Join the HANDS Team for an intensive training that focuses on providing hands-on experience and coaching in a simulated work environment. Individuals with disabilities participate, facilitating a rich learning environment for all. While the program includes traditional instructional methods such as lectures and discussion, the emphasis of training is building increased knowledge and skill of the process of making appropriate programming decisions for each individual, workplace, and/or intervention team through hands-on application and learning.

See reverse for more information!

Sponsored in part by the Bureau for Rehabilitation Services (BRS), a division of the Family and Social Services Administration (FSSA)
About HANDS Training Model

The HANDS Training Model is composed of modules (e.g., physical and visual structure, schedules) embedded within each of the five partitioned categories (i.e., Building the Environment, Assessing, Setting Goals, Teaching, Generalizing) that make up the HANDS framework and curriculum. Modules reflect a hierarchy of implementation with each module systematically building upon the next module within each category. The training will progress by successively working through the modules. Concepts will be introduced through (1) didactic, interactive materials, (2) observation, (3) modeling, (4) coaching and structured feedback, and (5) mentoring regarding module content.

HANDS Training Model: This diagram is a visual representation of the HANDS framework and curriculum. It does not completely capture the complexities or depth of individualizing support and instruction for individuals with autism spectrum disorder, but it does demonstrate many of the elements which we feel are key to this process.

What to Expect

A range of instructional methods are included to provide optimal learning and application, including: online modules, traditional didactic instruction, small and large group discussions, and observation of the HANDS in Autism® team interacting with a range of individuals representing varying functional abilities. The training environment will provide exposure to a variety of associated behavioral, educational, and topic-specific examples thru live observation, video samples, and scenario-based discussions and activities.

Intended Audience

The primary audience for the workshop is employment service providers, job coaches and employment service managers who provide services through Vocational Rehabilitation. However, the content and format of the workshop is also beneficial for Vocational Rehabilitation counselors, regional managers, and supervisors; BDDS managers, staff, personnel, and counselors; transition coordinators, secondary special educators, administrators, and other professionals working to address the transition and vocational challenges of individuals with communication, developmental, behavioral, or other disabilities. The 3-day workshops will be offered monthly with limited seating available per workshop. Persons outside of the primary audience (i.e., employment service providers) who are interested in attending are encouraged to submit applications for consideration to be placed on a waiting list. Seats not filled by the primary audience 2 weeks prior to scheduled trainings may be filled by those on the waiting list.

Total Cost

The total cost is $50 for current VR providers/personnel, and $450 for others working as educators, counselors or other personnel, and covers 3 days of training, materials and publications, and parking. Payment may be made with credit card at time of registration or via invoice with 60 days to pay following event.