

BeGo RUN SHEET

Wednesday, September 2, 2026

10:00-2:00

Dana's Updated Session Schedule

CHOICE PLAN BeGo chooses between Uno and Going Outside. Bee's randomized choice is Labyrinth. Free Time is scheduled; computer is earned (1 chip = 5 minutes, max 1 chip exchanged per Free Time).

TIME	BLOCK	RUN IT	DATA / NOTES
10:00-10:15	Play Together	BeGo chooses: Uno OR Going Outside. Pairing/momentum; no independent computer. Embed reciprocal questions naturally.	Choice: ____ Engagement: ____
10:15-10:35	Shower / Hygiene	Follow current shower sequence. State the reasonable expectation before starting. Chip is for transition + cooperation + follow-through; independence is measured separately.	Chip earned: Y / N Prompts: ____
10:35-10:45	Free Time	Scheduled regardless of chip. Offer 5 minutes computer only if 1 chip is exchanged; otherwise independent non-computer choice. One chip maximum this period.	Chip used/saved: ____
10:45-10:55	Toothbrushing	Follow Mom's direction and current task analysis. Prompt as needed. Give chip immediately after the established expectation is completed.	Chip: Y / N Steps independent: ____
10:55-11:15	Play Together	Continue BeGo's selected activity or offer the unused option (Uno/Going Outside). Practice My Way / Your Way, Cooperative Play, and natural conversation.	Flexibility: ____ Requests: ____
11:15-11:25	Shoe Tying	Practice current forward-chaining step. Keep brief, prompt fading, and reinforce effort. Opportunity to earn 1 chip.	Step: ____ Prompt: ____ Chip: ____
11:25-11:40	Free Time	Scheduled. Ask whether to use 1 chip for 5 minutes computer or save it. Give 1-minute warning before computer ends.	Choice: ____ Transition: ____
11:40-12:00	Bee's Choice	Therapist-directed activity: Labyrinth. Embed tolerance for adult direction plus Landed vs Bombed, emotion clues, or neutral-topic conversation as natural opportunities occur.	Tolerated: ____ Target: ____
12:00-12:15	Snack + Drink	Retrieve/prepare own snack and drink at current skill level. Opportunity to earn 1 chip. Prompt independent requesting and cleanup sequence.	Steps: ____ Chip: ____
12:15-12:30	Snack / Low Demand	Eat, clean up, and use natural conversation. No separate structured social lesson unless engagement supports it.	Conversation: ____
12:30-12:40	Free Time	Scheduled. Computer only with 1 exchanged chip; otherwise independent choice.	Choice: ____
12:40-1:00	BeGo's Choice	Offer the two-choice field again: Uno OR Going Outside. Follow his selection; embed flexibility and social goals without taking over the activity.	Choice: ____ Social target: ____
1:00-1:15	Adaptive Skill	Today: Repeat shower setup/sequence step needing the most support. Keep the adaptive target even if response effort must be reduced. Opportunity to earn 1 chip.	Level: ____ Chip: ____
1:15-1:30	Free Time	Scheduled. One chip may buy 5 minutes computer. Previously earned chips are not removed.	Used/saved: ____
1:30-1:50	Bee's Choice / Treatment	Return to Labyrinth or choose a short related variation. Use self-advocacy, reciprocal questions, Landed vs Bombed, or relationship cues as filler.	Target: ____ Response: ____
1:50-2:00	Free Time + Wrap	Independent choice, cleanup, chip review, and transition out. Computer remains contingent on an available earned chip.	Final chips: ____ Transition: ____

SESSION NOTE CATCHER

Arrival/presentation: _____ Effective supports: _____ Continue targeting: _____

BeGo RUN SHEET

Thursday, September 3, 2026

10:00-2:00

Dana's Updated Session Schedule

CHOICE PLAN BeGo chooses between Poker and Balatro. Bee's randomized choice is Apples to Apples. Free Time is scheduled; computer is earned (1 chip = 5 minutes, max 1 chip exchanged per Free Time).

TIME	BLOCK	RUN IT	DATA / NOTES
10:00-10:15	Play Together	BeGo chooses: Poker OR Balatro. Pairing/momentum; no independent computer. Embed reciprocal questions naturally.	Choice: ____ Engagement: ____
10:15-10:35	Shower / Hygiene	Follow current shower sequence. State the reasonable expectation before starting. Chip is for transition + cooperation + follow-through; independence is measured separately.	Chip earned: Y / N Prompts: ____
10:35-10:45	Free Time	Scheduled regardless of chip. Offer 5 minutes computer only if 1 chip is exchanged; otherwise independent non-computer choice. One chip maximum this period.	Chip used/saved: ____
10:45-10:55	Toothbrushing	Follow Mom's direction and current task analysis. Prompt as needed. Give chip immediately after the established expectation is completed.	Chip: Y / N Steps independent: ____
10:55-11:15	Play Together	Continue BeGo's selected activity or offer the unused option (Poker/Balatro). Practice My Way / Your Way, Cooperative Play, and natural conversation.	Flexibility: ____ Requests: ____
11:15-11:25	Shoe Tying	Practice current forward-chaining step. Keep brief, prompt fading, and reinforce effort. Opportunity to earn 1 chip.	Step: ____ Prompt: ____ Chip: ____
11:25-11:40	Free Time	Scheduled. Ask whether to use 1 chip for 5 minutes computer or save it. Give 1-minute warning before computer ends.	Choice: ____ Transition: ____
11:40-12:00	Bee's Choice	Therapist-directed activity: Apples to Apples. Embed tolerance for adult direction plus Landed vs Bombed, emotion clues, or neutral-topic conversation as natural opportunities occur.	Tolerated: ____ Target: ____
12:00-12:15	Snack + Drink	Retrieve/prepare own snack and drink at current skill level. Opportunity to earn 1 chip. Prompt independent requesting and cleanup sequence.	Steps: ____ Chip: ____
12:15-12:30	Snack / Low Demand	Eat, clean up, and use natural conversation. No separate structured social lesson unless engagement supports it.	Conversation: ____
12:30-12:40	Free Time	Scheduled. Computer only with 1 exchanged chip; otherwise independent choice.	Choice: ____
12:40-1:00	BeGo's Choice	Offer the two-choice field again: Poker OR Balatro. Follow his selection; embed flexibility and social goals without taking over the activity.	Choice: ____ Social target: ____
1:00-1:15	Adaptive Skill	Today: Snack/drink preparation + cleanup. Keep the adaptive target even if response effort must be reduced. Opportunity to earn 1 chip.	Level: ____ Chip: ____
1:15-1:30	Free Time	Scheduled. One chip may buy 5 minutes computer. Previously earned chips are not removed.	Used/saved: ____
1:30-1:50	Bee's Choice / Treatment	Return to Apples to Apples or choose a short related variation. Use self-advocacy, reciprocal questions, Landed vs Bombed, or relationship cues as filler.	Target: ____ Response: ____
1:50-2:00	Free Time + Wrap	Independent choice, cleanup, chip review, and transition out. Computer remains contingent on an available earned chip.	Final chips: ____ Transition: ____

SESSION NOTE CATCHER _____

Arrival/presentation: _____ Effective supports: _____ Continue targeting: _____

BeGo RUN SHEET

Tuesday, September 8, 2026

10:00-2:00

Dana's Updated Session Schedule

CHOICE PLAN BeGo chooses between The Game of Life and Bloons TD - New Game. Bee's randomized choice is Oregon Trail. Free Time is scheduled; computer is earned (1 chip = 5 minutes, max 1 chip exchanged per Free Time).

TIME	BLOCK	RUN IT	DATA / NOTES
10:00-10:15	Play Together	BeGo chooses: The Game of Life OR Bloons TD - New Game. Pairing/momentum; no independent computer. Embed reciprocal questions naturally.	Choice: ____ Engagement: ____
10:15-10:35	Shower / Hygiene	Follow current shower sequence. State the reasonable expectation before starting. Chip is for transition + cooperation + follow-through; independence is measured separately.	Chip earned: Y / N Prompts: ____
10:35-10:45	Free Time	Scheduled regardless of chip. Offer 5 minutes computer only if 1 chip is exchanged; otherwise independent non-computer choice. One chip maximum this period.	Chip used/saved: ____
10:45-10:55	Toothbrushing	Follow Mom's direction and current task analysis. Prompt as needed. Give chip immediately after the established expectation is completed.	Chip: Y / N Steps independent: ____
10:55-11:15	Play Together	Continue BeGo's selected activity or offer the unused option (The Game of Life/Bloons TD - New Game). Practice My Way / Your Way, Cooperative Play, and natural conversation.	Flexibility: ____ Requests: ____
11:15-11:25	Shoe Tying	Practice current forward-chaining step. Keep brief, prompt fading, and reinforce effort. Opportunity to earn 1 chip.	Step: ____ Prompt: ____ Chip: ____
11:25-11:40	Free Time	Scheduled. Ask whether to use 1 chip for 5 minutes computer or save it. Give 1-minute warning before computer ends.	Choice: ____ Transition: ____
11:40-12:00	Bee's Choice	Therapist-directed activity: Oregon Trail. Embed tolerance for adult direction plus Landed vs Bombed, emotion clues, or neutral-topic conversation as natural opportunities occur.	Tolerated: ____ Target: ____
12:00-12:15	Snack + Drink	Retrieve/prepare own snack and drink at current skill level. Opportunity to earn 1 chip. Prompt independent requesting and cleanup sequence.	Steps: ____ Chip: ____
12:15-12:30	Snack / Low Demand	Eat, clean up, and use natural conversation. No separate structured social lesson unless engagement supports it.	Conversation: ____
12:30-12:40	Free Time	Scheduled. Computer only with 1 exchanged chip; otherwise independent choice.	Choice: ____
12:40-1:00	BeGo's Choice	Offer the two-choice field again: The Game of Life OR Bloons TD - New Game. Follow his selection; embed flexibility and social goals without taking over the activity.	Choice: ____ Social target: ____
1:00-1:15	Adaptive Skill	Today: Toothbrushing step with lowest independence. Keep the adaptive target even if response effort must be reduced. Opportunity to earn 1 chip.	Level: ____ Chip: ____
1:15-1:30	Free Time	Scheduled. One chip may buy 5 minutes computer. Previously earned chips are not removed.	Used/saved: ____
1:30-1:50	Bee's Choice / Treatment	Return to Oregon Trail or choose a short related variation. Use self-advocacy, reciprocal questions, Landed vs Bombed, or relationship cues as filler.	Target: ____ Response: ____
1:50-2:00	Free Time + Wrap	Independent choice, cleanup, chip review, and transition out. Computer remains contingent on an available earned chip.	Final chips: ____ Transition: ____

SESSION NOTE CATCHER _____

Arrival/presentation: _____ Effective supports: _____ Continue targeting: _____

BeGo RUN SHEET

Wednesday, September 9, 2026

10:00-2:00

Dana's Updated Session Schedule

CHOICE PLAN BeGo chooses between Watch a Movie and Two-Player Games. Bee's randomized choice is Civilization XII. Free Time is scheduled; computer is earned (1 chip = 5 minutes, max 1 chip exchanged per Free Time).

TIME	BLOCK	RUN IT	DATA / NOTES
10:00-10:15	Play Together	BeGo chooses: Watch a Movie OR Two-Player Games. Pairing/momentum; no independent computer. Embed reciprocal questions naturally.	Choice: ____ Engagement: ____
10:15-10:35	Shower / Hygiene	Follow current shower sequence. State the reasonable expectation before starting. Chip is for transition + cooperation + follow-through; independence is measured separately.	Chip earned: Y / N Prompts: ____
10:35-10:45	Free Time	Scheduled regardless of chip. Offer 5 minutes computer only if 1 chip is exchanged; otherwise independent non-computer choice. One chip maximum this period.	Chip used/saved: ____
10:45-10:55	Toothbrushing	Follow Mom's direction and current task analysis. Prompt as needed. Give chip immediately after the established expectation is completed.	Chip: Y / N Steps independent: ____
10:55-11:15	Play Together	Continue BeGo's selected activity or offer the unused option (Watch a Movie/Two-Player Games). Practice My Way / Your Way, Cooperative Play, and natural conversation.	Flexibility: ____ Requests: ____
11:15-11:25	Shoe Tying	Practice current forward-chaining step. Keep brief, prompt fading, and reinforce effort. Opportunity to earn 1 chip.	Step: ____ Prompt: ____ Chip: ____
11:25-11:40	Free Time	Scheduled. Ask whether to use 1 chip for 5 minutes computer or save it. Give 1-minute warning before computer ends.	Choice: ____ Transition: ____
11:40-12:00	Bee's Choice	Therapist-directed activity: Civilization XII. Embed tolerance for adult direction plus Landed vs Bombed, emotion clues, or neutral-topic conversation as natural opportunities occur.	Tolerated: ____ Target: ____
12:00-12:15	Snack + Drink	Retrieve/prepare own snack and drink at current skill level. Opportunity to earn 1 chip. Prompt independent requesting and cleanup sequence.	Steps: ____ Chip: ____
12:15-12:30	Snack / Low Demand	Eat, clean up, and use natural conversation. No separate structured social lesson unless engagement supports it.	Conversation: ____
12:30-12:40	Free Time	Scheduled. Computer only with 1 exchanged chip; otherwise independent choice.	Choice: ____
12:40-1:00	BeGo's Choice	Offer the two-choice field again: Watch a Movie OR Two-Player Games. Follow his selection; embed flexibility and social goals without taking over the activity.	Choice: ____ Social target: ____
1:00-1:15	Adaptive Skill	Today: Shower/hygiene sequence review. Keep the adaptive target even if response effort must be reduced. Opportunity to earn 1 chip.	Level: ____ Chip: ____
1:15-1:30	Free Time	Scheduled. One chip may buy 5 minutes computer. Previously earned chips are not removed.	Used/saved: ____
1:30-1:50	Bee's Choice / Treatment	Return to Civilization XII or choose a short related variation. Use self-advocacy, reciprocal questions, Landed vs Bombed, or relationship cues as filler.	Target: ____ Response: ____
1:50-2:00	Free Time + Wrap	Independent choice, cleanup, chip review, and transition out. Computer remains contingent on an available earned chip.	Final chips: ____ Transition: ____

SESSION NOTE CATCHER

Arrival/presentation: _____ Effective supports: _____ Continue targeting: _____

BeGo RUN SHEET

Thursday, September 10, 2026

10:00-2:00

Dana's Updated Session Schedule

CHOICE PLAN BeGo chooses between Labyrinth and Uno. Bee's randomized choice is Going Outside. Free Time is scheduled; computer is earned (1 chip = 5 minutes, max 1 chip exchanged per Free Time).

TIME	BLOCK	RUN IT	DATA / NOTES
10:00-10:15	Play Together	BeGo chooses: Labyrinth OR Uno. Pairing/momentum; no independent computer. Embed reciprocal questions naturally.	Choice: ____ Engagement: ____
10:15-10:35	Shower / Hygiene	Follow current shower sequence. State the reasonable expectation before starting. Chip is for transition + cooperation + follow-through; independence is measured separately.	Chip earned: Y / N Prompts: ____
10:35-10:45	Free Time	Scheduled regardless of chip. Offer 5 minutes computer only if 1 chip is exchanged; otherwise independent non-computer choice. One chip maximum this period.	Chip used/saved: ____
10:45-10:55	Toothbrushing	Follow Mom's direction and current task analysis. Prompt as needed. Give chip immediately after the established expectation is completed.	Chip: Y / N Steps independent: ____
10:55-11:15	Play Together	Continue BeGo's selected activity or offer the unused option (Labyrinth/Uno). Practice My Way / Your Way, Cooperative Play, and natural conversation.	Flexibility: ____ Requests: ____
11:15-11:25	Shoe Tying	Practice current forward-chaining step. Keep brief, prompt fading, and reinforce effort. Opportunity to earn 1 chip.	Step: ____ Prompt: ____ Chip: ____
11:25-11:40	Free Time	Scheduled. Ask whether to use 1 chip for 5 minutes computer or save it. Give 1-minute warning before computer ends.	Choice: ____ Transition: ____
11:40-12:00	Bee's Choice	Therapist-directed activity: Going Outside. Embed tolerance for adult direction plus Landed vs Bombed, emotion clues, or neutral-topic conversation as natural opportunities occur.	Tolerated: ____ Target: ____
12:00-12:15	Snack + Drink	Retrieve/prepare own snack and drink at current skill level. Opportunity to earn 1 chip. Prompt independent requesting and cleanup sequence.	Steps: ____ Chip: ____
12:15-12:30	Snack / Low Demand	Eat, clean up, and use natural conversation. No separate structured social lesson unless engagement supports it.	Conversation: ____
12:30-12:40	Free Time	Scheduled. Computer only with 1 exchanged chip; otherwise independent choice.	Choice: ____
12:40-1:00	BeGo's Choice	Offer the two-choice field again: Labyrinth OR Uno. Follow his selection; embed flexibility and social goals without taking over the activity.	Choice: ____ Social target: ____
1:00-1:15	Adaptive Skill	Today: Snack/drink preparation + independent cleanup. Keep the adaptive target even if response effort must be reduced. Opportunity to earn 1 chip.	Level: ____ Chip: ____
1:15-1:30	Free Time	Scheduled. One chip may buy 5 minutes computer. Previously earned chips are not removed.	Used/saved: ____
1:30-1:50	Bee's Choice / Treatment	Return to Going Outside or choose a short related variation. Use self-advocacy, reciprocal questions, Landed vs Bombed, or relationship cues as filler.	Target: ____ Response: ____
1:50-2:00	Free Time + Wrap	Independent choice, cleanup, chip review, and transition out. Computer remains contingent on an available earned chip.	Final chips: ____ Transition: ____

SESSION NOTE CATCHER

Arrival/presentation: _____ Effective supports: _____ Continue targeting: _____

BeGo RUN SHEET

Friday, September 11, 2026

10:00-2:00

Dana's Updated Session Schedule

CHOICE PLAN BeGo chooses between Balatro and Apples to Apples. Bee's randomized choice is The Game of Life. Free Time is scheduled; computer is earned (1 chip = 5 minutes, max 1 chip exchanged per Free Time).

TIME	BLOCK	RUN IT	DATA / NOTES
10:00-10:15	Play Together	BeGo chooses: Balatro OR Apples to Apples. Pairing/momentum; no independent computer. Embed reciprocal questions naturally.	Choice: ____ Engagement: ____
10:15-10:35	Shower / Hygiene	Follow current shower sequence. State the reasonable expectation before starting. Chip is for transition + cooperation + follow-through; independence is measured separately.	Chip earned: Y / N Prompts: ____
10:35-10:45	Free Time	Scheduled regardless of chip. Offer 5 minutes computer only if 1 chip is exchanged; otherwise independent non-computer choice. One chip maximum this period.	Chip used/saved: ____
10:45-10:55	Toothbrushing	Follow Mom's direction and current task analysis. Prompt as needed. Give chip immediately after the established expectation is completed.	Chip: Y / N Steps independent: ____
10:55-11:15	Play Together	Continue BeGo's selected activity or offer the unused option (Balatro/Apples to Apples). Practice My Way / Your Way, Cooperative Play, and natural conversation.	Flexibility: ____ Requests: ____
11:15-11:25	Shoe Tying	Practice current forward-chaining step. Keep brief, prompt fading, and reinforce effort. Opportunity to earn 1 chip.	Step: ____ Prompt: ____ Chip: ____
11:25-11:40	Free Time	Scheduled. Ask whether to use 1 chip for 5 minutes computer or save it. Give 1-minute warning before computer ends.	Choice: ____ Transition: ____
11:40-12:00	Bee's Choice	Therapist-directed activity: The Game of Life. Embed tolerance for adult direction plus Landed vs Bombed, emotion clues, or neutral-topic conversation as natural opportunities occur.	Tolerated: ____ Target: ____
12:00-12:15	Snack + Drink	Retrieve/prepare own snack and drink at current skill level. Opportunity to earn 1 chip. Prompt independent requesting and cleanup sequence.	Steps: ____ Chip: ____
12:15-12:30	Snack / Low Demand	Eat, clean up, and use natural conversation. No separate structured social lesson unless engagement supports it.	Conversation: ____
12:30-12:40	Free Time	Scheduled. Computer only with 1 exchanged chip; otherwise independent choice.	Choice: ____
12:40-1:00	BeGo's Choice	Offer the two-choice field again: Balatro OR Apples to Apples. Follow his selection; embed flexibility and social goals without taking over the activity.	Choice: ____ Social target: ____
1:00-1:15	Adaptive Skill	Today: Shoe-tying chaining step + functional independence target. Keep the adaptive target even if response effort must be reduced. Opportunity to earn 1 chip.	Level: ____ Chip: ____
1:15-1:30	Free Time	Scheduled. One chip may buy 5 minutes computer. Previously earned chips are not removed.	Used/saved: ____
1:30-1:50	Bee's Choice / Treatment	Return to The Game of Life or choose a short related variation. Use self-advocacy, reciprocal questions, Landed vs Bombed, or relationship cues as filler.	Target: ____ Response: ____
1:50-2:00	Free Time + Wrap	Independent choice, cleanup, chip review, and transition out. Computer remains contingent on an available earned chip.	Final chips: ____ Transition: ____

SESSION NOTE CATCHER

Arrival/presentation: _____ Effective supports: _____ Continue targeting: _____