Table / Time [s]	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	04:30	05:00	05:30	06:00	06:30	07:00:00	07:30	08:00:00	08:30	09:00:00	09:30	10:00
Table 1 A		IA1			IA1	IA1									IA1			IA1	P2		
В		IA1			IA1	IA1	IA4			IA4		P2	P2	P2	IA1		IA4	IA1			
Table 2 A							IA4					IA1	IA1		IA1		IA4				
В												IA1	IA1		IA1						
Table 3 A	P3			P3					P3							P3	P3				
В	P3			P3	P3	P3				P3						P3	P3				
Table 4 A																IA1					
В		P1	P1							IA4						IA1		P2	P2	P2	
Table 5 A			IA1	IA1		IA2	IA2				IA2	IA2	IA2				IA1	IA1			
В			IA1	IA1		IA2	IA2				IA2	IA2	IA2				IA1	IA1			
Table 6 A					IA1	IA1	IA1		IA1		P1				IA1	IA5			P1	P1	
В			P2		IA1	IA1	IA1		IA1						IA1	IA5					
Table 7 A					IA1																
В					IA1	P2	P2	P1	IA4	IA4		P2									
Table 8 A				P2								IA1	IA1								
В				P4	P4							IA1	IA1				P1				
Table 9 A					P1	P1			IA4	IA4						IA5	IA1				
																	IA1				
situational complexity	easy			complex			easy			complex					easy						

** if disturbance is detected and aborted, the disturbance restarts after 15 seconds if the block continues for at least 30 seconds. **

Passive Disturbing 3

Passive Disturbing 4

Seating plan		
7	8	9
A B	A B	A B
4	5	6
A B	A B	A B
1	2	3
A B	A B	A B
	Teacher	

Interactive Disturbing 1

Interactive Disturbing 2

Interactive Disturbing 2

Interactive Disturbing 4

Interactive Disturbing 4

Interactive Disturbing 5

Interactive Disturbing 5

Passive Disturbing 1

Passive Disturbing 1

Passive Disturbing 2

Interactive Disturbing 2

Passive Disturbing 1

Look out the window.

Plays with own hands

View towards table, and playing with a pen