

## **GREENSPAN'S FLOOR TIME**

Developed by Stanley Greenspan and Serena Weider, based upon the Developmental, Individual Difference, Relationship-based (DIR) Model.

<b>Your Child's Actions</b>	<b>Your Solutions</b>
Avoids, moves away	<ul style="list-style-type: none"> <li>- Persist in your pursuit</li> <li>- Treat as intentional</li> <li>- Provide visual cues</li> <li>- Playfully obstruct</li> <li>- Attract with "magic"</li> <li>- Insist on a response</li> </ul>
Stays stuck, does not know what to do next	<ul style="list-style-type: none"> <li>- Provide destination</li> <li>- Return object of interest</li> <li>- Use object in some way</li> <li>- Expand, expand</li> <li>- Give new meanings</li> <li>- Use ritualized cues to start ("ready, set, go")</li> </ul>
Uses scripts	<ul style="list-style-type: none"> <li>- Join in</li> <li>- Offer alternative scripts</li> <li>- Change direction of script</li> </ul>
Perseverates	<ul style="list-style-type: none"> <li>- Ask for turn, join, imitate, help</li> <li>- Make interactive</li> <li>- Ask "how many" more times</li> <li>- Set up "special" time</li> </ul>
Protests	<ul style="list-style-type: none"> <li>- Act sorry, play dumb, restore</li> </ul>
Rejects, refuses	<ul style="list-style-type: none"> <li>- Provide more things to say "no" to</li> <li>- Expand, give other choices or time</li> </ul>
Says something unrelated	<ul style="list-style-type: none"> <li>- Insist on a response</li> <li>- Notice change or bring closure</li> </ul>
Becomes anxious or fearful	<ul style="list-style-type: none"> <li>- Reassure</li> <li>- Problem solve</li> <li>- Use symbolic solutions</li> </ul>
Acts out, pushes, hits	<ul style="list-style-type: none"> <li>- Provide affective cue ("Uh, uh, uh," "No, no, no") to encourage self regulation.</li> <li>- Set limits</li> <li>- Reward for absence of negative behaviors</li> </ul>

