



Using RIT During Daily Routines



Wake Up



Meal Time



Fine Motor
(e.g., toy play,
art)



Gross Motor
(e.g., chase,
outside play)



Songs and
Social Games



Story



Bathing



Other (e.g.,
computer,
video, play
with siblings)

Activity	Time of Day	Length of Time	Brief Description	RIT Strategies to Use
Wake Up				
Meal Time				
Fine Motor (e.g., toy play, art)				
Gross Motor (e.g., chase, outside play)				
Songs and Social Games				
Story				
Bathing				
Other (e.g., computer, video, play with siblings)				