

# Invirtua's instruction programs are based on practices used by therapists

	Conversational	Social	Motivational
Invirtua's Instruction Program	Speech/ language training	Story telling training	Social Interactions
Similar to Established Intervention	Language Training	SN - Social Narratives	SST - Social Skills Training
Brief Description	Focused, works on speech communication	Focused, teaches story telling process	Natural learning
Curriculum Sequence	A 1-16 - SLP-based, work on language skills	B 1-16 - Theater and arts based, music and creativity	NI - Naturalistic Intervention
Predictable Outcomes	Rate of proper use of language increases, generalized	Child records their story using videos	Comprehensive, teaches non-verbal and emotional expressions
Examples	"W" questions, complete sentences	Create and share short stories together	Comprehensive, teaches educational material in relaxed settings
Short term vs. Long term	Long term	Long term	C 1-12 Simulations of experiences and social practices
Frequency/ Duration	Once or twice weekly	Twice a week	D-1-12 Science and biology content, investigation, scientific method
Age Group	7-16	7-16	Skills learned in simulations generalized to outside world
Avatars to start*	Daniel	Morphe, Baby D	Reduced anxiety around learning
			How to be around people, relationships, emotions
			Counting coins, types of animals, science
			Short term or Long term
			Short term
			Weekly, short sessions
			Once a week
			7-16
			5-12
			7-18
			6-14
			Malachi
			Fish People
			Kikof
			Pooch
			Animation and computers
			Learning with video modeling
			TAII - Technology Aided Instruction and Intervention
			VM - Video Modeling
			Comprehensive, taps into student's interest in video games
			Focused, uses video to capture good behavior
			E 1-12 Animation, computer art, storytelling
			F 1-16 Using video camera, modeling behaviors and modeling science
			Student understands how to use software to make videos and audio recordings
			Desired behavior appears in real-life situations
			Making and using recordings of animations and interactive sessions
			Improving posture, reducing meltdowns, being attentive
			Short term or Long term
			Long term
			Weekly
			Once or twice a week