# SAM: Developing a Conceptional Foundation

1. Symbols and Meaning (SAM) is a program for developing a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ so that symbols referring to them are meaningful.
2. Sensory bridges build connections between objects and related \_\_\_\_\_\_\_\_\_\_\_ sensory experiences.
3. The main intervention strategy in SAM is the \_\_\_\_\_\_\_\_\_\_ Approach.
4. Good instruction consists of five parts:
5. F\_\_\_\_\_\_\_ instruction on one part of the task
6. R\_\_\_\_\_\_ practice in distributed trials each time the activity occurs
7. A\_\_\_\_\_\_\_\_\_\_ goals paired with effective strategies
8. N\_\_\_\_\_\_\_\_ contexts that provide meaning and build associations
9. C\_\_\_\_\_\_\_\_\_\_ structure for adding new information without stress
10. The four concept categories are
11. Name one game for:
	1. Own Body:
	2. People:
	3. Objects:
	4. Actions:
	5. Places:
12. What are the most common visual impairments if a learner has cerebral palsy?
13. What is the difference between passive and active touch?
14. Give an example of offering an array of similar objects.
15. What are the benefits of artificial and functional settings?