

Ordering in a Restaurant

Objective: To teach students to order a meal in a fast-food restaurant.

Setting and Materials:

Settings: Isolated workroom in a the school

Materials:

1. Laptop computer
2. Digital video camera
3. Digital camera
4. Video recordings burned to CD and stored on laptop hard drive
5. Blank recordable DVDs
6. Hyperstudio 4.0 software program used the video recordings, still photographs, and voice recordings to simulate ordering at three fast-food restaurants
7. Individual overlays for each student for each fast-food restaurant which contained:
 - a) Photographs of actual food and drink items to be ordered at specific restaurants
 - b) Photograph of the student eating at the restaurant
 - c) Photograph of the manual sign from *Signing Exact English* (Gustason & Zawolkow, 1993) to represent, “thank you.” “food”, and “drink”
8. Augmentative and alternative communication (AAC) device, 7 Level Communicator (Enabling Devices).

Content Taught

1. Touch cell with photograph of sandwich selection
2. Touch cell with photograph of french fries
3. Touch cell with photograph of drink selection
4. Touch cell with photograph of student eating at restaurant (“here”)
5. Touch cell with photograph of symbol for “thank you”

Teaching Procedures

Computer-based video instruction (CBVI)

1. Prompts are delivered by the computer program and include photographs of correct answer appearing on computer screen after a 0-s delay and paired with the correct verbal response (e.g., photograph of Wendy’s cup paired with a recorded voice saying, “water”).

2. Gain student's attention and deliver task direction, "Let's practice ordering using the device."
3. Show student video segment of cashier asking, "May I take your order?"
4. Show student still photograph of cashier on computer screen paired with recorded voice asking the first question and "waiting" on the screen for the answer.
5. In response to the cashier's opening question ("May I help you?" or "May I take your order?"), prompt the student to touch two to three cells in sequence from left to right on the device (i.e., touch sandwich type, french fries, and drink selection).
6. In response to the question, "Is this for here or to go?" the student touches the cell containing a picture of him- or herself eating at the restaurant.
7. Still photograph and voice recording prompt student to touch "thank you" photograph and cell after receiving tray from cashier.
8. For correct responses, advance computer-based program to next screen (video and still photograph).
9. For unprompted incorrect responses or no responses advance program to a screen presenting controlling prompt.
10. For prompted incorrect responses or no response after prompt, gesture to correct cell (photograph) on the AAC device.

Evaluation

Evaluate the student's performance by collecting data on the number of steps correct on the task analysis.

Lesson Plan Based on:

Mechling, L. C., & Cronin, (2006). Computer-based video instruction to teach the use of augmentative and alternative communication devices for ordering at fast food restaurants. *The Journal of Special Education*, 39, 234-245.