# Autism Observation Profile

Name of child: DOB: Date:

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| --- | --- |
| **Play and Imagination** | |
| 1. **Exploratory Play** | |
| **Observed Behaviours** | **How ………………………plays** |
| Plays with object using non-specific action on all objects, e.g. mouthing, waving, banging, shaking |  |
| Examines novel toy/object |  |
| Plays with objects using appropriate actions, e.g. bangs with hammer, shakes bell, throws ball, crumples paper |  |
| 1. **Organising** | |
| **Observed Behaviours** | **How ………………………plays** |
| Relates toys/objects non-specifically, e.g. banging together, piling up |  |
| Systematically combines objects, e.g. dumps out of/puts into containers; nests/stacks cups; stacks rings; strings beads |  |
| 1. **Structural and Construction** | |
| **Observed Behaviours** | **How ………………………plays** |
| Fitting items together by trial and error, e.g. Duplo bricks |  |
| Completes simple formboards/puzzles/pegboard patterns |  |
| Evidence of planning in problem solving |  |
| 1. **Cause and effect / means to an end play** | |
| **Observed Behaviours** | **How ………………………plays** |
| Makes a toy work, e.g. presses button to make clown pop up; operates wind-up toy |  |
| Uses object to obtain item, e.g. a stick to pull a toy within reach |  |
| Climbs to reach toy |  |
| Rolls ball to knock skittles down |  |
| Searches for and finds objects during play |  |
| 1. **Interactive play** | |
| **Observed Behaviours** | **How ………………………plays** |
| Tolerates adult’s presence during play |  |
| Allows adult to intervene in play |  |
| Will give object to adult during play, e.g. to ask for help |  |
| Allows adult to imitate his actions in play, e.g. in musical interaction |  |
| Responds to play routines with enjoyment, e.g. peek-a-boo |  |
| Participates in rough and tumble play |  |
| Responds with anticipation in play routines, e.g. ‘I’m coming to get you!’, and action rhymes, e.g. round the garden |  |
| Indicates for game/routine to continue |  |
| Initiates games/routines |  |
| Will tolerate ‘teasing’ element in games/routines |  |
| Will introduce ‘teasing’ element in games/routines |  |
| Will take turns in games/play |  |