# SAULT COLLEGE OF APPLIED ARTS & TECHNOLOGY SAULT STE. MARIE, ONTARIO

# COURSE OUTLINE

Course Title	INTRODUCTION TO PROGRAMMING SKILLS
Code No.:	DSW 110-3
Program:	DEVELOPMENTAL SERVICE WORKER (D.S.W.)
Semester:	FIRST
Date:	SEPTEMBER, 1986
Author:	ED FINN
	New: Revision:
APPROVED:	N. KOCH Aug. 18/86
	Chairperson Date

Instructor: Ed Finn

### COURSE DESCRIPTION:

This will be a field-based course with lectures, designed to introduce the DSW student to techniques and training models being used with the developmentally handicapped. The "learn by doing" format will allow the student to demonstrate specific competencies.

#### PHILOSOPHY/GOALS:

- To develop in the student, a sense of rapport in working with the handicapped.
- 2. To enable the student to develop specific competencies in programming for the developmentally handicapped.
- 3. To offer instruction and practice in basic training techniques.

### COURSE OBJECTIVES:

- The student will demonstrate the ability to write and implement specific programs for the developmentally handicapped.
- 2. The student will demonstrate competence in with the developmentally handicapped in acquatic skills, dressing, and undressing, movement skills, errorless learning, attending behaviour and other concepts related to programming skills.
- 3. The student will demonstrate the ability to compare and appraise alternative training techniques, i.e. Try Another Way, I Can, Popovich, McBride.

# TEXT:

Effective Educational and Behavioural Programming for Severely and Profoundly Handicapped Students - Dorothy Popovich

#### EVALUATION:

- 1. Regular attendance and participation in class.  $\stackrel{\texttt{d}}{\Leftarrow}$  33 1/3%)
- Responsible for class notes and reading assignments as well as notes taken from audio or videotapes.

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- 3. Midterm and final exams will be given.  $(66 \ 2/3\%)$
- 4. Individual conferences will be held and a grade will be arrived at.

#### EVALUATION OF COURSES IS SUBJECT TO CHANGE!

# METHODOLOGY:

- 1. Lectures: in which the instructor will discuss concepts used in programming skills.
- 2. Field-based instruction: in which the students will practice "learn by doing" approach.
- 3. Audio and videotapes, films and text: in which the students will be responsible for notes taken on material presented.
- 4. Any other methods or materials deemed by the instructor to be necessary to enable the class and/or the individual student to reach the course objectives.

ED:mk