Introductory Module

*The games within this module determine the student’s prerequisite skills for the curriculum.

Introduction To Milo
Milo Game 1: Find It
Milo Game 2a: Follow The Leader (Milo leads first)
Milo Game 2b: Follow The Leader (Student leads first)
Milo Game 3: What Did I Do?
Milo Game 4: Red Light-Green Light

Calm Down Module

Lesson 1: Introduce Concept Of Calm Down And Calm Down Strategies
Lesson 2: Help My Friend Calm Down
Lesson 3: What Is Your Calm Down Tool?
Calm Down Tool 1: Count To 10
Calm Down Tool 2: Take A Breath
Calm Down Tool 3: Take A Break
Calm Down Tool 4: Say Words
Calm Down Tool 5: Squeeze A Stress Ball

Conversational Modules

Conversational Module 1: Initiation Greetings
Lesson 1: Introduction to Greetings
Lesson 2: Student Practice Lesson – Greetings With Milo
Lesson 3: When To Greet – When We Have Been Away From Them
Lesson 4: Different Greeting Words (Includes “Hi, Hey, Hello”)
Lesson 5: When To Greet – When To Say “Hi” And When Not To Say “Hi”
Lesson 6: Idiomatic And Colloquial Greetings (What’s Up, How’s It Going, How Are You?)

Conversational Module 2: Leave-Taking
Lesson 1: Introduction to Leave-Taking
Lesson 2: When To Use Leave-Taking Skills
Lesson 3: Student Practice Lesson – Initiating Leave-Taking With Milo
Lesson 4: Different Leave-Taking Words (Includes Bye, Goodbye, See You Later)
Lesson 5: Responding To Other People’s Leave-Taking
Lesson 6: Student Practice Lesson – Responding To Leave-Taking With Milo

Conversational Module 3: Conversation Dynamics
Lesson 1: Conversation & Conversational Turn-Taking (“One-Sided Conversation”)
Lesson 2: Conversational Turn-Taking (“Two-Sided Conversations: Question-Answer”)
Lesson 3: Nonverbal Components To Conversation (“TLC : Turn, Look, & Check Your Space”)
Lesson 4: One-Sided Conversations With TLC
Lesson 5: Using TLC In More Difficult Conversation – QAC (“Question + Answer + Comment”)
Lesson 6: Topic And Topic Maintenance

robots4autism is the first education curriculum to pair evidence-based practices and technology-aided instruction to help learners with autism improve their social skills.

Developed by top autism researchers and practitioners, this curriculum is delivered by a facially-expressive humanoid robot specifically designed to engage and teach students with autism how to understand emotions and expressions and to learn and practice social behavior and responses.
Emotional Understanding Modules

Emotional Understanding Module 1: Identifying & Imitating Facial Expressions (Happy/Sad/Angry)

* The letters next to some lesson names are variations of that lesson with the following:
  a - in photos of Milo
  b - in photos of people
  c - in videos of people
  d - student demonstrates

Lesson 1: Introduction
Lesson 2 (a, b, c, d): Identifying & Imitating The Facial Expression For “Happy”
Lesson 3 (a, b, c, d): Identifying & Imitating The Facial Expression For “Sad”
Lesson 4 (a, b, c, d): Discriminating Between 2 Emotions (Happy/Sad)
Lesson 5 (a, b, c, d): Identifying & Imitating The Facial Expression For “Angry”
Lesson 6 (a, b): Discriminating 3 Emotions In Still Photos (Happy/Sad/Angry)
Lesson 7: Discriminating Emotion In Videos Of Happy/Sad/Angry
Lesson 8: Demonstrating Target Emotion (Happy/Sad/Angry)

Emotional Understanding Module 2: Identifying & Imitating Facial Expressions (Hurt/Tired/Excited)

Lesson 1: Introduction
Lesson 2 (a, b, c, d): Identifying & Imitating The Facial Expression For “Hurt”
Lesson 3 (a, b, c, d): Identifying & Imitating The Facial Expression For “Tired”
Lesson 4 (a, b, c, d): Discriminating Between 2 Emotions (Hurt/Tired)
Lesson 5 (a, b, c, d): Identifying & Imitating The Facial Expression For “Excited”
Lesson 6 (a, b): Discriminating 3 Emotions In Still Photos (Hurt/Tired/Excited)
Lesson 7: Discriminating Emotion In Videos Of Hurt/Tired/Excited
Lesson 8: Demonstrating Target Emotion (Hurt/Tired/Excited)

Emotional Understanding Module 3: Identifying & Imitating Facial Expressions (Scared/Surprised/Worried)

Lesson 1: Introduction
Lesson 2 (a, b, c, d): Identifying & Imitating The Facial Expression For “Scared”
Lesson 3 (a, b, c, d): Identifying & Imitating The Facial Expression For “Surprised”
Lesson 4 (a, b, c, d): Discriminating Between 2 Emotions (Scared/Surprised)
Lesson 5 (a, b, c, d): Identifying & Imitating The Facial Expression For “Worried”
Lesson 6 (a, b): Discriminating 3 Emotions In Still Photos (Scared/Surprised/Worried)
Lesson 7: Discriminating Emotion In Videos Of Scared/Surprised/Worried
Lesson 8: Demonstrating Target Emotion (Scared/Surprised/Worried)
Situational Modules

Situational Module 1: Playdates
Lesson 1: Introduction To Playdates
Lesson 2a: What Is A Playdate?
Lesson 2b: Starting A Playdate – Greeting
Lesson 3: Starting A Playdate – Choosing An Activity (Host Has First Choice)
Lesson 4: Playing Together, Sharing Toys
Lesson 5: When The Guest Makes The First Choice
Lesson 6: Leave-Taking As a Host
Lesson 7: Leave-Taking As a Guest
Lesson 8: Student Practice Lesson – Leave-Taking (Milo is the Guest, Student is the Host)
Lesson 9: Student Practice Lesson – Leave-Taking (Milo is the Host, Student is the Guest)

Situational Module 2: Playdate Problems
Lesson 1: Being A Good Friend On A Playdate
Lesson 2: Problem Solving During A Playdate
Lesson 3: Bored Is A Playdate Problem. What Is Bored?
Lesson 4: When I Am Bored During A Playdate
Lesson 5: When My Friend Is Bored During A Playdate
Lesson 6: When I Am Not Ready For A Playdate To Be Finished
Lesson 7: When I Am Ready For A Playdate To Be Finished At A Friend’s House
Lesson 8: When I Am Ready For A Playdate To Be Finished At My House

Situational Module 3: Being A Guest At A Birthday Party
Lesson 1: Introduction To Birthday Party
Lesson 2: Invitations
Lesson 3: Birthday Party Schedule – Being A Guest
Lesson 4: The Party Place And Playing At A Birthday Party
Lesson 5: Receiving Presents From Guests
Lesson 6a: Eating At A Birthday Party (Social Story)
Lesson 6b: Birthday Song
Lesson 7: When Guests Leave

Situational Module 4: Being A Host At A Birthday Party
Lesson 1: Introduction To Birthday Party
Lesson 2: Invitations
Lesson 3: Birthday Party Schedule – Being A Host
Lesson 4: The Party Place And Playing At A Birthday Party
Lesson 5: Receiving Presents From Guests
Lesson 6a: Eating At A Birthday Party (Social Story)
Lesson 6b: Birthday Song
Lesson 7: When Guests Leave

Situational Module 5: Opening Gifts
Lesson 1: Introduction (When Do We Get Gifts?)
Lesson 2: Receiving a Gift
Lesson 3: Opening Gifts
Lesson 4: Student Practice Lesson - Opening Gifts

Preview: Group Activities (in development)
Physical Group Activity: Dance Party
Cognitive Group Activity: What Did I Do?
Cognitive Group Activity: Topic Recognition

To learn more about robots4autism, please visit www.robots4autism.com or call 800.494.1206.

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