

# FLOORTIME<sup>©</sup>

<b>Mobilize Affect</b>	<b>Encourage Self-initiation</b>	<b>Keep Continuous Flow</b>	<b>Developmentally Appropriate Action from Sensory-motor to Symbolic</b>
<p><b>A &amp; C</b> Affect cues through:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Gesture</li> <li><input type="checkbox"/> Voice</li> <li><input type="checkbox"/> Movement</li> </ul> <ul style="list-style-type: none"> <li><input type="checkbox"/> <b>A</b> Pursue the child's feelings</li> <li><input type="checkbox"/> <b>A &amp; C</b> Co-regulated affect</li> <li><input type="checkbox"/> <b>A</b> Widens range of feelings</li> <li><input type="checkbox"/> <b>A &amp; C</b> Reflect on feelings</li> <li><input type="checkbox"/> <b>A &amp; C</b> Empathize with child and characters</li> <li><input type="checkbox"/> <b>A</b> Uses aggression to sustain engagement and modulate affect</li> <li><input type="checkbox"/> <b>A</b> Uses humor</li> <li><input type="checkbox"/> <b>A</b> Uses surprise</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> <b>C</b> is initiating</li> <li><input type="checkbox"/> <b>A</b> follows</li> <li><input type="checkbox"/> <b>A &amp; C</b> opens circle of communication</li> <li><input type="checkbox"/> <b>C</b> is leading the play</li> <li><input type="checkbox"/> <b>C</b> actions toward the playmate</li> <li><input type="checkbox"/> <b>A</b> Maintains child's topic</li> <li><input type="checkbox"/> <b>A</b> Helps child do what he/she want to do</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> <b>A</b> Observe 1<sup>st</sup> to warm up</li> <li><input type="checkbox"/> <b>A &amp; C</b> Rapid back and forth</li> <li><input type="checkbox"/> <b>A</b> Waits for a response</li> <li><input type="checkbox"/> <b>A</b> Returns child to initial idea</li> <li><input type="checkbox"/> <b>A</b> Regulates attention as needed</li> <li><input type="checkbox"/> <b>A</b> Rhythmic timing to child's cues</li> <li><input type="checkbox"/> <b>A</b> Stays contingent</li> <li><input type="checkbox"/> <b>A &amp; C</b> Reopens circle to keep it going</li> <li><input type="checkbox"/> <b>A</b> Makes mistakes</li> <li><input type="checkbox"/> <b>A</b> Follows orders</li> <li><input type="checkbox"/> <b>A</b> Playfully obstructs when indicated</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> <b>A</b> Uses questions he/she doesn't know answers to</li> <li><input type="checkbox"/> <b>A &amp; C</b> Deepen the plot</li> <li><input type="checkbox"/> <b>A</b> Attend to sensory profile</li> <li><input type="checkbox"/> <b>A &amp; C</b> Solving problems</li> <li><input type="checkbox"/> <b>A &amp; C</b> Posing problems</li> <li><input type="checkbox"/> <b>A &amp; C</b> Symbolic use of toys</li> <li><input type="checkbox"/> <b>A</b> Adds symbolic layer to sensory play</li> <li><input type="checkbox"/> <b>A &amp; C</b> Sequence ideas</li> <li><input type="checkbox"/> <b>A &amp; C</b> Causal thinking</li> <li><input type="checkbox"/> <b>A</b> Matches child's language comprehension</li> <li><input type="checkbox"/> <b>A</b> Treats child's behavior as meaningful</li> </ul>