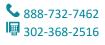


PYRAMID EDUCATIONAL CONSULTANTS

350 Churchmans Road, Suite B New Castle, DE, 19720



Lesson: Marshmallow Painting

Materials:

- Paper (Any type, printer paper or construction paper used in video)
- Marshmallows (Big and/or Small)
- Paint (Washable)
- Paper Plate or Paper (to make paint palette)
- Marker (Optional to draw something for learner to paint)
- Computer/Printer (Optional to print coloring pages e.g. search kids coloring pages)

Supplemental Activities:

Educational Cartoon - Pointillism Video with Mati and Dada -https://www.youtube.com/watch?v=6-JePM8la8Q
Story Bots - Color Song - https://www.youtube.com/watch?v=BQZ85_8q8iw
Read Aloud Book - Monsters Love Colors - https://www.youtube.com/watch?v=GIEaKcvXbJA

POTENTIAL LEARNING OPPORTUNITIES – You DO NOT need to do these all at once. Remember you can run the lesson/activity multiple times and focus on the same targets or different targets each time you do the activity. See ideas below or brainstorm your own learning opportunities to focus on when working with your learner. One bag of marshmallows can last for a few different painting sessions. Pick 1, 2 or a few and **have fun!**

Speaker/Expressive Communication		Listener/Receptive Communication		
Requests	Comments	Following Directions	Possible Skills to teach	Ways to increase Independence
-Marshmallow	-Cool	-Dip in paint	-Work on waiting (e.g. have learner wait	- Painting for some duration of time
-Big or Small	-Fun	-Put on page	amount of time before they begin painting)	independently if appropriate
-Paint	-I like or I don't	-Look	, , , ,	
	like		-Increase time on task**	-Setting up and
-Paper		-Stop	and engagement with	cleaning up of
·	-Look		materials	materials
-Colors		-Take		
	-I See or It's a		- Staying in the learning	-Wiping down the
-Verbs: Draw or		- Put in	area**	work area after
Paint (e.g. Draw	-Yum or Yuck			project completion
heart)	(if they taste a	-Get the	**Begin with short time	
	marshmallow)		periods then gradually	
-Quantity of			increase the amount of	
Marshmallows			time your learner can	
-Character or item			spend in the activity	
they want you to			even it's only a few dots at first	
print or draw a			CI IIISI	
picture of to paint			-Work on saying no and	
(e.g. Spongebob			offering alternative	
or flowers)			choices (e.g. Say "blue is	
2			gone, there is red or	
			yellow)	



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