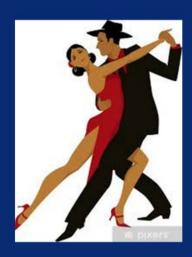


The Social Tango

Reciprocal Exchange: body clues, feelings, intentions, words & ideas





"Scientists in the crib" Gopnik "Language is a window into the mind" -Pinker



Innate sense to be social





6-9 months of age: coordination of attention between caregiver & an object of mutual interest emerges



Nonverbal communication: gaze, gestures, & pointing



10-18 months: back & forth emotional signaling and sharing of attention, reciprocal communication (E.g., social exchange)

(Wetherby & Prizant, 1992; Prizant et. al., 2006)

Perspective-Sharing

Internal Experience

- Activation
- De-activation
- Arousal
- Alertness
- Readiness to Exchange

Cognitive States

- Physiological
- Mental

Affective States

Emotional









Cultivating Conditions

Fostering Language, Communication & Play

Joint Attention

> Mutual Engagement

> > Intention

Sharing Affect

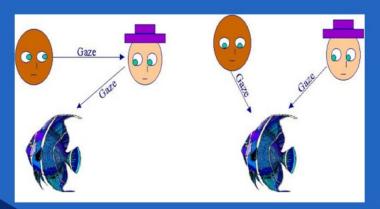
Exchange

Language

Joint Attention

- Sharing eye gaze, a gesture, or verbalization toward an object, event or person of interest
 - Initiation (directing, inviting)
 - Response (following, accepting)

(Wetherby & Prizant, 1992; Prizant et. al., 2006)





Observation: **Joint Attention** Noeliah, 15 Months

GeneticaLens:

Mutual Engagement

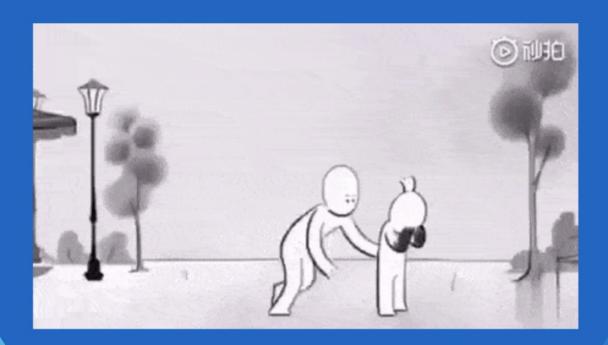
- Sharing an experience
- Personal & interpersonal interaction
- Different perspectives



Purposeful Communication

- Intentional
- Directed towards a partner
- Non-verbal
- Verbal
- Paraverbal

Emotional Signaling



The Reciprocal Dance



Joint (shared) attention





Mutual engagement (experience)

μ.



Intentional (purposeful) communication

+



Emotional signaling

+



Language (exchanging words, thoughts, & ideas)



Communication

Exploration + Flexible Thinking









Neurodivergence

- Communication Modality
- Preferences & Tendencies
 - Proximity
 - Engagement
 - Eye Gaze
 - Verbal/non-verbal
- Style
 - Observing, sharing, asking
- Interests
- Rigidity/Flexibility
- Effective/Ineffective

Think & Apply

Strengths & Preferences

Ready to Recieve = Ready to Connect & Communicate





Attune to differences









Create the Conditions

Notice Interests

- Connection vs. Correction
- All attempts are meaningful
- 'Bounce back' or restate message
- Get Curious
- Bridge intentions between peers

Attune

Mutual Engagement

Preferences & Tendencies Seeking Avoiding Arousing De-activating

Invite! Don't Force



Face to Face



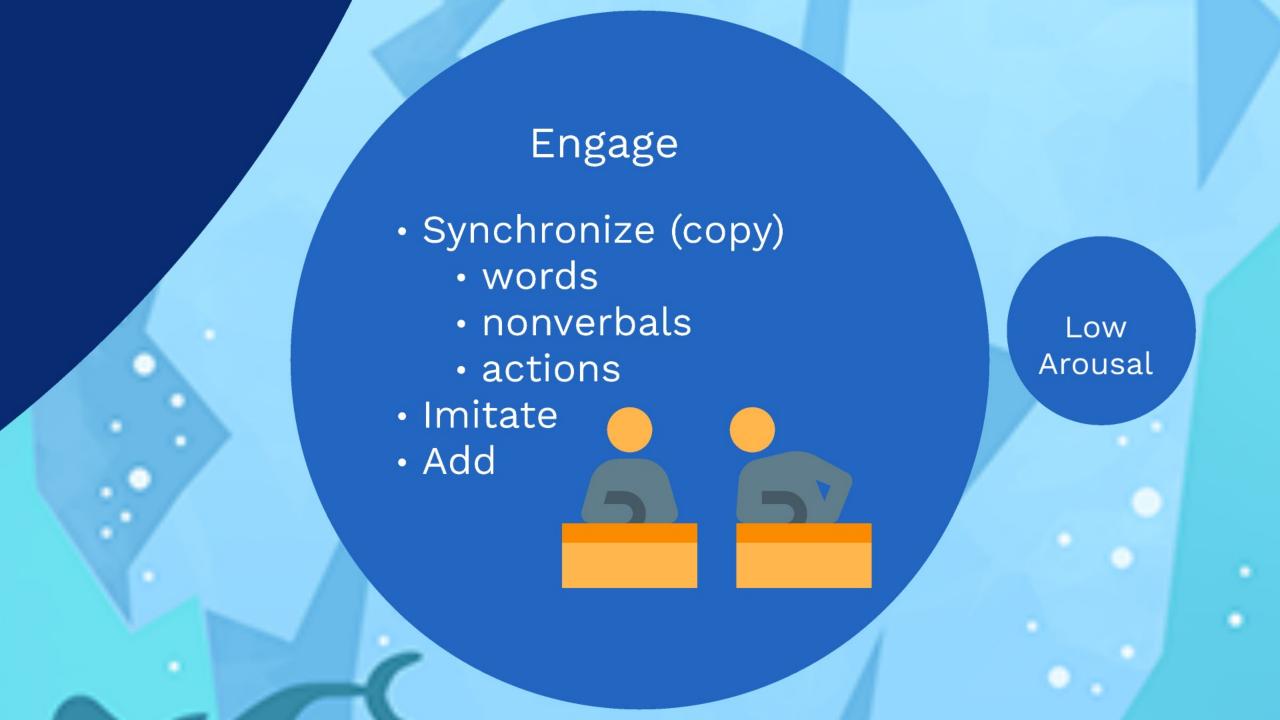
Objects across view (face)



Wait for communication



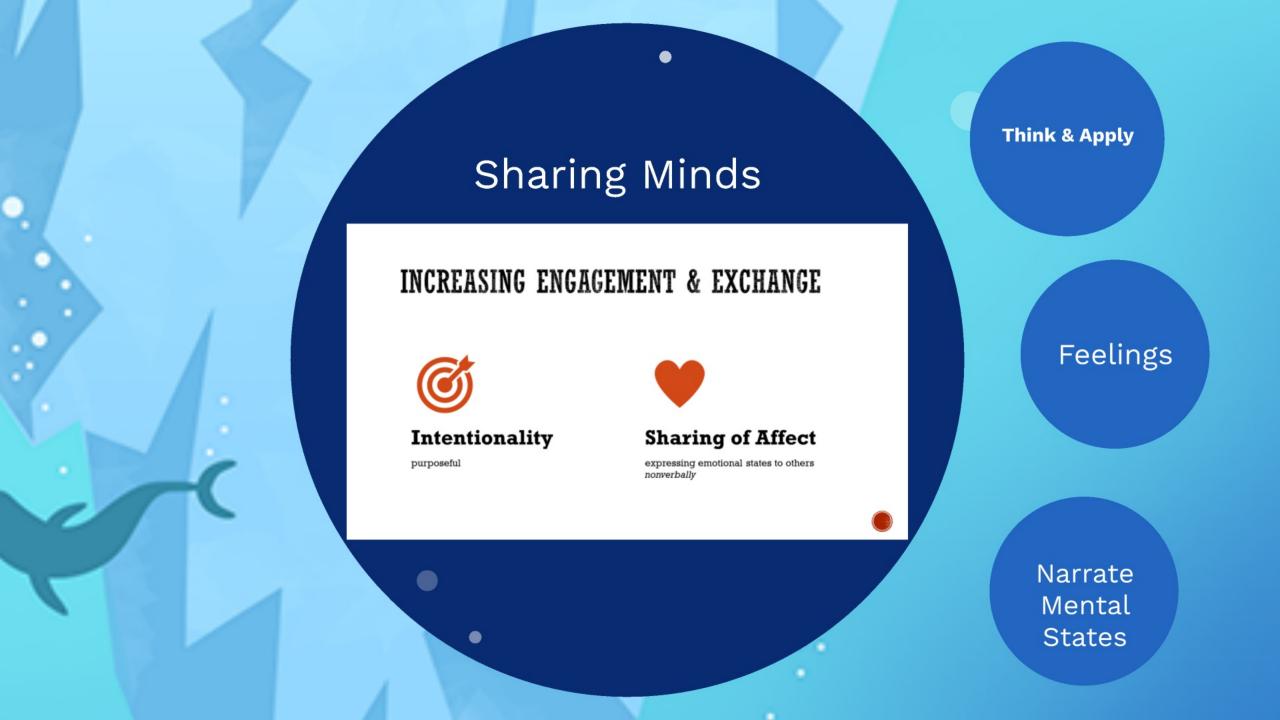
Respond to intentions

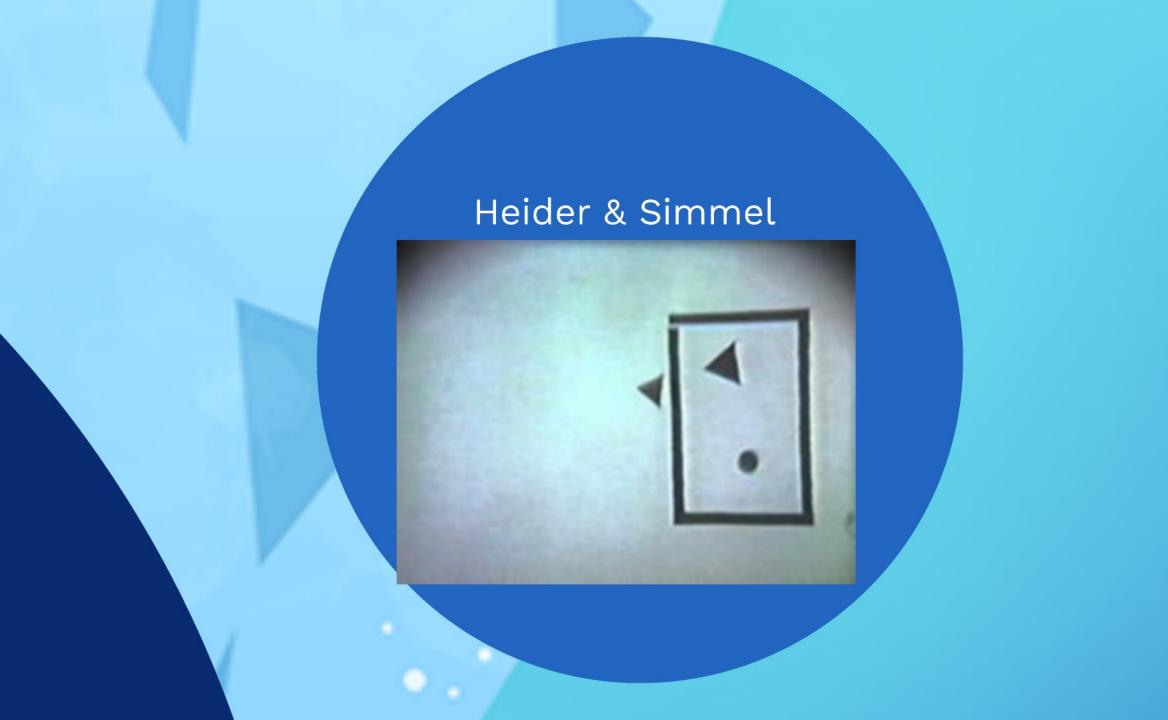


When attention is low

- Add sensory to gain attention
 - noises
 - tickles
 - squeezes
 - action toy









Signaling with Emotions

Attention to face

Label & Accept Feeling

Bounce Back Feeling

MENTAL STATE TALK

Insert mental & feeling words	Mental State Talk: want, think, believe, know
Narrate your thoughts & actions	Describing your thinking & actions
Narrate your child's actions	Validate emotional states of self & others
Label feelings	Label "body clues" & connect them to emotional states
Joint book reading	Add mental & emotional states

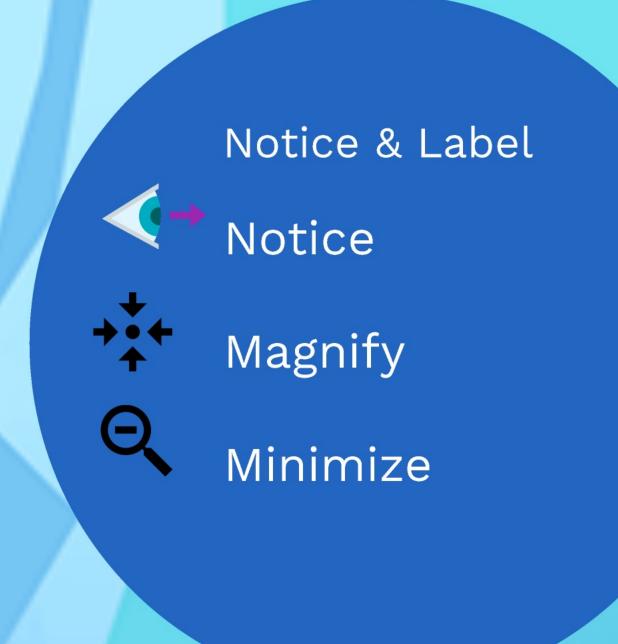


Speech, Language, and...

- Inviting Exchange:
 - sounds
 - words
 - eye gaze
 - body language
 - emotions
 - ideas

Narration

Declare!



Mental States

Do you wonder?

MENTAL STATE TALK
THINK & DO: WONDER, THINK, BELIEVE, KNOW

Soapy Gum











Building Language

- Declarative Language
 - Observational (Notice)
 - Connections & Outcome
- Expand
 - Build it up
 - Break it down

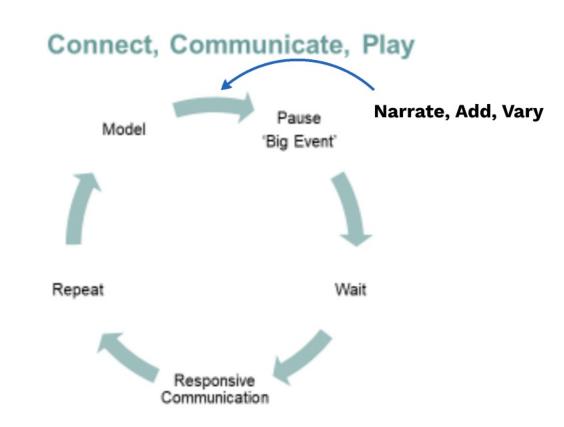




Variations & Expansions

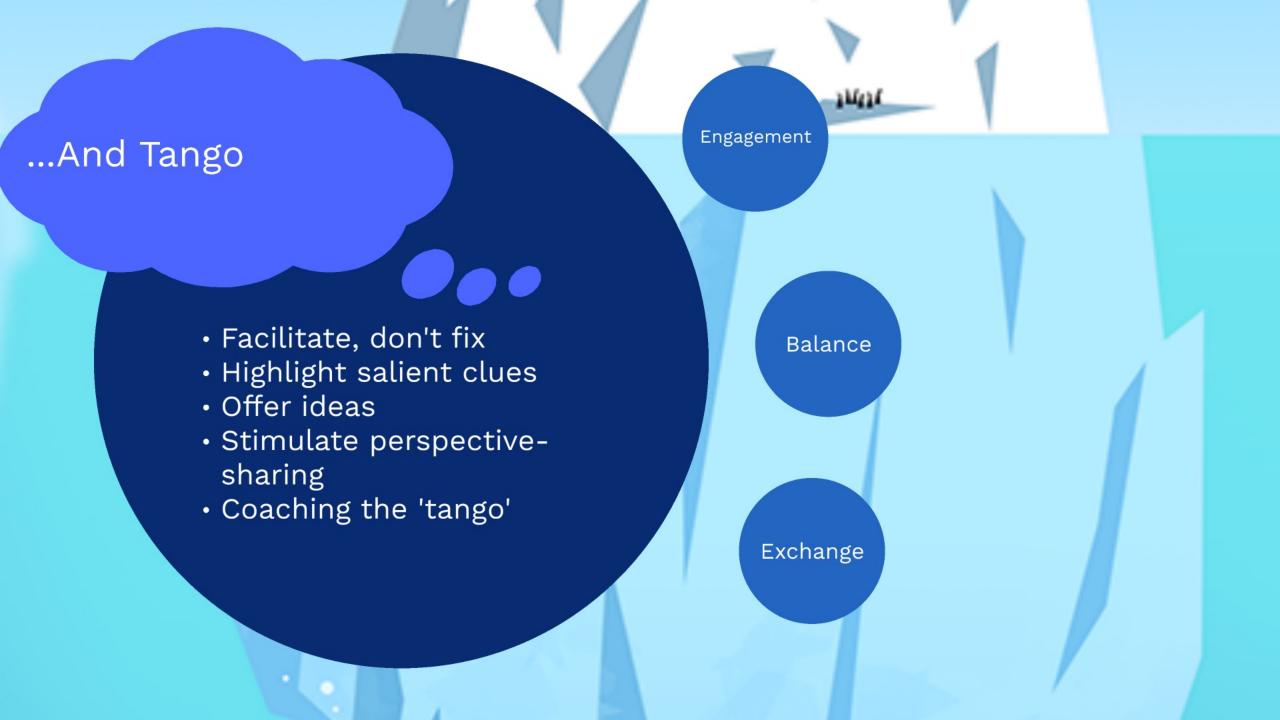
Offer Opportunities

- Narrate
- Add objects
- Vary schema
 - Verse
 - Sounds
 - Actions
 - Steps











Power & Choice

- Engagement
 - curiosity & novelty
 - agency
 - active thinking
- My choice/plan vs. Your choice/plan
- We chose 'what,' they choose 'how'

Negotiation & Collaboration

- Bumps or "tricky times
 - Reset & Repair
- Pause
 - Notice & Narrate
- Recast
- Highlight outcomes
 - "That won't work..."
 - "I wonder what would work?"

Ideas

Mixing Ideas

- Put an 'idea' visual own thought bubble
- Each adds idea to separate thought
- Highlight one visual from each thought bubble
 - 'mix' them together









Negotiation & Exchange

- Guided Build
- Limited Resources (enticing, low stakes)
- Collaborative & Competitive Games
- Deals
- Convince the teacher



