



**Context Controlled Responses Across Items:**

<b>Push: List Items (e.g., key on piano, button on toy, button on radio)</b>		
<b>With any novel item? Y N</b>		
<b>Put in (e.g., coin in bank, shape in sorter, block in bowl)</b>		
<b>With any novel item? Y N</b>		
<b>Put on: List Items (e.g., peg on board, lid on container, )</b>		
<b>With any novel item? Y N</b>		
<b>Take it (when being handed an item): List Items</b>		
<b>With any novel item? Y N</b>		
<b>Give (when item in hand and instructor hand held out): List Items</b>		
<b>With any novel item? Y N</b>		

**Context Controlled Responses Across Items:**

<b>Give (when item on table and instructor hand held out): List Items</b>		
<b>With any novel item? Y N</b>		
<b>Touch (when item held in front of student)</b>		
<b>With any novel item? Y N</b>		
<b>Touch (when item on table)</b>		
<b>With any novel item? Y N</b>		
<b>Touch (when item on table)</b>		
<b>With any novel item? Y N</b>		
<b>Touch (when item on table)</b>		
<b>With any novel item? Y N</b>		

**Context Controlled Responses Across Items:**

<b>With any novel item? Y N</b>		
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### Variation of Motor Behaviors Across Items

<b>Item:</b>	<b>Movements/Responses:</b>	
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