## The Resource Room:

Combating Negative Behaviors and Outcomes by Meeting Needs at the Source

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## Introduction



- All Behavior Is Communication
  - O Who's heard this motto?
- My intention for this project was improve the implementation of this model at my site
- Resource room: physical space to be supported in meeting unmet needs with the help of tools and staff

## My service





- Abilities Team; partnered with Arc Mercer
  - Enclaves
  - Unified Learning
  - Day Program
- Traditional support available, behind on up-and-coming techniques
- Inspired by Day Program to introduce services/accommodations



## My research and activism pattern



- Compiled research from academic, advocate-created, and personal sources
- Four main services provided
  - Communication supplementation
  - Sensory processing assistance
  - Emotional processing assistance
  - Staff resources
- Three main aid types provided
  - Physical
  - Digital
  - Instructional

## What we have so far

#### Communication aids

- Toolkit to communicate with almost any level of support needs
- Donated iPad that will hold speech/pictographic software







#### Sensory aids

- Weighted blanket
- Fidget toys
- Glitter jars
- o iPad with regulating games





## What we have so far

#### Emotional Processing Aids

- Downloaded worksheets on different topics to go through
- iPad with regulating games

#### Staff Resources

- Instructions to help reroute/anticipate and prevent dangerous behavior
- Toolkit to accommodate multiple people in complex settings (CAN)







## What we're still collecting

#### Communication aids

- Flashcards for communication
- Programming iPad with speech/pictographic software

#### Sensory aids

- Chews, complex fidgets, others that specific people may need
- Appropriate lighting
- Pads or pillows to hit, soften blows (emergencies)

#### Emotional Processing Aids

- Downloaded worksheets on different topics
- Videos downloaded on iPad for regulation and processing

#### Staff Resources

- Self-regulation and burnout help
- Trainings for why behavior occurs
- Trainings on how to not use the room for reward purposes

# Questions?

Thank you very much for listening!

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