



Agenda Visual

Agenda visual

Objetivo: indicar una serie de actividades a realizar durante un día o una mañana o tarde, facilitan la anticipación y comprensión de situaciones.

Sirven para saber:

- como se desarrolla el día
- que voy a hacer y en que orden
- donde tengo que estar.

Saber que **una rutina puede cambiar** y eso no es problema, en ese caso explicar cambio y cambiar pictograma respectivo explicando cuándo se realizará lo que se saca (anticipar).

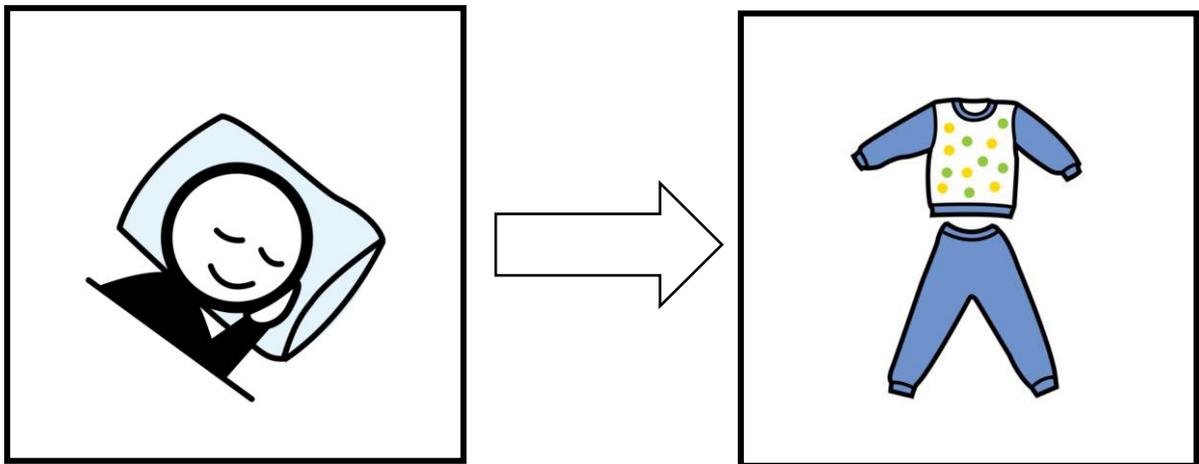
Recordar que la agenda visual se pone a la altura del niño, y que él debe manipularlo.

- Usar bloque a.m y luego cambiar a bloque p.m.

Apoyo a (nombre) Agenda visual doble entrada

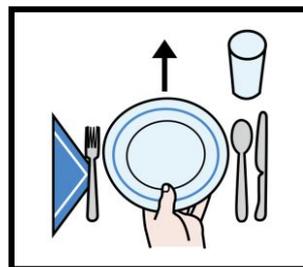
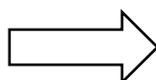
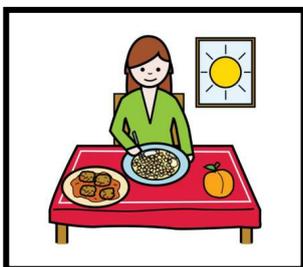
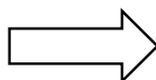
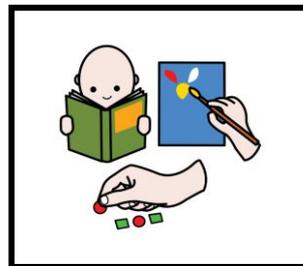
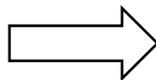
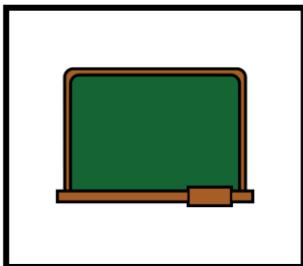
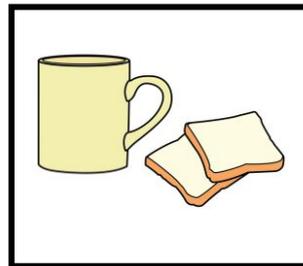
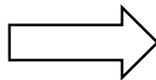
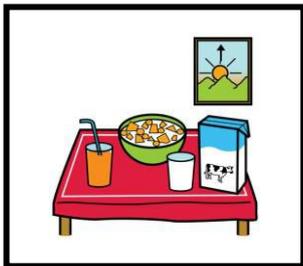
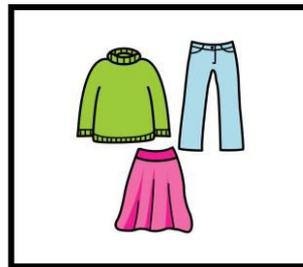
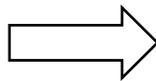
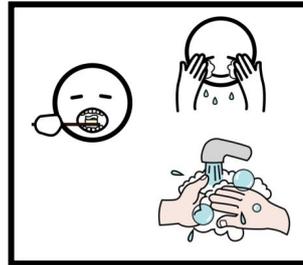
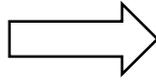
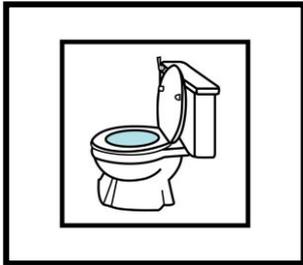
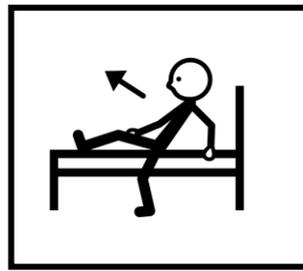
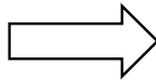
Objetivo: indicar una serie de actividades a realizar y a su vez saber el objeto a buscar o acción específica a realizar que se espera que inicie el niño.

Ejemplo:

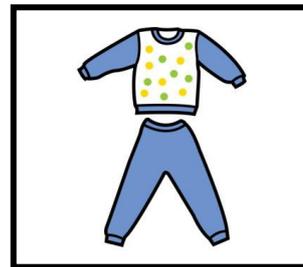
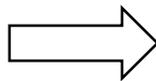
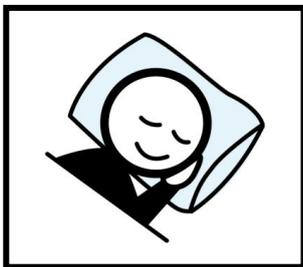
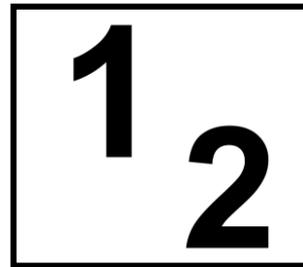
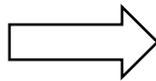
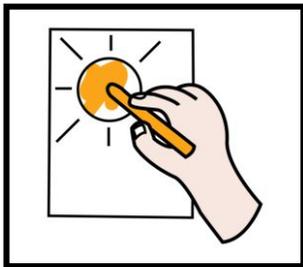
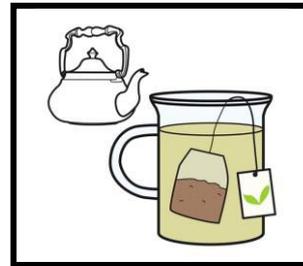
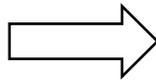
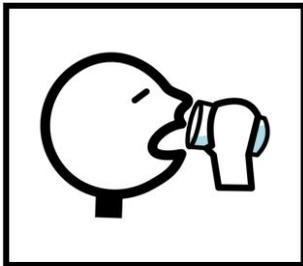
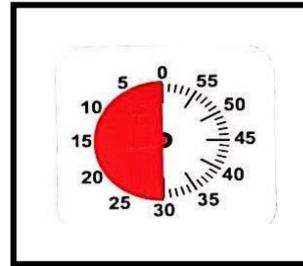
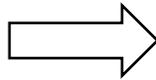
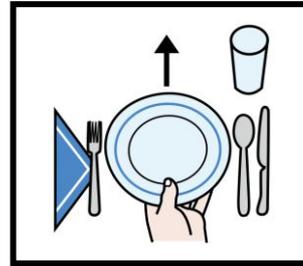
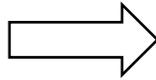
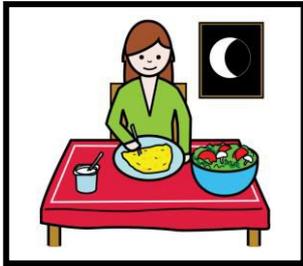
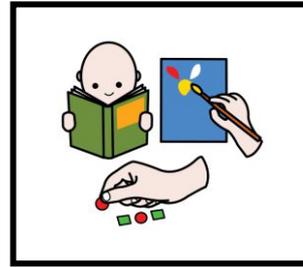
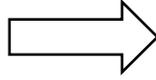
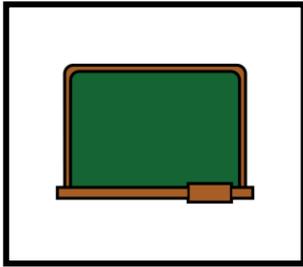
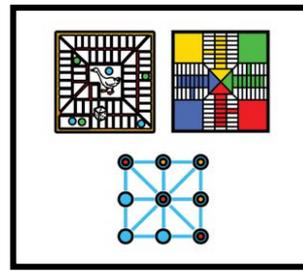
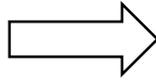
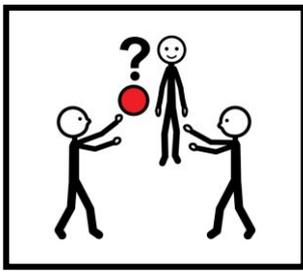


Dormir y la flecha indica que debe buscar el pijama

M A Ñ A Ñ A



T A R D E



Impresión agenda visual

- Imprimir, ideal usar hoja tamaño oficio y hacer click en ajustar al tamaño de papel para que salga completo.
- Idealmente termolaminar base de agenda visual y pictogramas.

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