



Using Identical Matching to Teach Beginning Language Skills to Children with Autism Lesson Plan

Objective:

Students will use Language Builder 3D - 2D Matching Kits to match things that are the same.

Skills Practiced:

- Matching
- Social skills

Materials:

[Language Builder® 3D - 2D Animal Matching Kit](#) OR [Language Builder 3D - 2D Food Matching Kit](#)

People:

This activity can be done with one child or in a group (classroom/therapy setting).

Procedures:

1. Discuss: Introduce the concept of something being the same as something else. Discuss with the child situations in which matching similar objects is useful (putting away dishes, folding socks, etc).
2. Take out 2 - 4 matching pairs. Ask the child to match the cards that are the same. If this is difficult, reduce the number of pairs or place the cards that are the same closer together.
3. Next, mix 2 to 4 pairs of cards and turn them over. Line the cards up in a grid.
4. Model turning two cards over at a time to find a matching pair.
5. The child can keep any correct matching pair.
6. Finally, increase the amount of starting cards.
7. With mastery of matching identical cards, invite the child to match one 3D manipulative to another. Begin with two manipulatives, gradually increasing the number of distraction items until the child can identify the correct match with 8 options on the table.

Variations:

1. Arrange the cards in a line instead of a grid.
2. Begin with all the cards face up. Give the child 10 seconds to try and remember the card locations. Then, flip the cards over and begin the game.



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