

Halloween Party Visual Schedule

SECTION 1 · THE SCHEDULE, THE BOARD AND THE COLOR CARDS

HALLOWEEN PARTY

STRIP

Party Schedule Strip (Color)

The party, in order, at a glance. This is the color set; the same strip in the ink-saver set is on page 12. The numbered cut-apart cards are on the pages that follow.

1

2

3

4

5

6

7

Line up

Balloon

Trophy

Candy

Pumpkin

Clean up

Walk back to class

WHY A STRIP, NOT A BOARD

A board holds a picture that changes; the party order does not change once it is set, so the whole point is to show the fixed order at a glance. The number is printed on every card too, so cutting the strip apart never loses the order.

PRINTING AND SIZING

The strip above is a quick reference; the same steps print as full 2-inch cut-apart cards on the pages that follow, at the same size so a spare from the blank-card page (page 10) always matches.

A COSTUME SHARE, IF YOUR ROOM DOES ONE

This file does not include a costume-parade card: there is no single concrete picture for "a costume" that would not misname the actual costume. If your room shares costumes, add it between two cards using the blank cards (page 10) and your own printed photo or drawing.

THE PARTY, STEP BY STEP

STEP #	PARTY SCHEDULE	WHAT IT SHOWS
1	Line up	A group standing together, lining up to come in for the party.
2	Balloon	A balloon, standing in for the room being decorated and the party beginning. The actual decorations are your classroom's own choice.
3	Trophy	A trophy, standing in for the party game your class plays and any small prize.
4	Candy	Candy, standing in for whatever treat your class shares.
5	Pumpkin	A jack-o-lantern, standing in for the Halloween craft your class makes — a paper pumpkin, a mask, a card.
6	Clean up	A wastebasket, for wiping up the space and throwing away plates, cups and scraps.
7	Walk back to class	A door, opening to walk back into the regular classroom routine.

Page 6 of 24

BRIGHT PATH SPED

Halloween Party Visual Schedule and Choice Board

SECTION 2 · THE BOARD AND THE COLOR CARDS

HALLOWEEN PARTY

Schedule Cards (Color)

Print on cardstock, cut on the dashed lines, velcro on the back or use the same 7 in the ink-saver set are on page 13. The whole strip is on page 6.

2

3

5

6

7

Balloon

Trophy

Pumpkin

Clean up

Walk back to class

IF A PICTURE READS DIFFERENTLY TO YOUR STUDENT

Use a blank card (page 10) instead: type or write the word your student uses. The strip (page 6) still shows where a replacement card belongs.

Page 7 of 24

BRIGHT PATH SPED

24 PAGES

7 SCHEDULE STEPS

5 CHOICE CARDS

COLOR + INK-SAVER

◆ BRIGHT PATH SPED

What Is Inside, and Where

One class Halloween party schedule and one choice board, in color and ink-saver, plus the log, roll-up, family and hand-off pages that turn them into data.

Before you begin

PAGE 4



**Start Here —
Three Steps**
START HERE

4

01 The Schedule, the Board and the Color Cards

PAGES 6–10



**Party Schedule
Strip (Color)**
STRIP

6



**Party Schedule
Cards (Color)**
CARDS

7



**Party Choice
Board**
BOARD

8



**Party Choice
Cards (Color)**
CARDS

9



**Blank Cards (Type
or Write the
Word)**
CARDS

10

02 The Ink-Saver Cards

PAGES 12–14



**Party Schedule
Strip (Ink-Saver)**
STRIP

12



**Party Schedule
Cards (Ink-Saver)**
CARDS

13



**Party Choice
Cards (Ink-Saver)**
CARDS

14

03 Using It, Data and Home

PAGES 16–23



**How to Use the
Schedule and the
Choice Board**
REFERENCE

16



Party Log
LOG

17



**Roll-Up and
Graph**
TRACKER

18



Filled Example
EXAMPLE

19



Family Page
NOTES

20



**Hand-Off to
Another Adult or
Room**
NOTES

21



Phrase Bank
REFERENCE

22



**Storage and
Binder Labels**
REFERENCE

23

HOW THE TAGS ON EACH PAGE WORK

Every page carries a small tag in its top corner, the same word used above: **Strip** the whole schedule in order, **Board** the choice-time form, **Cards** a sheet of cut-apart pictures, **Log** the data sheet, **Tracker** the roll-up, **Example** the filled-in sample, **Notes** a page meant to be sent out or handed off, and **Reference** everything else you read rather than fill in.

Start Here — Three Steps



1

Print and cut

Print the strip (page 6), the 7 numbered schedule cards (page 7), the choice board (page 8) and the 5 choice cards (page 9) from the color set on cardstock, or the ink-saver set (pages 12–14) on plain paper. Laminate, cut on the dashed lines, velcro or ring as needed.

Blank cards for a step or choice the set does not cover are on page 10: type the word, print, cut.



2

Run the schedule, offer the choice

Post the strip or hand the cards over in numbered order, saying the printed word as each step happens (page 22). At choice time, put two or more cards in the CHOICES panel and let the student pick.

The how-to page (16) has the rest: what to do if a step is skipped, and how many choices to offer.



3

Log it, roll it up, send it home

One row on the log (page 17) each time the schedule runs; a second row when the choice board is used.

Total it on the roll-up (page 18) and dot the graph. Send the family page (page 20) home before or after the party; the hand-off page (page 21) goes with the cards to any other adult.

WHAT THIS FILE IS

A fillable PDF: a 7-step numbered party schedule, cut-apart cards and a strip view, plus a choice board and 5 choice cards, in two art sets, with type-in fields on the log, the roll-up, the family page, the hand-off page, the board and the blank cards. It works offline with no account or subscription and prints the same on every machine.

WHAT THIS FILE IS NOT

It is not an editable online slideshow or word-processor document, and it is not a behavior plan or a program of any kind. It supplies no prompt hierarchy, fading schedule or mastery rule and promises no outcome; it shows a student the order of one class event and a real choice inside it, and counts what happened.

WHICH PAGE, WHEN

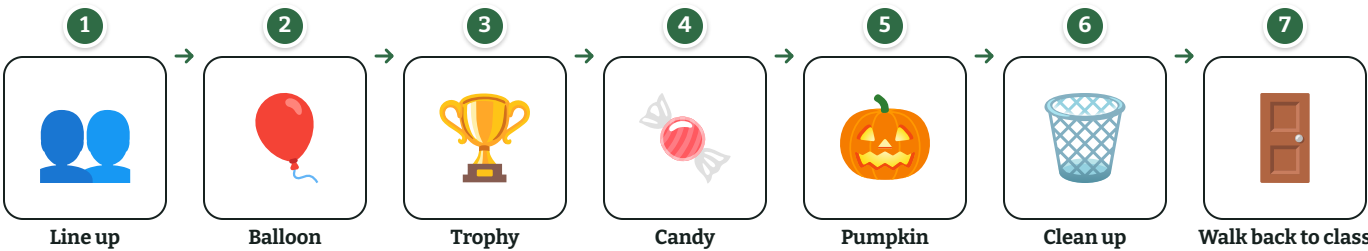
YOUR SITUATION	GO TO
A student learning the order of the party	Strip, page 6
A student who does better with one card at a time	Cut-apart cards, page 7
Choice time during the party	Choice board, page 8; choice cards, page 9
A photocopier, or a copy that goes home	Ink-saver cards, page 13
The IEP meeting or a family conference	Roll-up and graph, page 18; example, page 19

IF SOMETHING DOES NOT WORK, AND WHERE THIS FILE LIVES

A field will not hold my typing. Open the file in Adobe Acrobat Reader (free) or Preview, not a browser tab. **A picture reads as a different word to my student.** Use a blank card for that word; the **Ask a Question** tab on the product page reaches me, and a fix is a free update. **Confidentiality:** a filled-in log, roll-up or example-style note is a student record — initials only on anything that leaves your hands, first name only on the family page.

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THE PARTY, STEP BY STEP

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6	Clean up	A wastebasket, for wiping up the space and throwing away plates, cups and scraps.
7	Walk back to class	A door, opening to walk back into the regular classroom routine.

CARDS

Party Schedule Cards (Color)

7 2-inch cards, numbered in the order of the party. Print on cardstock, cut on the dashed lines, velcro on the back or use on a ring. This is the color set; the same 7 in the ink-saver set are on page 13. The whole strip is on page 6.

**PRINTING, SIZING AND WHAT EACH CARD SHOWS**

Cardstock holds up to handling better than plain paper; laminate for a card that travels on a ring or a lanyard. Every card prints at the same 2-inch size, in this set and the ink-saver one, so a spare from the blank-card page (page 10) always matches. The table on page 6 names what every card in this set shows, in order.

IF A PICTURE READS DIFFERENTLY TO YOUR STUDENT

Use a blank card (page 10) instead: type or write the word your student uses. The strip (page 6) still shows where a replacement card belongs.

BOARD

Party Choice Board

NAME

TODAY

CHOICES

→

MY CHOICE

WHY TWO SLOTS, NOT FIVE

The same two-slot board is used at choice time. Whichever two or more of the five party cards are being offered right now goes in the CHOICES panel — the board itself never changes, only which cards sit in it.

CARDS **Party Choice Cards (Color)**

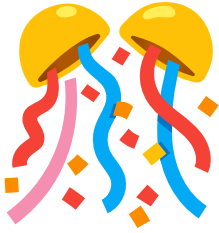
Five 2-inch cards: concrete party stations. Print on cardstock, cut on the dashed lines, velcro on the back. This is the color set; the same five cards in the ink-saver set are on page 14.



ghost



cupcake



confetti ball



party popper



spider

AT A GLANCE

CARD	WHAT IT OFFERS
Ghost	a ghost bean-bag toss or a ghost hunt around the room
Cupcake	decorating a cupcake or a cookie at a craft table
Confetti ball	a confetti dance or a freeze-dance game
Party popper	a photo corner or a show-and-tell moment
Spider	a spider ring toss or a spider hunt around the room

SAMPLE PAIRINGS TO START FROM

Two cards at a time is usually the easiest start (page 16). These pairs from the bank contrast cleanly:

OFFER THESE TWO	WHY THEY WORK AS A PAIR
ghost or cupcake	a moving game next to a sit-down craft
confetti ball or party popper	two options for the loudest, most active part of the party

WHY FIVE PARTY CHOICES

Five real, concrete options for choice time — enough to offer two or more at a time without overwhelming the CHOICES panel. Blank cards (page 10) cover anything this bank does not.

WHERE THIS SHOWS UP IN THE DATA

Every time a choice is offered, write it on the log (page 17); the roll-up (page 18) reads it back at a glance.

NOT THE SAME AS THE SCHEDULE'S CANDY CARD

The party schedule (page 7) has its own Treat-time card, Candy. These five are a separate choice-time set — games, a craft, a movement game and a photo moment, not more snack options.

LOG

Party Log

One row every time the schedule runs; a second, smaller row every time the choice board is used.

STUDENT

SETTING (CLASSROOM PARTY, REHEARSAL, ANOTHER ROOM)

SESSION

SCHEDULE: I = INDEPENDENTLY · P = WITH A PROMPT · N = NOT COMPLETED — ONE LETTER PER STEP, PER TIME THE SCHEDULE RUNS.

DATE	1 LINE UP	2 BALLOON	3 TROPHY	4 CANDY	5 PUMPKIN	6 CLEAN UP	7 WALK BACK TO CLASS	INITIALS

Choice-time log (when the choice board is used)

DATE	CHOICES OFFERED	CHOICE MADE	MADE INDEPENDENTLY? (Y/N)

WHAT ONE ROW COUNTS

One row is one time the party schedule runs, start to finish (a rehearsal or the day itself). Mark every step, even one that went fine.

TOTALING IT UP

Count the I marks and divide by 7; the roll-up (page 18) turns that count into a percent for each session.

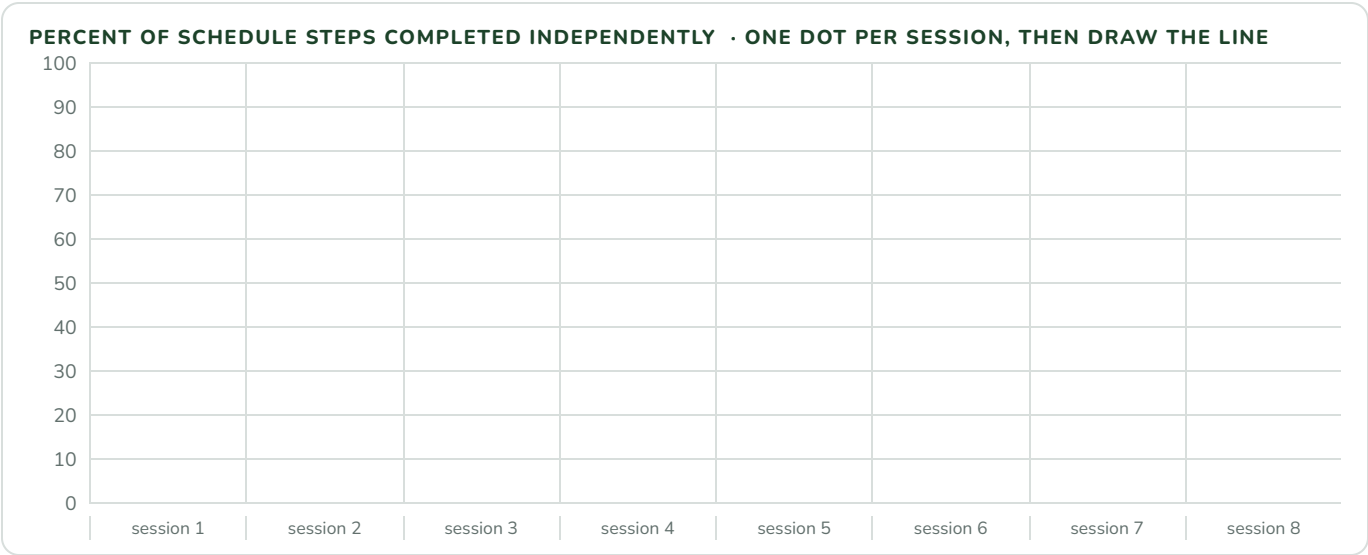
TRACKER

Roll-Up and Graph

One row and one dot per session that the schedule runs — a rehearsal or the party itself.

STUDENT	GOAL (YOUR DISTRICT'S OWN WORDING)	CRITERION (YOUR TEAM SETS IT)

#	SESSION	STEPS INDEPENDENT	PERCENT INDEPENDENT	CHOICE MADE INDEPENDENTLY?	NOTES
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					



FIGURING THE PERCENT

Count the I marks on the log (page 17) for the session and divide by 7, the total steps in the schedule, times 100, rounded to the nearest whole number.

BRINGING THIS PAGE TO A MEETING

A rising line says more steps are being completed without a prompt; the criterion field above is where your team’s own number goes. This page counts what is plotted; it does not decide what a flat line means.

Every number in the read-out is re-counted straight from the tables above.

Priya is invented, and so is every mark on this page. One rehearsal on the log, then three sessions on the roll-up, to show how the pages read once real marks are on them.

The log, one rehearsal (page 17)

DATE	1 LINE UP	2 BALLOON	3 TROPHY	4 CANDY	5 PUMPKIN	6 CLEAN UP	7 WALK BACK TO CLASS	INITIALS
Rehearsal 1 — 10/20	I	I	P	I	N	I	I	JR

DATE	CHOICES OFFERED	CHOICE MADE	MADE INDEPENDENTLY? (Y/N)
Rehearsal 1 — 10/20	ghost or cupcake	cupcake	N

The roll-up, three sessions (page 18)

#	SESSION	STEPS INDEPENDENT	PERCENT INDEPENDENT	CHOICE MADE INDEPENDENTLY?	NOTES
1	Rehearsal 1 — 10/20	5	71%	N	—
2	Rehearsal 2 — 10/24	6	86%	Y	—
3	Party day — 10/29	7	100%	Y	—

READING THE NUMBERS

Rehearsal 1: 5 of 7 steps completed independently — one P (Trophy, the party game, needed a prompt) and one N (Pumpkin, the craft, was not finished in time). Across the three sessions: 5 of 7 (71 percent), then 6 of 7 (86 percent), then 7 of 7 (100 percent) — a line rising session on session, which is what “needing fewer prompts with practice” looks like on paper.

A LINE THIS SHEET COULD WRITE

“Priya completed 7 of 7 party-schedule steps independently on Party day — 10/29 (100 percent), up from 5 of 7 at the first rehearsal, and made the choice-board pick independently in 2 of 3 sessions.”

HOW THE GRAPH WOULD LOOK

Three dots on the roll-up graph (page 18) at 71, 86 and 100, joined by a line that rises. The choice log shows the first choice needed a prompt and the next two did not.

WHAT THIS EXAMPLE IS NOT

One invented child’s rehearsals and one invented party day. It sets no typical rate, predicts nothing about a real student, and the criterion field would hold whatever Priya’s team wrote — not a number this file supplies.

THE CHOICE-TIME RECORD, ACROSS THE THREE SESSIONS

Cupcake, then party popper, then ghost — a different card picked each time, from a different offered pair. The one column that matters for the roll-up is whether the pick was made on Priya’s own, not which card was picked.