

**Content Area: CDOS**

**Grade Level : Post-Secondary (19-21)**

Essential Thinking Skills and Behaviors	Examples of Meaningful Experiences*
Engage with...	Specific types of work experiences related to individual student: <ul style="list-style-type: none"> <li>• Interests e.g. animals, cars, books, science, sports, music, movies, art, flowers, make-up, fashion</li> </ul> and/or <ul style="list-style-type: none"> <li>• Situations/Circumstances e.g. family business opportunity, nature of expected post school funding, nature of living arrangements, transportation issues</li> </ul>
Differentiate between...	
Conceptualize...	
Functionally use...	
Problem solve to...	
Self regulate through informed choice-making	
Self regulate through demonstrating behavior that is safe, healthy, conducive to learning and conducive to positive social interaction	
Self regulate by applying decision-making strategies to change conditions when desired/needed	
Socially interact by controlling his/her environment through requesting of/directing others	
Socially interact by controlling his/her environment through rejecting from/protesting to others	
Socially interact by gaining the attention of another	
Socially interact by communicating social greetings/partings	
Socially interact by commenting on an action/object/person	
Socially interacting by self-identifying	
Socially interact by cooperating with others through turn-taking	
Socially interact by cooperating with others through following rules/directions	
Socially interact by cooperating with others through sharing	
Socially interact by cooperating with others through accepting help from/helping others	
Performing a sequence of skill steps for...	

\*Meaningful experiences should be identified and developed in the context of some form of Person-Centered Planning as part of a student's overall transition plan.

<b>Environments and Accompanying Social Contexts</b>	<b>Materials</b>
<p>Community based sites* determined with consideration given to:</p> <ul style="list-style-type: none"> <li>• Individual student interests e.g. pet store/zoo, gas station/auto garage, book store/library, museum, recreation center/gym, music store, video store/ movie theater, florist, beauty salon</li> <li>• Individual student situations/ circumstances e.g. need for location close to home, need for private work area</li> </ul>	<p>Specific material as per the individual experiences selected</p> <p>ID Card MetroCcard Wallet</p>

\*If community based sites cannot be arranged, then school based environments may be substituted e.g. gym, library, office, lobby, hall, locker room, labs, multimedia center.