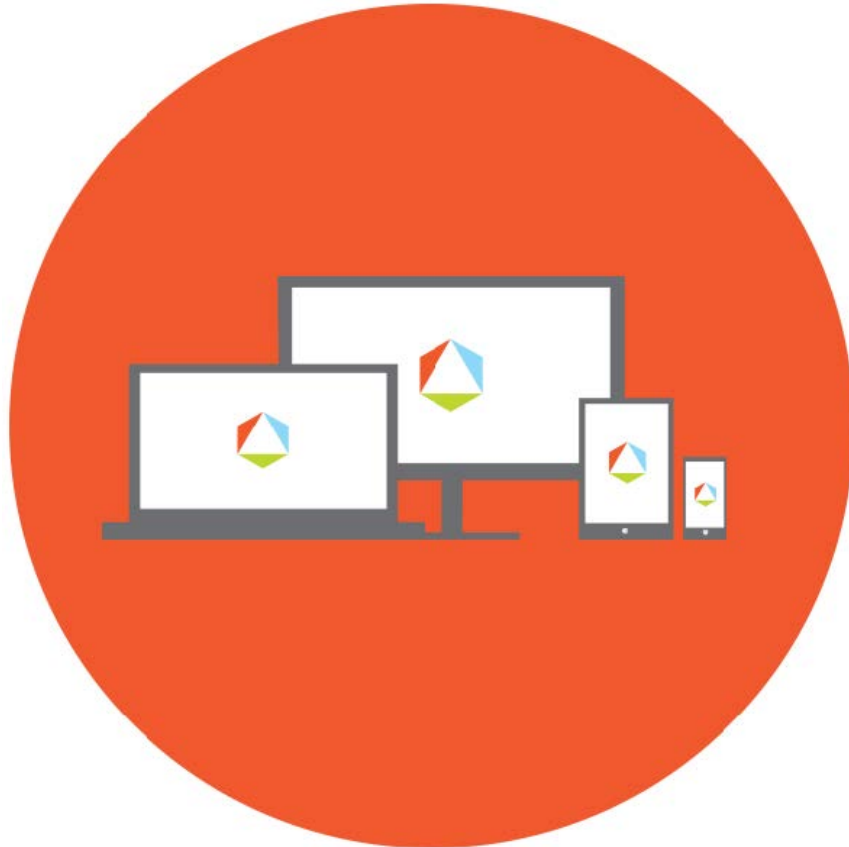




**FIRSTPATH**  
AUTISM



Data Sheet  
**Parallel Play**  
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# Parallel Play

Teaches the child how to play and behave appropriately when playing alongside or in close physical proximity to a peer.

Target	Intro MT*	Mastery RR**	Target	Intro MT*	Mastery RR**
1. Physically present within 2-3 feet of child			21.		
2. Tolerating peer playing with child's own toys			22.		
3. Playing with own toys appropriately while in peer's presence			23.		
4. Playing with own toys functionally while in peer's presence			24.		
5. Remaining in play area			25.		
6. Appropriately responding to peer's request for turn			26.		
7. Appropriately responding to peer's request to share			27.		
8. Appropriately responding to "yes/ no"			28.		
9. Appropriately responding to "please wait"			29.		
10. Appropriate requesting "just a minute"			30.		
11. Appropriately responding to "just a minute"			31.		
12. Asking for peer to share			32.		
13. Asking for turn while toy is in peer's possession			33.		



14. Looking at peer for brief duration (2-3 sec)			34.		
15. Spontaneously imitating peers actions			35.		
16. Follows instruction to clean up toys			36.		
17. Parallel play with a small group of peers (2-3			37.		
18.			38.		
19.			39.		
20.			40.		

\* **Intro MT:** The date the target was introduced to the child

\*\* **Mastery RR:** Is the date the child completed 3 consecutive random rotation trials at with 80-100% independence.

**Maintenance:** When all targets are mastered, reduce frequency of the presentation of the program to child systematically, ensuring that the child maintains skills by maintaining mastery scores of 80-100% before decreasing frequency further. (e.g. 5 times per week to 4 times per week for a month, to 3 times per week for a month to 2 times per week for a month, to once a week for a month, to generalized settings.)