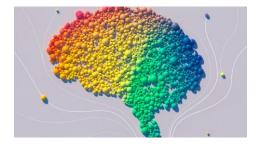
## Learning Redesigned

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# **Executive Function and Classroom Design:**



## **Strategies to Support Young Learners**

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## What is Executive Function?

#### Do your students have difficulty with...?

- Organizing their cubbies
- Starting and completing tasks
- ❖ Adapting to changes in routines
- Modulating emotional responses
- **❖** Maintaining and shifting attention
- ❖ Following multi-step directions
- **❖** Impulse control
- Problem solving
- Keeping track of their belongings
- Time management

#### If so, they may be having challenges with Executive Function

Executive Function (EF) skills are a set of cognitive abilities from central processes of the brain that control and regulate perceptions, cognition, actions, and emotions. EF is necessary for goal-directed behavior. EF *skills* develop in the prefrontal and frontal cortex of the brain and continue to develop through the age of 25.

#### **Executive Functions Related to School Success**

- Organizational Skills
- Sustaining/Shifting Attention
- **❖** Task Initiation
- **❖** Time Management
- Emotional Control

- **❖** Working Memory
- Planning and Problem Solving
- Inhibition of Impulses
- Flexible Thinking
- Self-Monitoring

## How can you help support students with EF challenges?

- ❖ Modify the Environment (structured workspace, modify work, etc.)
- ❖ Model Actions and Behavior (teach/demonstrate the actual skills)

## Modify the Environment for Improved Teaching and Learning

## 1. Change the Physical Environment

- Classroom Layout (furniture layout, organization of room, flexible seating)
  - i. Location of worktables (away from supplies or other distractions).
  - ii. Location of materials (turn-in bin, books, supplies, etc.).
- ❖ Design and Décor (amount of stimuli on walls, shelves, etc.)

## 2. Change the Nature of the Task

- ❖ Make the steps more explicit (checklists, picture cues)
- ❖ Make the task closed-ended (provide choices)
- Build in variety or choice
- ❖ Differentiated instruction to match weaker EF skills

## 3. Change the Ways Cues are Provided

- Verbal prompts and reminders (rehearse expectations)
- ❖ Visual (lighting), Auditory cues (transition bell)
- Schedules (of entire day, of current learning block)
- Lists (to remind them of steps, materials needed)
- Positive praise

## **Executive Function Challenges and Support Strategies**

#### 1. Organizational Skills

#### a. Challenge Areas

- Cannot find appropriate materials
- Misplaces materials
- Not completing activities
- Cubbies, backpacks disorganized

#### b. Support Strategies

- ❖ Visual checklists for unpacking/packing up each day and attach it to backpack
- Visual checklists for morning routine
- ❖ Visual daily schedule (vertical on wall at child eye level)
- Designated unfinished workspace
- ❖ Picture cues on outside of manipulative bins, label shelves
- List steps of activity or materials needed (picture cues)
- ❖ Take a picture of an organized cubby to use as a daily/weekly reference

## 2. Sustaining/Shifting Attention

#### a. Challenges Areas

- Inattentive to lessons
- Overly attentive to peers or non-intended activity
- Misses transitions between activities
- Easily distracted or off task
- Gets lost easily or loses/misplaces possessions
- ❖ Poor focus on perceived uninteresting/Hyper-focused on perceived interesting

#### b. Support Strategies

- ❖ Make sure the brain is ready to work (awake, alert, fed, etc.)
- ❖ Increase movement prior to learning (heavy work, stretches)
- ❖ Use visual timer set for a specific period, then take a break (time timer)
- ❖ Be the most interesting thing in the environment (visual/auditory)
- ❖ Make the task novel and interesting (turn it into a game or contest)
- ❖ Preferential seating (away from windows, doors, etc.)
- ❖ Multi-modal instruction "See it, Hear it, Do it"
- Drinking water (water bottles available in class)
- ❖ Ask for immediate feedback on instructions ("teach you")
- Specific Language for expectation ("Look at the board while I am talking" vs. "Pay attention")

## 3. Task Initiation

#### a. Challenge Areas

- Difficulty taking action to get started on work
- ❖ May "freeze" up because they have no idea where to begin

#### **b.** Support Strategies

- ❖ Visual list of steps to get started (gather supplies, write name) \*Picture Cues
- Break larger tasks into smaller pieces
- ❖ Structure open-ended tasks (e.g., concrete directions for clean-up)
- ❖ Prompt to get started and praise when done within 2-3 minutes

## 4. Time Management

#### a. Challenge Areas

- ❖ Not participating in activities within time limit
- ❖ Never starts purposeful play
- Loses track of time

#### b. Support Strategies

- ❖ Visual timers (time timer) to help visualize time passing
- Daily schedules

## 5. Emotional Control

#### a. Challenge Areas

- Perceives small challenges as catastrophes
- ❖ Disruptive outbursts in class (crying, screaming, rough handling of furniture)
- ❖ Withdraws and shuts down when overwhelmed

#### b. Support Strategies to Allow for Effective Teaching and Student Learning

- ❖ Teach coping strategies when child is calm
- ❖ Mindfulness work (breath, mind jar, gain awareness of body)
- ❖ Zones of Regulation designate calming space in room
- ❖ Provide "check in" rating scale (big vs. little deal, match reactions)
- ❖ Teach acceptable ways to manage frustration or anger
- ❖ State expectations prior to entering a situation that may cause an incident
- ❖ Imitation and Role Playing "Can vs. Can't Do"
- Create a signal indicating a need for a break when emotions rise
- ❖ Declarative language (e.g., "I notice that...")
- ❖ "Calm Down Cards" (list of pictures/verbal prompts to calm body)

#### 6. Working Memory

#### a. Challenge Areas

- ❖ Information goes "in one ear and out the other"
- ❖ Difficulty generalizing information to other/novel contexts or situations
- ❖ Difficulty following directions (even if just given or repeated)

#### b. Support Strategies

- ❖ Limit distractions when you need full attention
- Visual aids, picture cues
- Minimize multi-tasking requirements
- ❖ Memory games Spot It, Simon, Perfection, Memory Cards, What's missing?
- ❖ "Check in" have them repeat the instructions for confirmation ("teach you")

## 7. Inhibition of Impulses

#### a. Challenge Areas

- Difficulty with social situations
- ❖ Calling out frequently, moving around, touching/grabbing objects
- \* Risky behaviors (does not consider consequences)
- Poor delayed gratification

#### b. Support Strategies

- Visual schedules (erase as completed)
- Prepare for transitions (give jobs or focused goal)
- ❖ Voice modulation charts (e.g., "inside voice" vs. "playground voice")
- Fidget tools
- ❖ Use declarative language to manage behaviors ("I notice that...")

## 8. Flexible Thinking

#### a. Challenge Areas

- Difficulty adjusting to the unexpected
- ❖ Rigid thinking, cannot adapt
- ❖ Frustrated when asked to think about something from a different angle

#### b. Support Strategies

- ❖ "Unfinished Work" spot (know they can come back to it to finish at later time)
- ❖ Imagine alternative ways to use a common object
- ❖ Reflection "Why do you think that happened? Can you think of another explanation?"