

Executive Function Situational Awareness Observation Tool

1 – Present; 0 – Not Present; NA – Not Observed/Applicable

Space	Time	Objects	People
<input type="checkbox"/> Observes <input type="checkbox"/> Observes the function and organization of the space for the situation	<input type="checkbox"/> Observes <input type="checkbox"/> Observes/Aware of the kind of time available	<input type="checkbox"/> Observes <input type="checkbox"/> Observes/aware of required materials <input type="checkbox"/> Observes organization of materials within the space	<input type="checkbox"/> Observes Observes/aware of role for the given situation <input type="checkbox"/> Own Role (in <i>job talk</i> language) <input type="checkbox"/> Other's Role
<input type="checkbox"/> Orients/Decides <input type="checkbox"/> Reads the room – Knows what's going on	<input type="checkbox"/> Orients/Decides <input type="checkbox"/> Knows the time <input type="checkbox"/> Uses if-then thinking to envision future time <input type="checkbox"/> Understands expected activity in the specific time <input type="checkbox"/> Creates time markers	<input type="checkbox"/> Orients/Decides <input type="checkbox"/> Uses if-then thinking to infer objects needed	<input type="checkbox"/> Orients/Decides <input type="checkbox"/> Recognizes the key purpose of action and communication exchanges
<input type="checkbox"/> Acts <input type="checkbox"/> Navigates the space efficiently <input type="checkbox"/> Is where they need to be	<input type="checkbox"/> Acts <input type="checkbox"/> Has a sequence of actions <input type="checkbox"/> Initiates independently <input type="checkbox"/> Appropriate pace <input type="checkbox"/> Attends to and responds to time markers	<input type="checkbox"/> Acts <input type="checkbox"/> Gathers all the expected materials/objects (in sight and out of sight) for the given situations	<input type="checkbox"/> Acts Regulates actions based on awareness of role <input type="checkbox"/> To nonverbal prompts <input type="checkbox"/> To verbal prompts
<input type="checkbox"/> Flexibility <input type="checkbox"/> Can shift and transition between spaces	<input type="checkbox"/> Flexibility <input type="checkbox"/> Can shift actions in response to time markers <input type="checkbox"/> Can shift pace when required <input type="checkbox"/> Anticipates what is coming up	<input type="checkbox"/> Flexibility <input type="checkbox"/> If objects are unavailable, problem-solves a 'same but different' substitution <input type="checkbox"/> Can shift and transition between spaces with required objects	<input type="checkbox"/> Flexibility <input type="checkbox"/> Makes inferences about communication and responds accordingly based on communication from others

