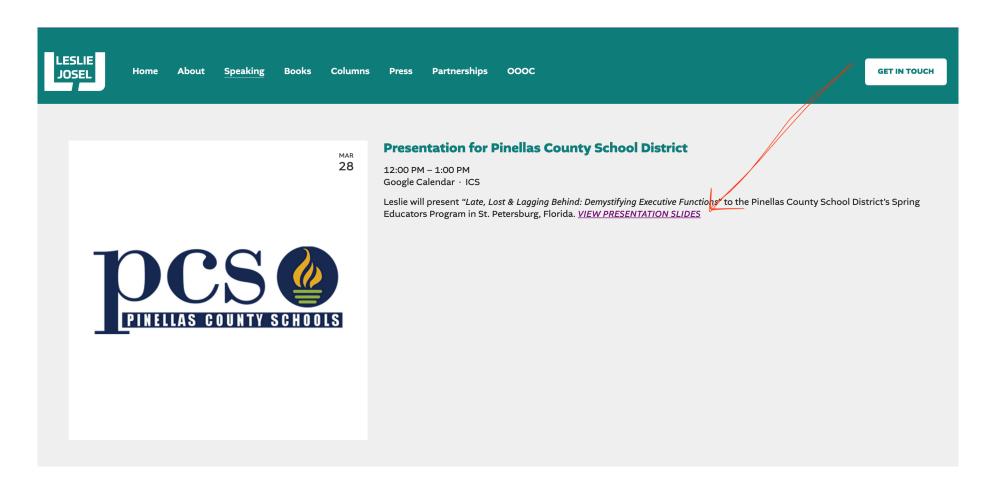


#### LATE, LOST & LAGGING BEHIND: DEMYSTIFYING EXECUTIVE FUNCTIONS

#### **Azalea Elementary School**

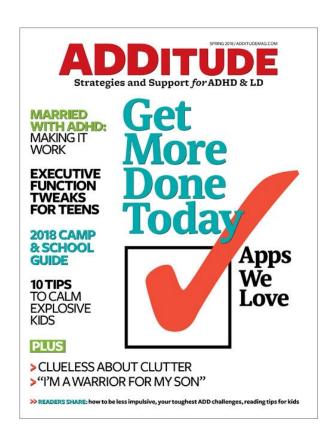
#### Where Are The Slides?



#### **Order Out Of Chaos' Mission**

Our purpose is to provide hands-on education, guidance and coaching to parents and their students through our customized products and programs, so all children – both mainstream and with learning issues – can develop the necessary skills they need to experience success in learning and in life.

#### ADDitude Magazine's "Dear ADHD Family Coach®" Columnist





#### ASK THE EXPERTS

#### Q: What Activities (Besides Video Games) Captivate the Attention of Teens with ADHD?

Video games are addictive for ADHD brains. If your teen tends to hyperfocus on screens, help him strike a healthier balance with these creative alternatives: ideas for activities and interests that will capture the attention of even hardcore, non-sporty gamers.

BY LESLIE JOSEL



Q: "Like most teenagers, my son with ADHD really enjoys video games, especially when he plays with his friends remotely at home. However, he hyper-focuses on any activity that includes screen time and does little else. What are some good hobbies or general interests you have seen that are especially good for teens with ADHD? My son does not play or watch sports so any sport-related suggestion will most likely not work." —Frustrated Father

#### **ADHD/ Executive Functions**

# What's the Difference Between ADHD & Executive Functions?

#### **Executive Control**

**Executive Control** is the brain's ability to filter, suppress and "screen out" all incoming information (including our own thoughts and impulses) that might "get in the way" of our ability to self-regulate and complete tasks.

In order to function daily, the brain must be able to ignore irrelevant thoughts, physical impulses, and external stimuli that barrage us and threaten our ability to maintain focus and control our thoughts, feelings and actions.

### Purposeful Actions

#### **Brain vs Behavior**

**Executive Age** is the person's age based on how his or her brain is working. EF individuals are an average of 30% behind. This delay lasts into adulthood. Human brains reach their highest point of maturity in the early 30s, and for EF people, that is where the maturity stops, even if there is delay.

#### What is the Executive Age?

True Age	Executive Age	True Age	Executive Age	True Age	Executive Age
3	2	13	8.67	23	15.33
4	2.67	14	9.33	24	16
5	3.333	15	10	25	16.67
6	4	16	10.67	26	17.33
7	4.67	17	11.33	27	18
8	5.33	18	12	28	18.67
9	6	19	12.67	29	19.33
Ю	6.67	20	13.33	30	20
II	7.33	21	14	31	20.67
12	8	22	14.67	32	21.33

When your children frustrate you with actions that are not age appropriate, refer to this chart to remind you to give them grace because their brains are developing behind schedule.

Graceunderpressure.com

#### **Strengthen The Brain**



**BRAIN IS A MUSCLE!** 

IT NEEDS TO BE EXERCISED!

#### PILLAR #1

**Activation** 

**Organizing** 

**Time Management** 



The ability to keep track of things in space, in stuff & in time

#### Organization

## The Brain Craves Predictability Calm vs Chaos





#### **Ordered Structure/s**



#### Consistency

#### **Organized Spaces**



#### Reading the Room

Label, Label
Schedules|Calendars|
Rules|Reminders|Photos
Task Cards





#### **Rules of Thumb**

If they don't see it, it doesn't exist

If it takes more than 2-3 steps to do.....



Color code EVERYTHING!



#### **Time Management**



# Externalize Time to Internalize Time

#### **Analog Clocks**

Hang clocks in every room your students spend time in

**Including HALLWAYS** 



#### **Every School Needs Analogs**



Analog allow you to see time move and where you are in relation to the rest of the day.



Present time, elapsed time, future time.



Helps to understand how long you've spent on tasks and how much time you have left.



Digital gives one time – THE PRESENT!

# PAUSE PICTURE PACE



#### **Alarms | Timers**



**Hold future time** 

**Provide time checks** 

Allow students to see "Done"

#### PILLAR #2

**Focus** 

**Focusing** 



Auditory vs Visual Processing

#### **Focus**

#### **Secondary Focusing**



#### **Flashlighting**





#### **Use Experiential Experiences**

Games

Storytelling

Play

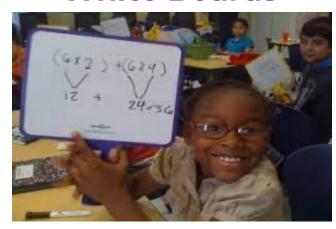
**Twister** 

**Videos** 

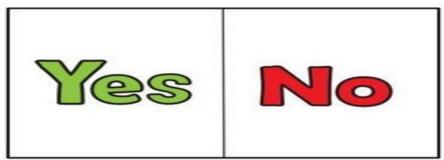


#### You Put Your Whole Self In!

#### **White Boards**



#### **Responsive Cards**



#### **Guided Notes**

Protista and Fungi Guided Notes	Name	Per
Protists		
Recall that protists are any organic fungi	anisms that is eukaryotic that	a plant, animal,
Common examples are:	, radiotarians,	, esc
There aremajor di	visions of pretists	
1. Animal like:		
2. Plant like:	Algae	
3.	like: Slime molds and water	molds
Pretozeans		
Are	, some are parasitic	
Common exam	nples arean	d Parameciums
Unicellular Algae		
Usually contain	and run photos	synthesis
	algae and	are good
examples		
Fungus Like (slime and water n	nolds)	
Are heterotrophic and	absorb nutrients from	organisms, but no
Fungi		
o Fungi aren't plants		
o Fungi are	that have or	ell walls made of chitin
o Do not run on		
<ul> <li>Digest decaying organic matter or</li> </ul>		of their bodies, then absorb it
Structure of Fungi		
<ul> <li>Multicellular fungi are compose</li> </ul>		
<ul> <li>The bodies of fungi are composed</li> </ul>		ogether into a mass
The Fruiting Body is the		of a fungi that grows from
the mycelium		

#### Music



#### PILLAR #3

**Effort** 

**Sustaining Effort.** 

Distractions.



The ability to take or sustain action on a task

#### You Had Them at HELLO



Talk in sound bites

Pre-empt topic and time

Can you bring your effort level up to me?

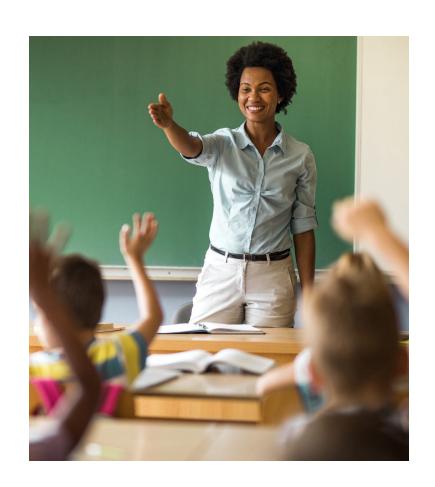
#### **High Effort | Low Effort**

Structure lessons using a high effort | low effort model

5-minutes for prep or "do-now"

20-minute instruction

10-minute solo or group activity



#### PILLAR #4

#### **Managing Emotions**

Stuck

**Frustrated** 

**Explosive** 

**Anxious** 

**Overwhelmed** 



#### **Managing Emotions**



Reduce the amount work or information presented.



Limit open ended questions.



Provide emotional outlet.



Give choices of expression.

#### **Lighten the Sensory Load**



#### **Calm Environments**

- Meadphones/White Noise
- Aroma/Scent
- Seating-floor|window|calming cubbie
- Lighting



## Sensory Sensitive Classroom 60-30-10 RULE

Use 60-30-10 rule when designing your classroom
60% one neutral color
30% accent color
10% pop of color

Creates balance for the eye & prevents over or under stimulation.

Charts | Posters | Copy Paper | Bins | Bulletin Board | Highlighters | Supplies

#### PILLAR #5

#### **Working Memory**

Remembering ...

or

Performance in the Front/Knowledge in the Back



Get rid of the "Oh! By The Ways!"



Link the unknown to the known



Stop answering questions when none were asked

#### **Guided Questioning**

Where have you seen this?

What is this similar to?

What do you recognize?

What is new to you?

How does this connect with what we've already learned?

What is confusing to you?

#### Routines







WRITING DOWN HOMEWORK



CLEANING OUT NOTEBOOKS AFTER A UNIT



PREPARING FOR EXAMS

#### **Tips to Address Working Memory**

**Remind** – Remember we've got art class in 15 minutes. Who can show me that on the clock?"

**Rehearse** – "Let's think of all the things we need to bring home this evening."

**Review** – "Who can tell me what activity we have in 15 minutes? What do you need to take?"

#### PILLAR #6

**Action:** 

Monitoring Actions
Self Leadership



Naughty vs Neuro

#### Movement

#### Helps

**Manage Impulses** 

**Focus and Sustain Attention** 

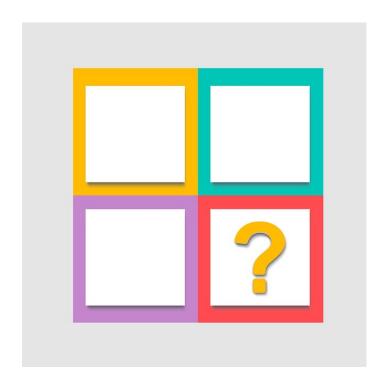
**Distractibility** 

**Lay Down Learning** 

**Recall Information** 



#### **Q & A**



#### For More Information & Resources



VISIT US: orderoochaos.com

CONTACT US: info@orderoochaos.com