## FACIAL CONCEPTS LESSON PLAN C

## Ken Hackbarth

Student/s:	
Date:	

Goal: To have the student associate their own eyes, ears, nose, and mouth with the corresponding Bliss tactile symbols.

## **Objective(s):**

- a. Student correctly selects the corresponding Bliss Tactile Symbol when directed to their own eye, nose, mouth, and ear, with 80% consistency
- b. Student correctly selects their own eye, nose, mouth, and ear when directed to the corresponding Bliss Tactile Symbol, with 80% consistency
- c. Student orients the Bliss Tactile Symbols with their raised graphics facing up and the top of the symbol facing away (approximately), with 80% consistency

**At the end of the lesson, the student will be able to:** Correctly alternate between parts of their face (or the doll face) and the corresponding Bliss Tactile Symbol, with 80% accuracy.

## Student will engage using:

**Materials:** Individual Bliss Tactile Symbols for "eye", "nose", "mouth", and "ear". (Optionally: a doll's head.)

**Differentiation:** extended time, minimal prompting to increase student independence, review of errors, modeling, reinforcement for approximations to target, specific feedback. Optionally, increase the size of the Bliss Tactile Symbols.

Prerequisites: Facial Concepts Lessons A & B.

Time	Procedure	Materials
	<b>Opening</b> (Gain student attention): Place Bliss Tactile Symbols on a	Bliss Tactile
	flat surface within reach of the seated student. Orient the symbols with	Symbols for
	their tops away from the student.	"eye", "nose",
		"mouth", and
	Allow student to manually examine the tactile symbols until they	"ear".
	begin to lose interest. Optionally, you can then introduce the doll's	
	head. They should already be familiar with the doll's head from its	Optionally: doll's
	use in lesson A. For blind and visually impaired students, you may	head
	need to place the symbols below their hands or place their hands on	
	the doll's head. If the student is overly stimulated by having all the	
	symbols in front of them, start with a single symbol.	
	If the explorer or tactile symbols move too easily on the flat surface,	
	consider adding a rubbery coating to the back of the explorer and each	
	symbol or use velcro to keep them in place. If the student tends to	
	throw the symbols, you can put a hole in the symbol, put a string	

through the hole, and use the string to anchor or laptop tray.	the symbol to the table
Review (Go over critical prerequisite skills): tactile symbols.	Student can see/feel the same
Preview (State the goal of the lesson): We're going to find a tactile symbol for each Learning Target: We're going to find the co	
shape of the raised graphic.  Presentation of New Material ("I DO IT")	: Teacher models using same
his/her own hands and Bliss Head explorer.  "I feel/trace the shape of my ear. It matches symbol.".  "I feel/trace the shape of my mouth. It does this symbol or this one, but it matches the shape of my mouth.	the shape on this n't match the shape on upe on this symbol."
Teacher places the student's hand on a raised manually traces its shape and then uses his/hi shape on the set of tactile symbols holding up and verbally expressing that the correct symbols	element of the explorer er hand to trace the same to the matching symbol
Student Practices with Corrective Feedbach The teacher directs the student's hand their estrace its shape and then encourages him/her to symbol.	ye, nose, mouth, or ear to
Demonstrating the converse relationship: tactile symbol and move to the student's Demonstrate that the relationship is bidirectionship is bidirectionship.	face (or doll's head).
Assessment (Can the student independently apply the info	ormation?):
Closing (Review critical content of lesson. I lesson): "Today we found that there is a tactiour eyes, nose, mouth, and ears. What did yo	le symbol that represents

Teacher Notes:	Teacher Reflections on Lesson	