

THE PARA PROVIDER

A NEWSLETTER FOR PARAEDUCATORS: March 2004, Volume 1, Issue 2

"Give a man a fish, feed him for a day. Teach a man to fish, feed him for a lifetime."

THE PARAEDUCATOR DINNER!

Our annual paraeducator dinner is scheduled for Wednesday, May 5, 2004 at The Reservation in Milan. Our annual event will begin at 5:00 p.m. through 7:00 p.m. slow time. Paraeducators interested in attending the dinner must call the ROD office by April 16, 2004 to reserve your place. When calling, please indicate your menu choice of turkey or roast beef. The menu will also include side dishes, bread, dessert, and beverage. Also indicate the number of years you have served as a paraeducator, when you make your reservations.



Our theme this year is "Hats Off to Paras!" Our committee has developed an eventful evening for our attendees. In addition to recognition for dedicated service, we have some surprise guests who will be providing an informative presentation. We will also learn information about Autism Spectrum Disorder, as many of you have requested.

JOIN THE FUN!

Paras who choose may wear or bring a hat to the dinner. A prize will be awarded to the most creative cap!



AN ADMINISTRATIVE NOTE

Greetings, once again. We hope that you found our first issue of The Para Provider informative. In our current issue of the newsletter you will find information regarding OT/PT, Time Fillers for the classroom, and paraeducator dinner details. Our goal is to improve with each issue of The Para Provider, in order to bring you the most information. Remember, your input is welcome. If you have thoughts or ideas, give us a call.

Sincerely,
Cheryl Corning &
Lisa Peck



SHARE YOUR THOUGHTS!

If you have ideas that you currently use with students on a daily basis, then send them to Lisa at the address below. Remember, the best ideas come from those who work in the classroom. Send ideas to:

Ripley-Ohio-Dearborn Special
Education Cooperative
c/o Lisa Peck, Assistant Director
P.O. Box 238
Sunman, IN 47041
or FAX to 812-623-2315



OCCUPATIONAL + PHYSICAL THERAPIES AND THE ROLE OF THE PARAEDUCATOR

1. Communication:

Assist the teacher in communication with the OT/PT regarding the student's needs and difficulties faced on a daily basis.

2. Implementation:

Implement the therapies as recommended by the occupational or physical therapist. Establish consistency. Don't be afraid to ask therapists questions regarding therapy to help you gain understanding.

3. Equipment:

Assist the student with the use of various equipment provided by the therapist. If you do not understand the proper way to utilize equipment, consult with the teacher and/or the therapist. Improper use of equipment may diminish progress of the student.

RELAXATION TECHNIQUES FOR STUDENTS



1. Sit in a bean bag chair for a while and take some slow deep breaths.
2. Sit in a quiet place surrounded & covered by heavy pillows.
3. Rock slowly and Gently in a rocking chair.
4. Sit in a place where lights, voices, & music are soft.
5. Snuggle up in a sleeping bag or a blanket.
6. Spray Vanilla Scent.

Ever Found yourself Left In the Classroom With Nothing to do-Kids finish early, teacher out longer than expected? Here are some ideas for you.



Simon Says: Simple yes, but the game focuses on listening comprehension, following directions, social skills, and visual perception, which are generally areas of difficulty for many of our students. To make it educational, focus on body parts, math facts (e.g., If $2+2=3$, touch your head.), spelling words, or any other information that you are currently working on.

Word Races: This game utilizes students word recognition skills. Students compete against one another in writing or reading a word shown to them. Students could also race against time, rather than each other.

Counting Games: The focus is math skills or recognition of objects/information. Encourage younger students to jump 5 times, to locate 8 crayons, or shake 3 hands, etc. Older students could locate a specific word 3 times in a newspaper or magazine.

Calculation Card Game: This game is a variation of the famous war game. Rather than comparing one card against another, have students draw two cards and add, subtract, multiply, or divide the two numbers and then compare with other players. The student with the highest answer wins all the cards showing. Play another round. At the end, the student with the highest score is the winner. However, you don't have to keep score, if you want to eliminate the competitive aspect of the game.