computer.

Martynas wants to play with computer.

Martynas thinks he will play with computer.

Mother didn't allow to play with computer.

What does Martynas want?

What does Martynas think about it?

How does Martynas feel?

Why does he feel like that?

The rules are formulated:

IF YOU WANT SOMETHING HAPPEN AND IT IS HAPPENED, YOU ARE HAPPY.

IF YOU WANT TO DO SOMETHING BUT YOU CAN'T, YOU ARE SAD.