

Building New Preferences

We will use this form to introduce new social interactions/activities and tangibles to your client. Provide these items and interactions only in the absence of dangerous and disruptive behavior. Record your client's response to each item/interaction. Please note you should deliver these items/interactions multiple times over several different days and at different times during therapy sessions. Try delivering tangibles/interactions in different ways, e.g. add different actions, try silly voices, softer voice, etc. These items should not be items that are currently known preferred items, this is to build new preferences.

Category	Description (list what item was presented and how)	Client Reaction
<input type="checkbox"/> Tangible <input type="checkbox"/> Social Interaction		<input type="checkbox"/> Smiled, engaged with item, appeared to enjoy <input type="checkbox"/> Neutral – tolerated but only engaged briefly <input type="checkbox"/> Did not engage, pushed away
<input type="checkbox"/> Tangible <input type="checkbox"/> Social Interaction		<input type="checkbox"/> Smiled, engaged with item, appeared to enjoy <input type="checkbox"/> Neutral – tolerated but only engaged briefly <input type="checkbox"/> Did not engage, pushed away
<input type="checkbox"/> Tangible <input type="checkbox"/> Social Interaction		<input type="checkbox"/> Smiled, engaged with item, appeared to enjoy <input type="checkbox"/> Neutral – tolerated but only engaged briefly <input type="checkbox"/> Did not engage, pushed away
<input type="checkbox"/> Tangible <input type="checkbox"/> Social Interaction		<input type="checkbox"/> Smiled, engaged with item, appeared to enjoy <input type="checkbox"/> Neutral – tolerated but only engaged briefly <input type="checkbox"/> Did not engage, pushed away
<input type="checkbox"/> Tangible <input type="checkbox"/> Social Interaction		<input type="checkbox"/> Smiled, engaged with item, appeared to enjoy <input type="checkbox"/> Neutral – tolerated but only engaged briefly <input type="checkbox"/> Did not engage, pushed away
<input type="checkbox"/> Tangible <input type="checkbox"/> Social Interaction		<input type="checkbox"/> Smiled, engaged with item, appeared to enjoy <input type="checkbox"/> Neutral – tolerated but only engaged briefly <input type="checkbox"/> Did not engage, pushed away
<input type="checkbox"/> Tangible <input type="checkbox"/> Social Interaction		<input type="checkbox"/> Smiled, engaged with item, appeared to enjoy <input type="checkbox"/> Neutral – tolerated but only engaged briefly <input type="checkbox"/> Did not engage, pushed away
<input type="checkbox"/> Tangible <input type="checkbox"/> Social Interaction		<input type="checkbox"/> Smiled, engaged with item, appeared to enjoy <input type="checkbox"/> Neutral – tolerated but only engaged briefly <input type="checkbox"/> Did not engage, pushed away
<input type="checkbox"/> Tangible <input type="checkbox"/> Social Interaction		<input type="checkbox"/> Smiled, engaged with item, appeared to enjoy <input type="checkbox"/> Neutral – tolerated but only engaged briefly <input type="checkbox"/> Did not engage, pushed away
<input type="checkbox"/> Tangible <input type="checkbox"/> Social Interaction		<input type="checkbox"/> Smiled, engaged with item, appeared to enjoy <input type="checkbox"/> Neutral – tolerated but only engaged briefly <input type="checkbox"/> Did not engage, pushed away
<input type="checkbox"/> Tangible <input type="checkbox"/> Social Interaction		<input type="checkbox"/> Smiled, engaged with item, appeared to enjoy <input type="checkbox"/> Neutral – tolerated but only engaged briefly <input type="checkbox"/> Did not engage, pushed away
<input type="checkbox"/> Tangible <input type="checkbox"/> Social Interaction		<input type="checkbox"/> Smiled, engaged with item, appeared to enjoy <input type="checkbox"/> Neutral – tolerated but only engaged briefly <input type="checkbox"/> Did not engage, pushed away
<input type="checkbox"/> Tangible <input type="checkbox"/> Social Interaction		<input type="checkbox"/> Smiled, engaged with item, appeared to enjoy <input type="checkbox"/> Neutral – tolerated but only engaged briefly <input type="checkbox"/> Did not engage, pushed away
<input type="checkbox"/> Tangible <input type="checkbox"/> Social Interaction		<input type="checkbox"/> Smiled, engaged with item, appeared to enjoy <input type="checkbox"/> Neutral – tolerated but only engaged briefly <input type="checkbox"/> Did not engage, pushed away