Design & discuss embedded interventions in real life settings

Objective(s)

Learners demonstrate knowledge of embedded interventions by designing examples of peer supports and environmental modifications.

Description

In this activity, learners design and discuss embedded interventions for use in real life home, community, or education settings.

Required Materials/Resources

Instructor Materials

- Guidance for students on key components to cover, such as:
  o Learning goals addressed
  o Children's strengths and interests incorporated
  o Times, activities, routines, and/or transitions in which interventions are embedded
  o How to evaluate embedded interventions and children's progress

Learner Materials

- Paper, flip chart paper, or transparencies to present interventions
- Feedback forms

This activity is part of Module 1: Embedded Interventions. To view the content related to this activity, go to Step 3: Evidence.

Instructional Method
Buzz Session

Level
Advanced

Estimated Time Needed
10 minutes for instructor preparation

60-90 minutes for learner activity

Detailed Facilitator Instructions

1. Divide learners into at least four groups.
2. Assign each group to design and present one of the following embedded interventions:
   a. Group 1 – Environmental modification in a home environment
   b. Group 2 – Environmental modification in a group setting
   c. Group 3 – Peer support in a home environment
   d. Group 4 – Peer support in a group setting
3. Ask each group to present their embedded intervention to the other groups.
4. Ask listening groups to complete a feedback form (one per group) and to provide verbal feedback to the presenting group.

Suggested Assessment

Examples should be unique from the CONNECT video examples and support the CONNECT definitions of embedded interventions, environmental modifications, and peer support.

Facilitation Tips

- Some learners may need assistance identifying appropriate embedded interventions.
- Group work may be completed in or out of class.

Alternate Version(s) (refers to different level of difficulty)

- Activity Guide 1.8a: Identify embedded interventions in real life settings
- Activity Guide 1.8b: Showcase embedded interventions in real life settings

Credits

The CONNECT Content Team