



Developing an Activity/Routine-By-Outcome Matrix

1. Down the left-hand column of the matrix, list the routines or activities the careprovider(s) have identified in which the child will participate during the day. The routines/activities can be listed in the order in which they occur daily, if there is a predictable sequence.
2. Below each listing in the left-hand column of the matrix, list the location(s) of each routine/activity. The listing should include the entire day with all routines and activities the careproviders have identified as most appropriate. The purpose is to embed intervention in all relevant environments.
3. Across the top of the matrix, list the outcomes that have been identified for intervention. Each column should include one behavior or skill.
4. In the cells of the matrix, list the materials and specialized intervention strategies that will be used. Give concrete examples. If a skill is not addressed during a given routine or environment, then the cell should be left blank.
5. Also in the cell, list the name of the careprovider who is responsible for implementing the intervention; if peers also are used, then they should be listed here as well.
6. Check the matrix to ensure that outcomes will be taught by different adults using a variety of materials and environments to facilitate generalization.
7. Check the matrix carefully with all careproviders to ensure consistency in implementation of specialized intervention and data collections methods.

Adapted from: Bricker, D. & Cripe, J. W. (1992). An activity-based approach to early intervention. Baltimore: Paul H. Brookes.

Helmsletter, E. & Guess, D. (1987). Application of the individualized curriculum sequencing model to learners with severe sensory impairments. L. Goetz, D. Guess, K. Stremel-Campbell, In Innovative program design for individuals with dual sensory impairments. Baltimore: Paul H. Brookes.

Wolery, M. & Wilbers, J. (1994). Including children with special needs in early childhood programs. Washington, DC: NAEYC.

