

Executive Function Situational Awareness Observation Tool

1- Present; 0 – Not Present; NA – Not Observed | Applicable

Space	Time	Objects	People
<input type="checkbox"/> Observes: <ul style="list-style-type: none"> <input type="checkbox"/> Observes the function and organization of the space for the situation <input type="checkbox"/> Observes from a 'wide' to a 'narrow' angle 	<input type="checkbox"/> Observes: <ul style="list-style-type: none"> Observes/Aware of the kind of time available 	<input type="checkbox"/> Observes: <ul style="list-style-type: none"> <input type="checkbox"/> Observes/aware of required materials <input type="checkbox"/> Observes organization of materials within the space 	<input type="checkbox"/> Observes: <ul style="list-style-type: none"> Observes/aware of role for the given situation <input type="checkbox"/> Own <input type="checkbox"/> Other's Roles
<input type="checkbox"/> Orients Decides <ul style="list-style-type: none"> <input type="checkbox"/> Reads the Room – Knows what is going on 	<input type="checkbox"/> Orients Decides <ul style="list-style-type: none"> <input type="checkbox"/> Knows the Time <input type="checkbox"/> Uses if-then thinking to envision future time, <input type="checkbox"/> Understands expected activity in specific time <input type="checkbox"/> Creates time markers 	<input type="checkbox"/> Orients Decides <ul style="list-style-type: none"> <input type="checkbox"/> Uses if-then thinking to infer objects needed 	<input type="checkbox"/> Orients Decides <ul style="list-style-type: none"> <input type="checkbox"/> Recognizes the key purpose of action and communication exchanges
<input type="checkbox"/> Acts <ul style="list-style-type: none"> <input type="checkbox"/> Navigates the space efficiently <input type="checkbox"/> Is where they need to be 	<input type="checkbox"/> Acts <ul style="list-style-type: none"> <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 <ul style="list-style-type: none"> <input type="checkbox"/> Gathers all the expected materials/ objects (both in sight and out of sight)for the given situations 	<input type="checkbox"/> Acts <ul style="list-style-type: none"> Regulates actions based on awareness of role <input type="checkbox"/> To verbal prompts <input type="checkbox"/> To nonverbal prompts
<input type="checkbox"/> Flexibility <ul style="list-style-type: none"> <input type="checkbox"/> Can shift and transition between spaces 	<input type="checkbox"/> Flexibility: <ul style="list-style-type: none"> <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 <ul style="list-style-type: none"> <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 <ul style="list-style-type: none"> <input type="checkbox"/> Makes inferences about communication and responds accordingly based on communication from others
Comments:	Comments:	Comments:	Comments: