

In this session the child performs a numerical-quantity label association activity in his / her notebook.

The proposed work is self-explanatory, that is, the child is able to understand what he is asked to do and for how long, just looking at the material and its location in space.

In this session it is clear the use of the Token Economy that serves to motivate the child to achieve the objectives.

The child does a series of activities in the notebook; at the end of each one, he receives a token that he will place on the table to his left. When the child has completed all the required activities, he will receive a prize, which in this case is a DVD.

First the operator provides a prompt to the child physically, in fact with the index finger indicates the number, then verbally emphasizes it to facilitate the number-quantity association.

Finally the operator reinforces the child's response and supports the completion of the request with: "Very good", "Ok", "Good, smile", "Give me five".

After turning the page of the exercise book, the operator reiterates to the child who will receive the DVD when he has completed his last activity. This also serves to allow the child not to get frustrated, and therefore not to perform problem behaviors, to understand when all the activities will end and when he will receive his prize.

To the left of the child is always a string, a visual agenda, which has the function of communicating to the child the passage of time, and which and how many activities will have to perform in that session of work.

As soon as an activity is finished the child will detach the image and put it away.