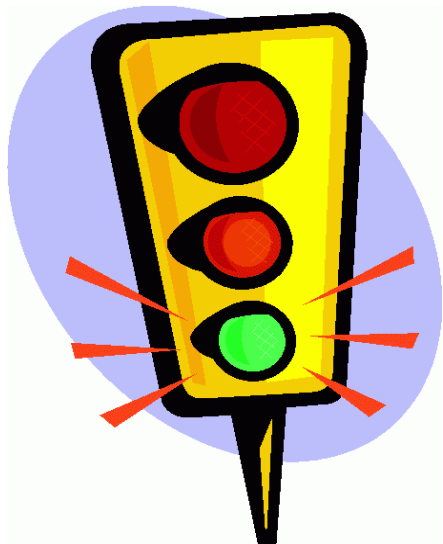


Goals and Strategies for _____



Short description of the child's medical needs, disabilities, treatments, etc.

What are the child's signs and symptoms in each of the 3 tiers?

- Green = really good day
- Yellow = so-so day, can participate in activities but has reduced endurance
- Red = not-so-good day = child is not strong enough to participate in activities that take a lot of concentration, movement, or learning new skills

List child's IFSP goals and break down strategies that work best with each tier

Example:

Goal: "I want Joey to tell us what he wants in other ways besides screaming.

- **Green:** Play games that involve gross motor skills, encourage Joey to ask to continue an activity or move on to a different activity through Total Communication. This is the best time for Joey to learn new signs or attempt to imitate speech.
- **Yellow:** Joey doesn't have the energy for motor activities AND communication simultaneously, but he is able to imitate signs and words while using supportive seating and quiet activities. Endurance is somewhat limited, so provide short, frequent breaks for Joey to conserve energy.
- **Red:** Joey's energy and endurance is well below his baseline. However, he is well enough to be cared for at home and can tolerate some social interaction and quiet play. Continue to model signs while speaking, but offer activity choices by presenting two toys to choose from by pointing.