










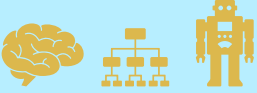













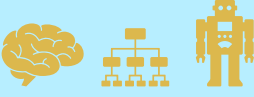



		Make sure these factors are considered and, if possible, addressed before other Power Down strategies are implemented.		
Physiological 	Does the individual need to: - eat - go to bathroom - sleep Are there needs related to: - allergies / illness - medication - chronic pain	Every Day ROUTINE Strategies :		
Interoception 		Situation Specific Strategies:		
		1 Level Power DOWN	2 Level Power DOWN	3+ Level Power DOWN
Sensory 	Sensorimotor/ Behavioral	Fidget toy	Flap	Take a break
Motor 		Squeeze hands	Chewy or crunchy food	Dance
		Yoga / stretch / touch toes	Joint compressions	Jumping / flipping / running
		Rock	Go for a walk	Ask for space and time
		Ask for a tight hug	Chair push-ups	
			Ask for help	
Cognitive 	Reflective / Metacognitive ... Language / Information	Visual schedule	Social story	Access to multimodal communication
Communication 		Timer	Self talk to stay focused	Visual choices of intense sensorimotor activities
Social 		Access to multimodal communication	Access to multimodal communication	Give space and time for sensorimotor strategy use
		First/ then board	Ask for / give break	
	Ask for / give help	Use Energy Meter		
	Use Energy Meter	Use Regulator 2.0		
	Use Regulator 2.0			

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Physiological 	Does _____ need to: - eat - go to bathroom - sleep Are there needs related to: - allergies / illness - medication - chronic pain	Every Day ROUTINE Strategies :		
Interoception 		Situation Specific Strategies:		
		1 Level Power DOWN	2 Level Power DOWN	3+ Level Power DOWN
Sensory 	Sensorimotor/ Behavioral			Take a break / ask for space
Motor 				
Cognitive 	Language / Information ... Reflective / Metacognitive	Ask for / give help	Ask for / give break	Access to multimodal communication Visual choices of intense sensorimotor activities Give space and time for sensorimotor strategy use
Communication 		Use Energy Meter	Use Energy Meter	
		Use Regulator 2.0	Use Regulator 2.0	
Social 				

<p>Make sure these factors are considered and, if possible, addressed before other Power UP strategies are implemented.</p>				
<p>Physiological</p> 	<p>Does the individual need to:</p> <ul style="list-style-type: none"> - eat - go to bathroom - sleep 	<p>Every Day ROUTINE Strategies :</p>		
<p>Interoception</p> 	<p>Are there needs related to:</p> <ul style="list-style-type: none"> - allergies / illness - medication - chronic pain 	<p>Situation Specific Strategies:</p>		
		<p>1 Level Power UP</p>	<p>2 Level Power UP</p>	<p>3+ Level Power UP</p>
<p>Sensory</p> 	<p>Sensorimotor/ Behavioral</p>	Fidget toy	Stand to work	Jumping jacks
<p>Motor</p> 		Squeeze hands	Chewy or crunchy food	Swinging
		Chair push up	Joint compressions / hug	Run
		Suck on straw or water bottle	Go for a walk	Spin / Dance
				Head inversion
<p>Cognitive</p> 	<p>Language / Information ... Reflective / Metacognitive</p>	Visual schedule	Social story	Access to multimodal communication
<p>Communication</p> 		Timer	Self talk to stay focused	Visual choices of intense sensorimotor activities
<p>Social</p> 		Access to multimodal communication	Access to multimodal communication	Give space and time for sensorimotor strategy use
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<p>Interoception</p> 	<p>Are there needs related to:</p> <ul style="list-style-type: none"> - allergies / illness - medication - chronic pain 	<p>Situation Specific Strategies:</p>		
		<p>1 Level Power UP</p>	<p>2 Level Power UP</p>	<p>3+ Level Power UP</p>
<p>Sensory</p> 	<p>Sensorimotor/ Behavioral</p>			
<p>Motor</p> 				
<p>Cognitive</p> 	<p>Language / Information ... Reflective / Metacognitive</p>	<p>Ask for / give help</p>	<p>Ask for / give break</p>	<p>Access to multimodal communication</p> <p>Visual choices of intense sensorimotor activities</p> <p>Give space and time for sensorimotor strategy use</p>
<p>Communication</p> 		<p>Use Energy Meter</p>	<p>Use Energy Meter</p>	
		<p>Use Regulator 2.0</p>	<p>Use Regulator 2.0</p>	
<p>Social</p> 