

Autism Observation Profile

Name of child: DOB: Date: **Play and Imagination** 1. Exploratory Play **Observed Behaviours** Howplays 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 2. Organising **Observed Behaviours** Howplays 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 3. Structural and Construction **Observed Behaviours** Howplays Fitting items together by trial and error, e.g. Duplo bricks Completes simple formboards/puzzles/pegboard patterns Evidence of planning in problem solving 4. Cause and effect / means to an end play **Observed Behaviours** Howplays 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	
5. Interactive play	
Observed Behaviours	Howplays
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	