

# *Everybody Fits In*

Lesson Plan by Tim Carbone

## Target

- 1st-3rd graders
- Single classroom setting

## Objective

Teach the students about Autism Spectrum Disorder and how to make classmates on the spectrum feel more comfortable.

## Outline

- Introduce what autism is
- Let class play the game
- Ask what the students learned from the game
- Explain the themes of the game
- Discuss the different aspects of autism
- Talk about what the students can do to help as classmate with autism

## Timeline

**0:00-0:10: Introduction** - Introduce the topic by telling the class about what autism is in a general sense. Discuss traits found in those on the spectrum.

**0:10-0:15: Explain Game** - Hand out the iPads and explain the game to the students.

**0:15-0:30: Game** - Let the students play the game on iPads and answer questions if they have any.

**0:30-0:40: Questions** - Ask the class the different things that they learned about the various characters on the spectrum.

**0:40-0:45: Themes** - Tell the class what the game was meant to show. Put a large focus on the relation to autism, less on the game.

**0:45-1:00: How to Help** - Talk to the class about different types of autism and how they can help a classmate who has autism.

**1:00-1:10: Assessment** - Ask the students questions in order to understand how much they've learned about the topic.