

# Increasing Social Awareness for ASD Students Using Claymation

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# Outline

- Introduction
- ASD
- Theory of Mind
- Claymation
- Progression of projects and activities
- Summary
- Q & A



# Autism Spectrum Disorder (ASD)

- ASD people wired differently than neurotypical people
- Social cues difficult compared to NT; world is perceived differently
- ASD strengths - attention to detail, visual processing
- Range of functioning in NT world

Silberman, S. (2015). *NeuroTribes: The legacy of autism and how to think smarter about people who think differently*. Allen & Unwin

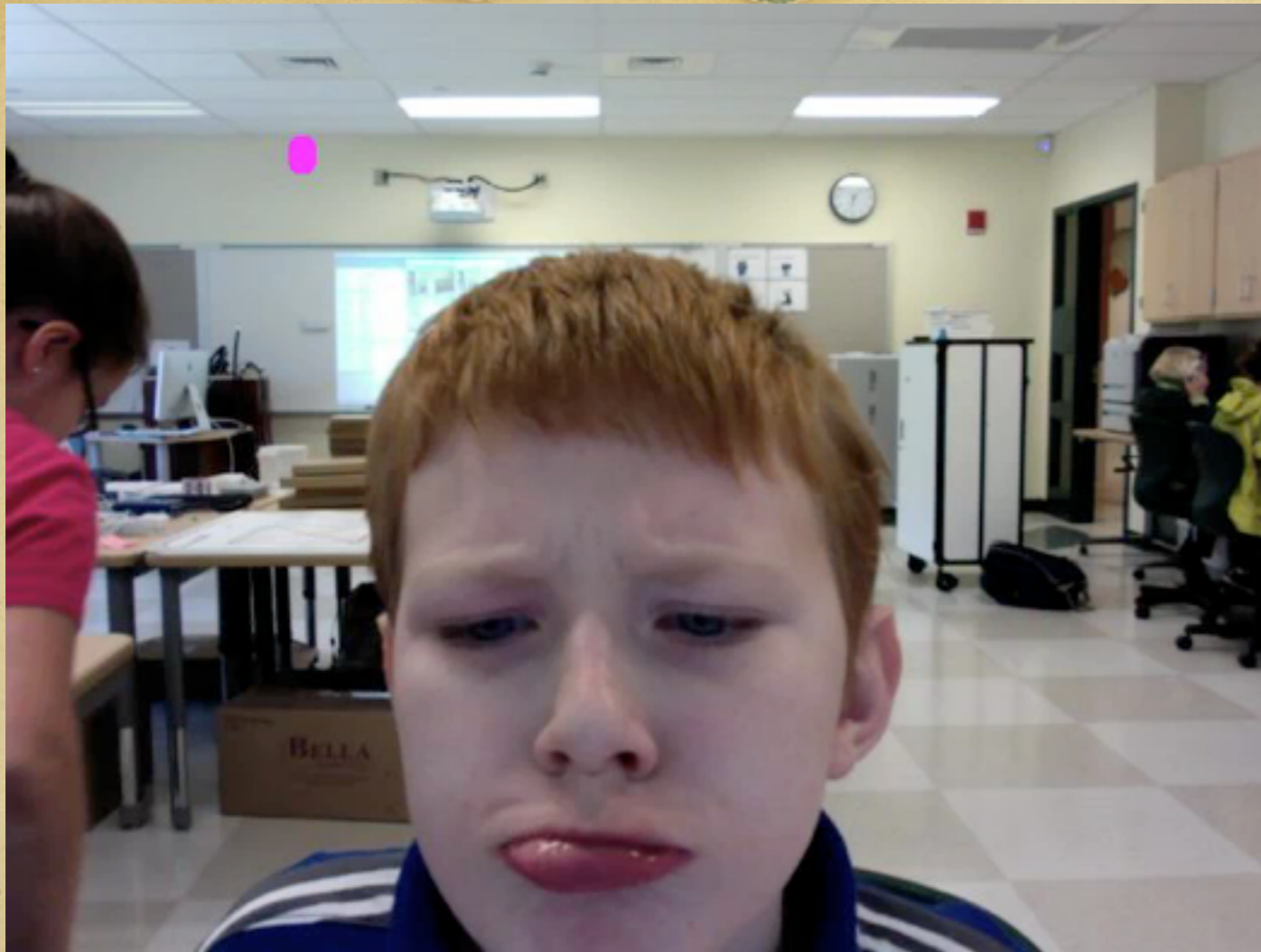




# Theory of Mind

- Theory of mind (often abbreviated ToM) is the ability to attribute mental states — beliefs, intents, desires, pretending, knowledge, etc. — to oneself and others and to understand that others have beliefs, desires, intentions, and perspectives that are different from one's own. (Wikipedia)
- Manifests as reading social cues, having understanding of other people's thoughts and feelings

Leslie, A. M. (1992). Pretense, autism, and the theory-of-mind module. *Current Directions in Psychological Science*, 18–21.



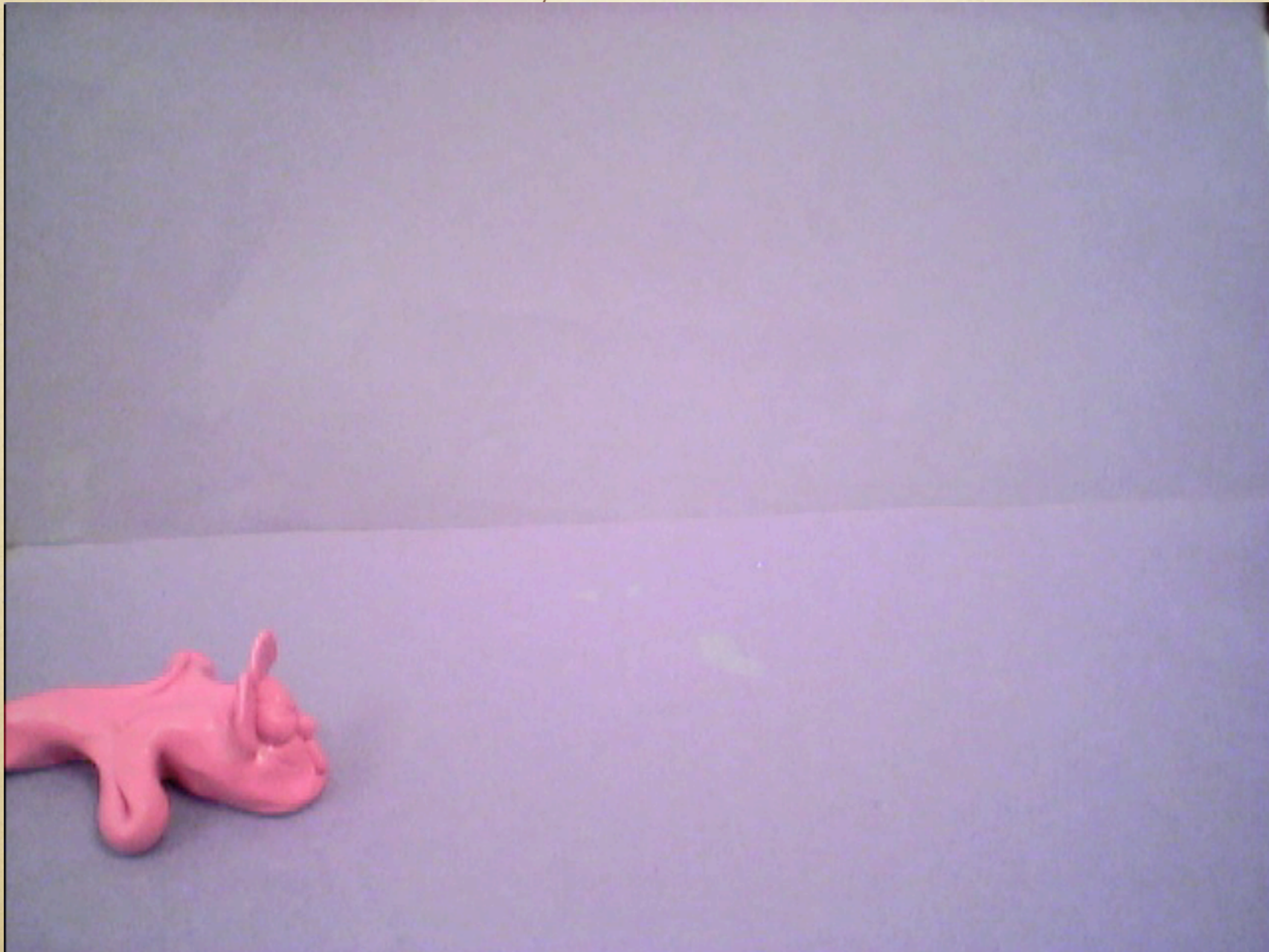
# History

- Collaboration with SPED (and classroom) teacher Mary Ellen Woods

# CabeMation

- Free form - minimal teacher direction
- Less social demands
- Developed lots of characters
- Often at the end of Caleb Animation (more structured) time

# CabeMation Example - Baby Mouse



# CabeMation - Meet Forkly





# CabeMation - Mr Ball

## Final Version



# CabeMation Example



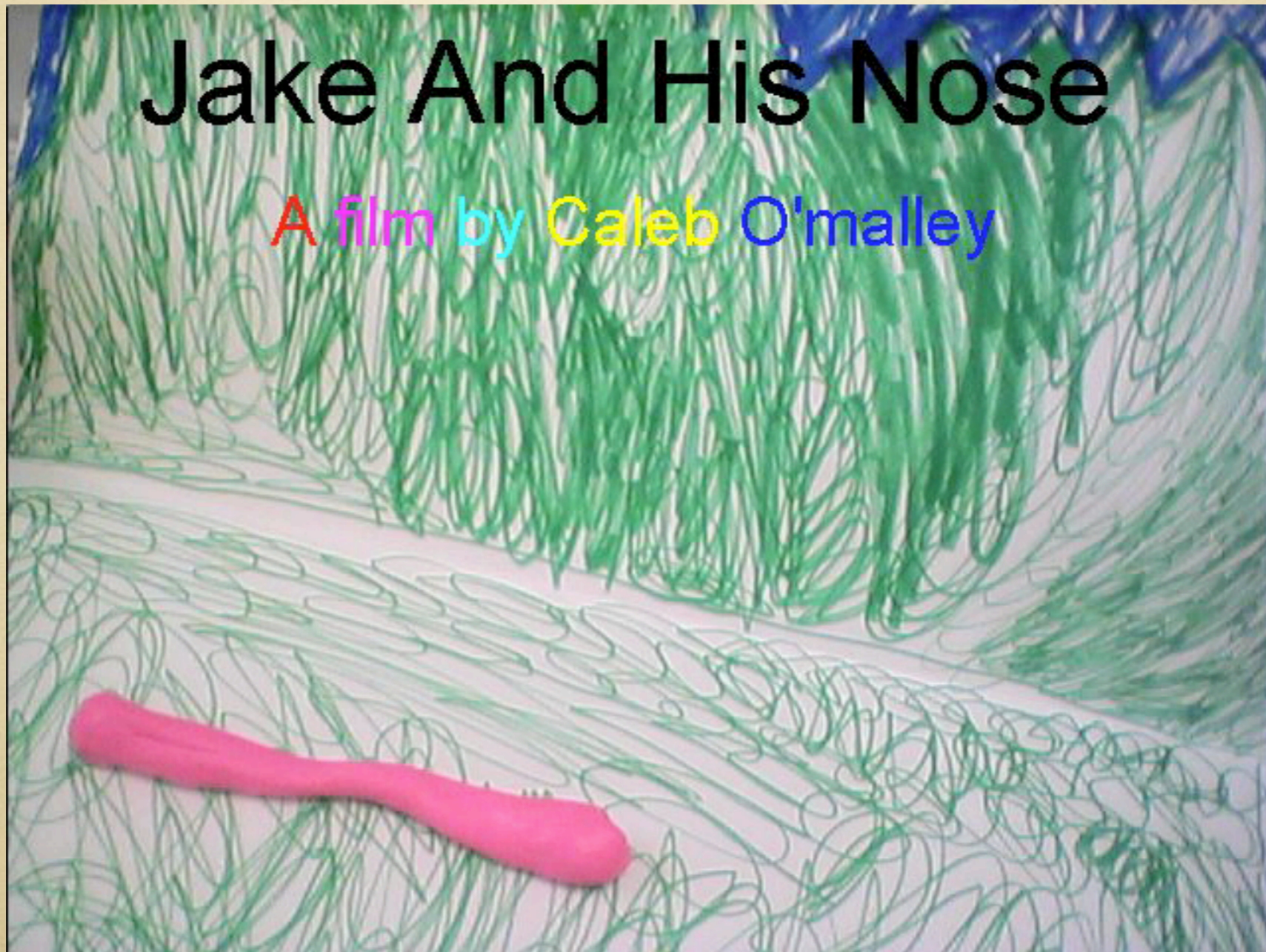
# Caleb Animation

- More structured (sets, scripts, storyboards, dialogue, credits and titles)
- Worked on special technical (Wallace and Grommet) and social goals
- Social goals were a progression using Claymation and movie making metaphor (POV, for example) as a way to increase TOM
- Unless pushed, would have stayed in CabeMation world

# Early Caleb Animation



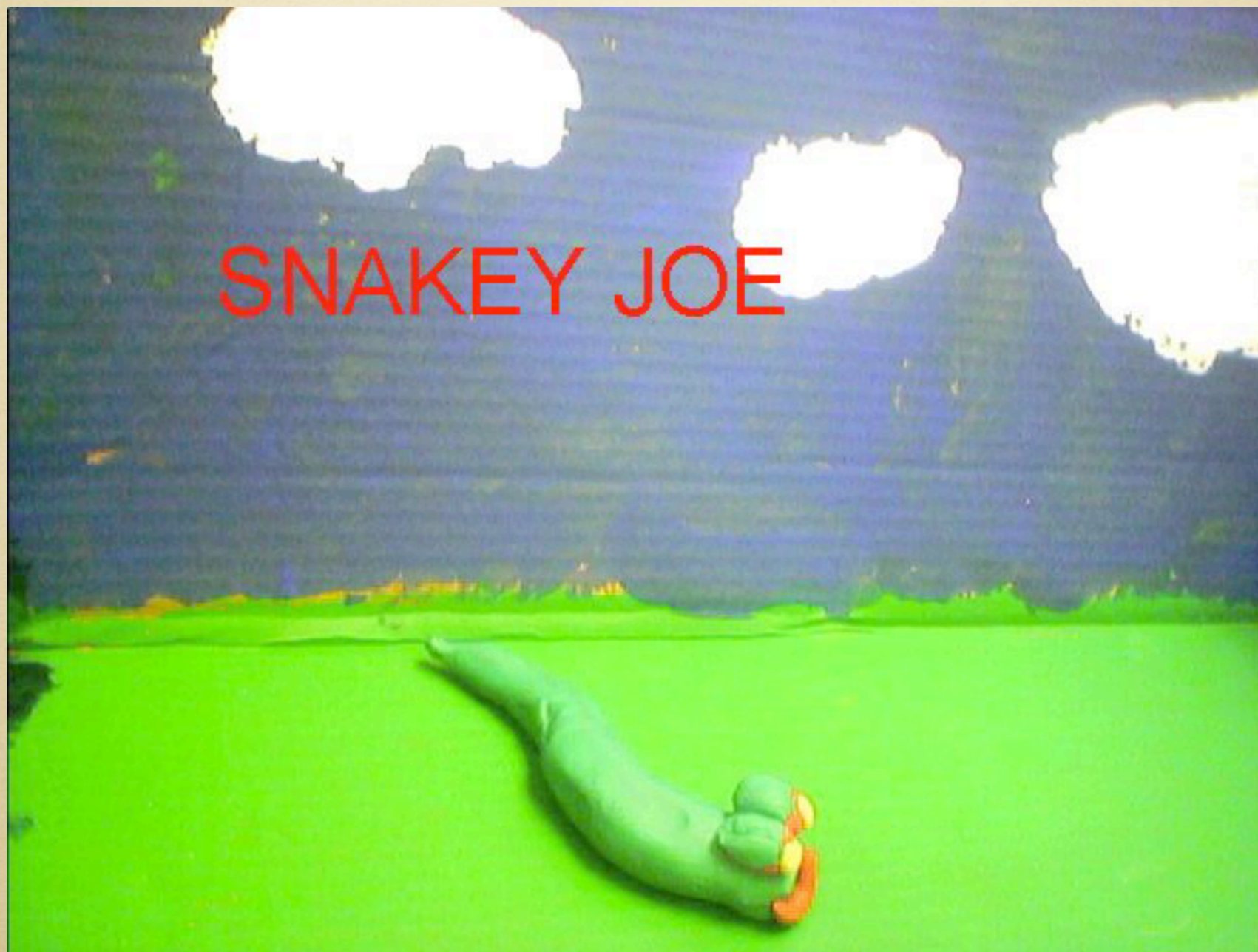
# Early Caleb Animation 2



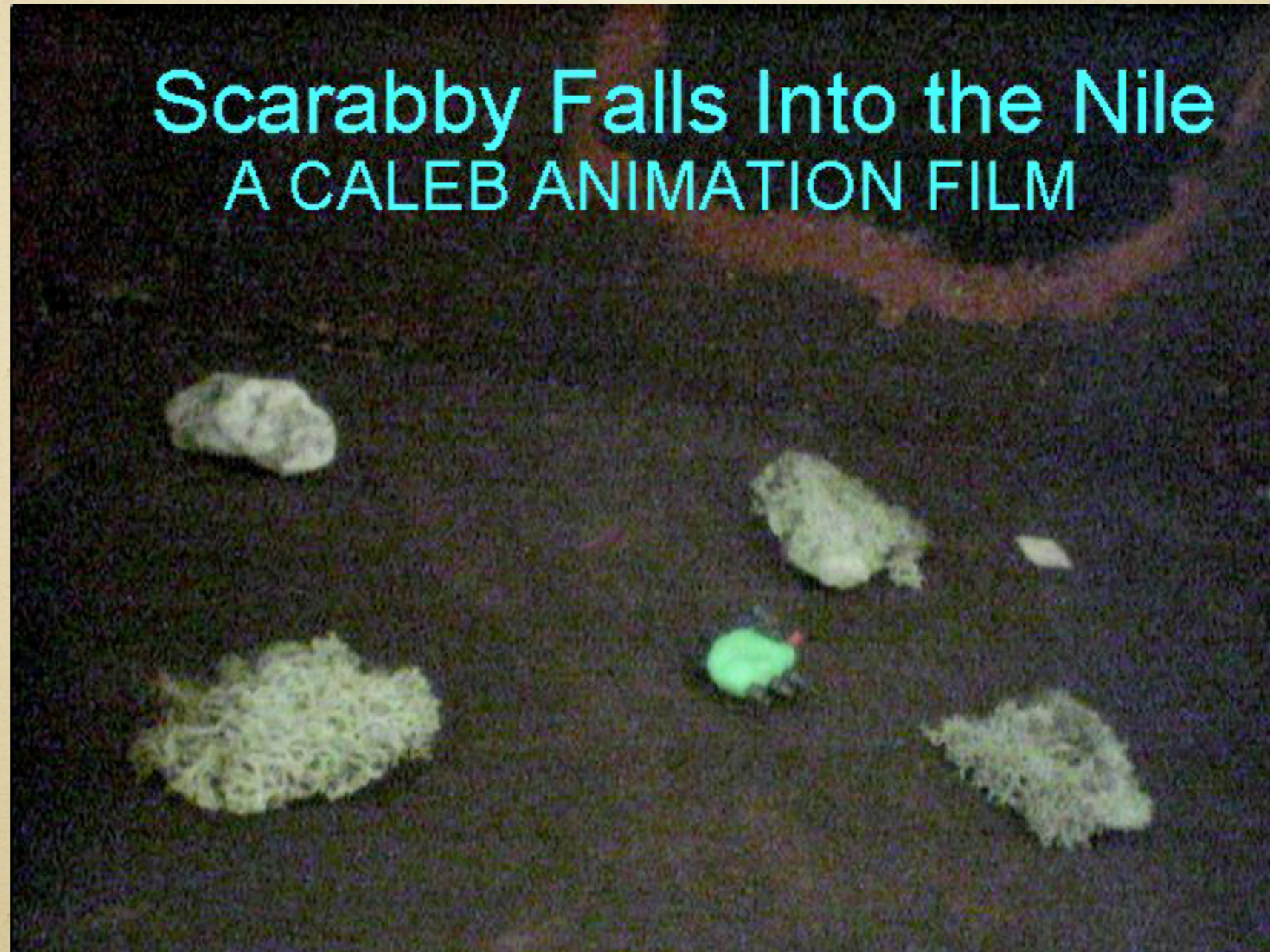
# Caleb Animation



# Caleb Animation 3



# Caleb Animation 4





# Antz Script

Z gives a fake smile.

MOTIVATIONAL COUNSELLOR  
(incredibly "up")

Z, we're part of the fastest growing  
species in the whole world!

The counsellor rolls down a chart from the wall. An arrow shows ant population going up, up, up.

MOTIVATIONAL COUNSELLOR  
Ask me why we're so successful.

Z  
Why are we so successful?

MOTIVATIONAL COUNSELLOR  
I'm glad you asked me that question!

The motivational counsellor opens some blinds...and we see a vista of the ant-filled chamber below.

MOTIVATIONAL COUNSELLOR  
What do you see out there?

Z  
...Ants...

MOTIVATIONAL COUNSELLOR  
Right! Ants! Millions of creatures,  
each with his assigned task, all  
pulling together!

Scarabby Falls Into the Nile

“Scarabby”-----Caleb O’Malley

“Crock”-----Caleb O’Malley

Script:

(Music Playing)

We see: An underground chamber

Scarabby: (Happy) I can’t wait to see the sun for the first time!!!!

(Scarabby tries popping out from underground.)

Scarabby: (Frustrated) Unggh!

~~Searaby~~ Scarabby finally pops out from ~~undre udner~~ underground.

Scarabby is finally out from underground. (Desert-like, Pyramids in the background.)

Scarabby:(Happy) Finally!

~~Greek~~ Crock: (Confused) Finally what?

~~Scaerabby~~ Scarabby:(Happy) I’ve finally popped out from underground!

Scarabby: (Curious) Ooh! What’s this? [Looking at river]

Crock: (Scared)No! Don’t go in there! That’s the Nile River!!!!

Scarabby: (Afraid) AAAAAAAAAAAAAAH! HELP ME!

Crock: (Excited) OK! I’ll help you!

Crock jumps into the ~~watre~~ water and grabs Scarabby with his mouth.

# CabeMation Shows

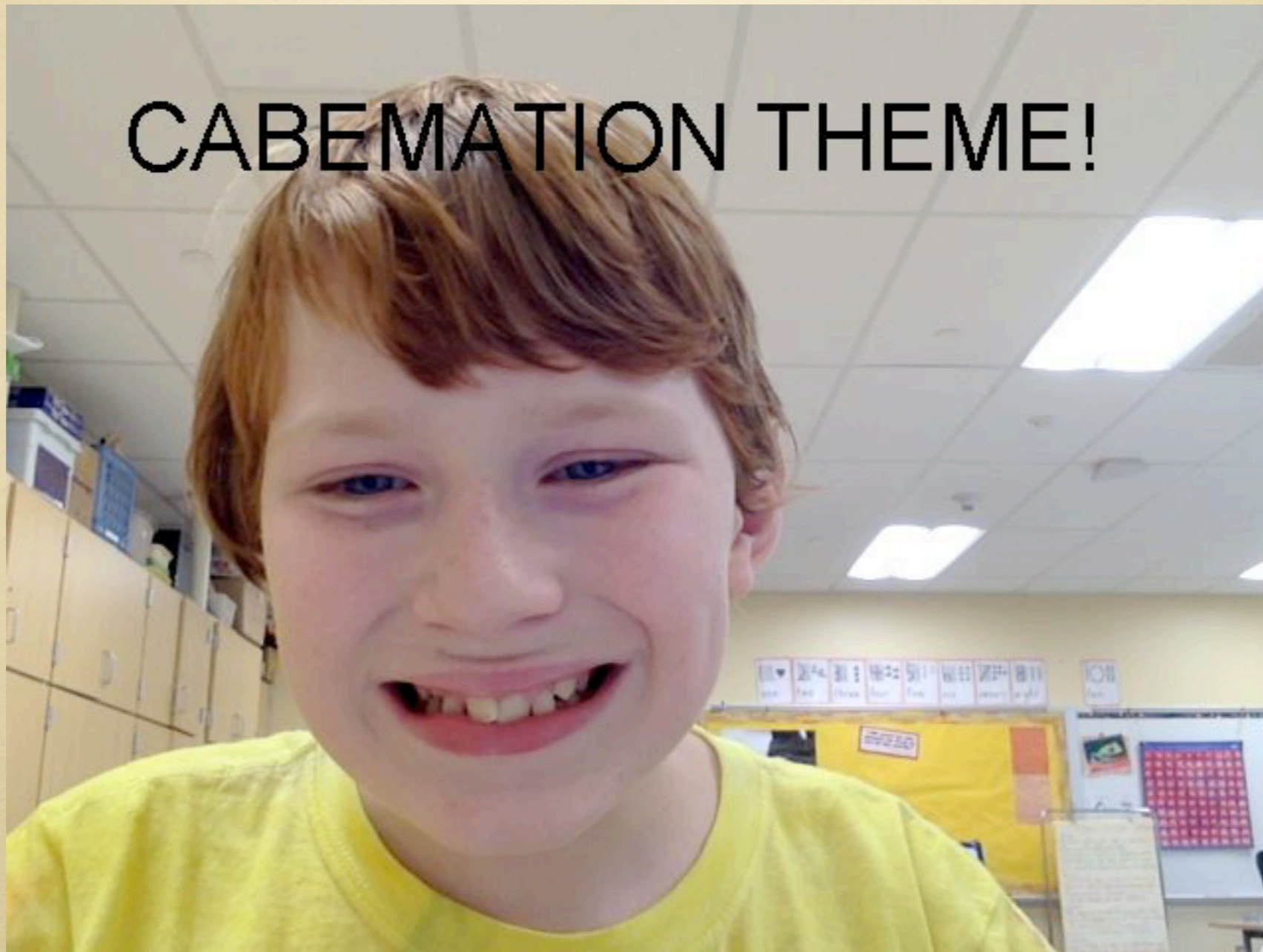


# CabeMation Shows 2



# Themes

**CABEMATION THEME!**



# Themes 2



# Themes 3

Caleb Animation Theme



# Trailers

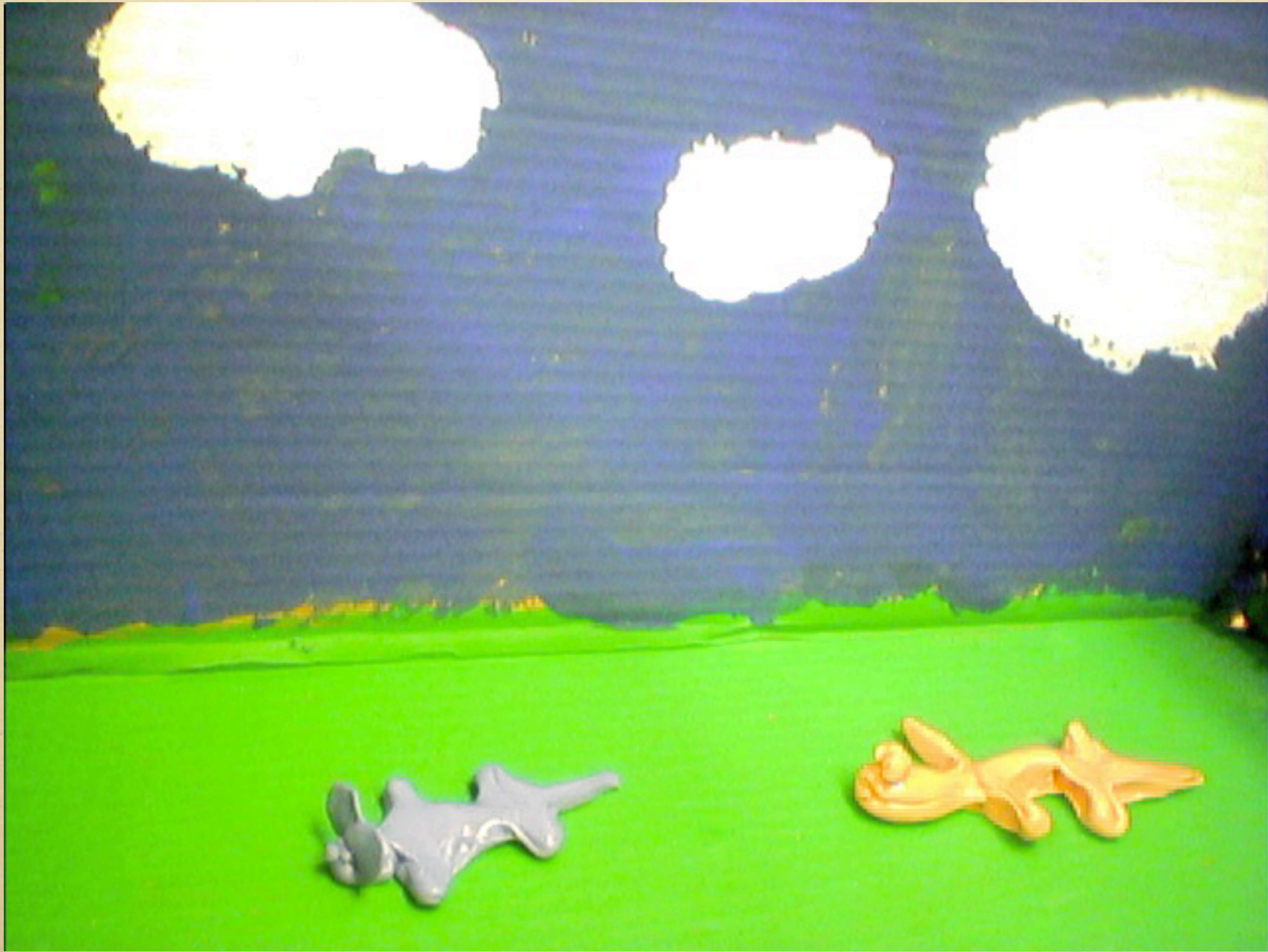




# Show Posters

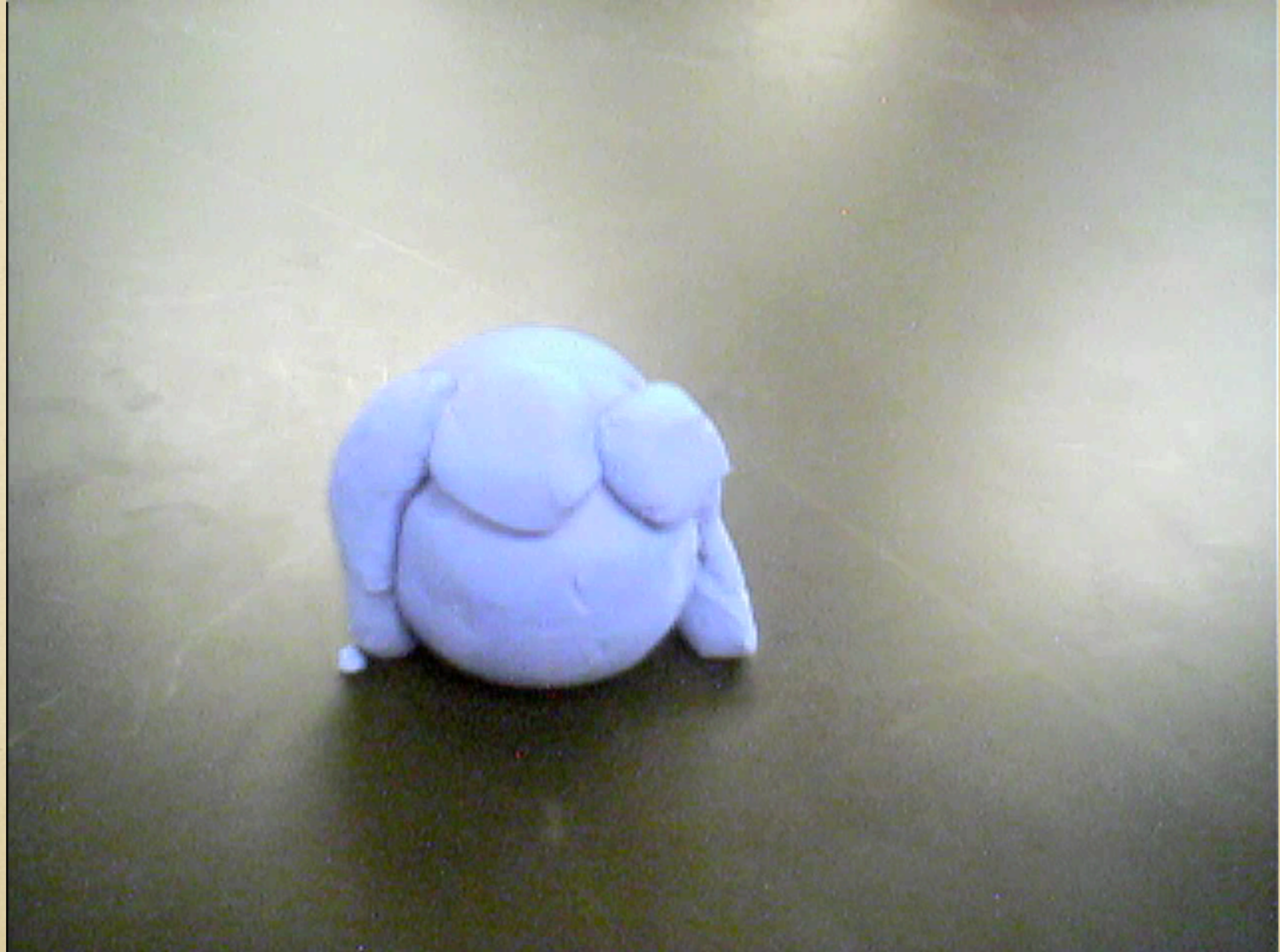


PSA



# Grade 6 Whole Class Projects and Show

- Tried free explore and then more structured plot
- Many ended up without strong plot (OK)
- Show with parents (local artists panel) and popcorns
- Caleb showed last Caleb Animation movie







# Relationship

- Grew over time
- I had to adapt exceptions for 2 way conversation
- Worked slowly on more NT conversations and interactions

# Summary

- Claymation and other movie making natural way to increase social cues related to TOM
- Slowly increased TOM and social demands in both movies and presenting work
- Develops other cognitive and social-emotional skills
- Trying to increase social via strengths (constructivist) rather than just controlling behavior (behaviorist)



# Resources

- <http://www.kidsenginer.com/>
- [johnheffernan@verizon.net](mailto:johnheffernan@verizon.net)
- <https://huehd.com/animation/>

Questions?



# References

- Silberman, S. (2015). *NeuroTribes: The legacy of autism and how to think smarter about people who think differently*. Allen & Unwin.
- Leslie, A. M. (1992). Pretense, autism, and the theory-of-mind module. *Current Directions in Psychological Science*, 18–21.
- Legoff, D. B. (2006). Long-term outcome of social skills intervention based on interactive LEGO(C) play. *Autism*, 10(4), 317–329. <https://doi.org/10.1177/1362361306064403>
- LeGoff, D. B. (2004). Use of LEGO\copyright as a therapeutic medium for improving social competence. *Journal of Autism and Developmental Disorders*, 34(5), 557–571.

# To Do/Bring

- Post slides (?)
- Laptop, charger, HDMI cable, dongle, speakers (?)
- Clay
- Web Camera
- Business cards