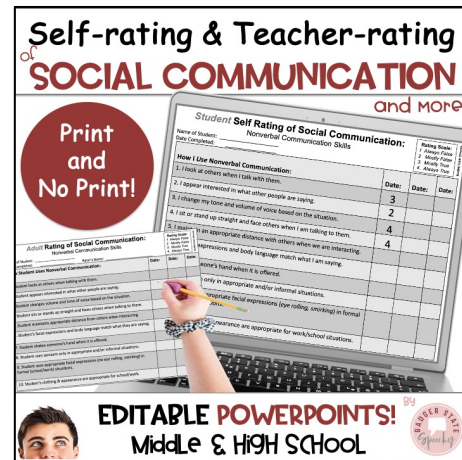


# Thanks for checking out this IEP goal bank

from



This goal bank is on **problem solving**.  
If you need help defining exactly  
what skill your student needs  
practice with, please check out these  
informal social communication  
measures:



## About this goal bank:

In this set, you will find examples  
of IEP goals regarding problem  
solving. These goals are a starting  
point and should be modified to  
fit the needs of the client or  
student.

Be sure to involve the team,  
including the student, when  
writing goals.



# IEP GOAL BANK:

## Terms of Use



**This product is copyrighted.**

*All rights are reserved by the author, and remain the intellectual property of Donna Miazga.*

Your download entitles you to a single user license only!

**Free Products:** This is one of those times when sharing is *not* nice!! Please do not share. Direct your colleagues to my website and have them download their own copy.

*Electronic distribution is limited to a single user only.  
Permission to copy is for a single classroom user/SLP only.*

**Please do:** store an electronic copy of this product for your use only.

**Please do not violate copyright law by:** duplicating or sharing this product with anyone! Do not share it on your website or school website or school district file-sharing system. *Do not* sell or distribute this product as your own work.



THANK  
YOU

for your interest in products from



Most of my products are *half-off* for the first 48 hours! Subscribe to my newsletter below to be the first to know about new products and receive subscriber-only freebies.

Check out my Boom Learning Products too!

CLICK BELOW to Connect with Me!



# IEP GOAL BANK:

## Problem Solving

1. Given a verbal description and/or visual representation containing multiple details, student will a) identify the main problem from 4 choices at 90%, and b) identify the main problem (no choices) with 75% accuracy with SLP cues as needed.
2. Given a verbal description and/or visual representation of a problem situation, student will a) generate at least 3 solutions, and b) choose the best solution from their choices, both at 75% over 3 data probes.
3. Given a verbal description and/or visual representation of a problem, student will a) generate at least 3 solutions, and b) provide at least 2 advantages and 2 disadvantages for each solution, for 3 of 4 data probes.
4. Given 3 differing perspectives on how to solve a hypothetical problem, student will consider these perspectives and come to an authentic solution about what would work best for *them* for 2 of 4 trials.
5. Student will provide 2 ways of solving problems that haven't worked for them in the past and self-reflect on alternate ways of solving similar problems in the future for 2 of 3 opportunities.

# IEP GOAL BANK:

## Problem Solving

1. Student will request help or ask a question, when confused or frustrated regarding completion of an academic task at least \_\_\_\_\_ per week as reported by the classroom teacher.
2. Given 2 solutions to a written and/or visual representation (work, school, home) of a problem, student will choose the best solution and generate at least 3 steps to achieving the solution for 70% of trials.
3. Given a picture or video, student will identify what someone in the picture or video could say or do to help solve a problem in 4 out of 6 opportunities.
4. During a weekly check in, student will identify a problem they encountered and self-reflect on how they solved the problem and what they may do differently next time, for 2 of 4 opportunities.
5. Given a written and visual representation of a problem, student will identify ethical or moral responsibilities the character has in the situation for 80% of opportunities.

# IEP GOAL BANK:

## Problem Solving & Cyber Safety

1. Student will identify 3 plausible ways they can enhance their social network with like-minded friends safely online or in person, for 2 of 3 data probes.
2. Given online or social media scenarios, student will identify 3 safe and 3 unsafe online behaviors in these scenarios at 75% accuracy.
3. Given examples of "phishing" emails or catfishing on social media, student will identify 3 ways they know the examples are not from a reputable sender and generate 3 safe ways of responding, for 75% of trials.
4. Given sample social media profiles, student will use a checklist to help identify at least 2 security risks per unsafe profile or 2 signs that the profile is valid/reputable for 80% of trials.

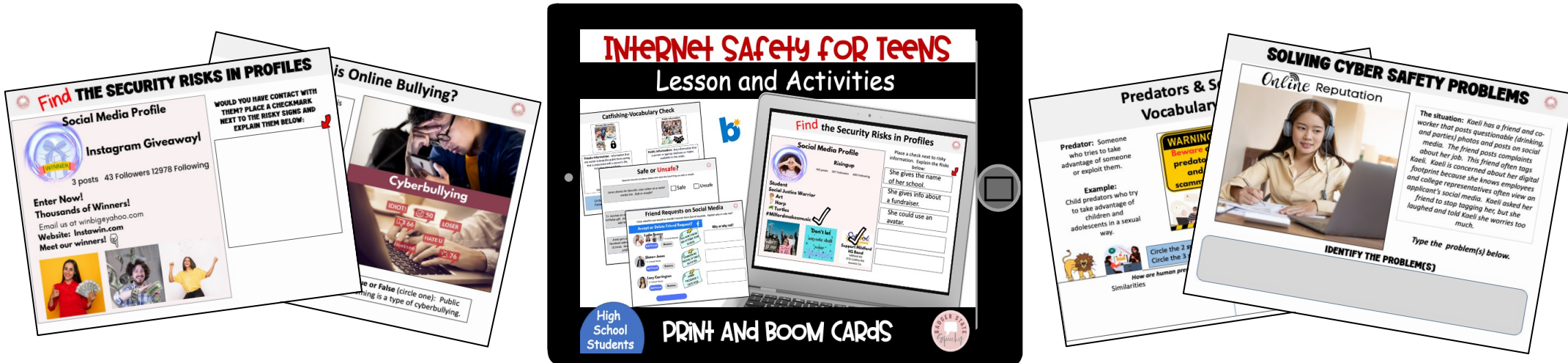
# PRODUCTS FOR: PROBLEM SOLVING & RELATED SKILLS!





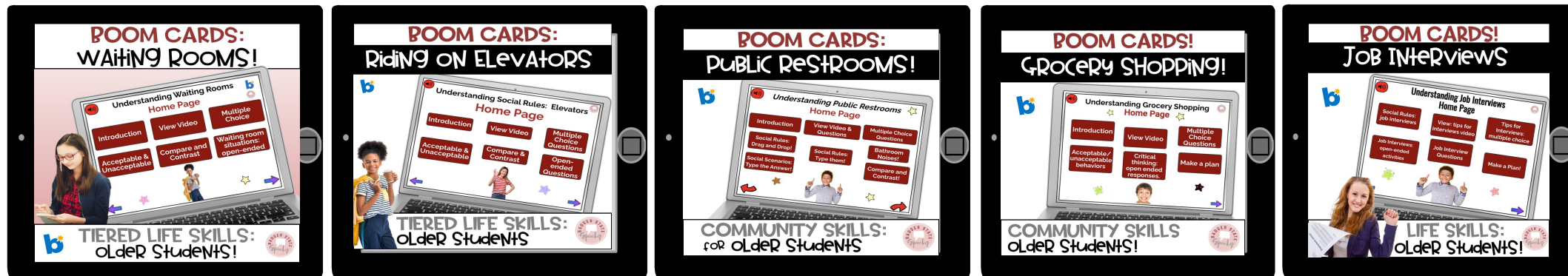
# Cybersafety

## COMPLETE CURRICULUM FOR TEENS!



## Social Rules:

## COMMUNITY SETTINGS!





# Boom Cards related to PROBLEM-SOLVING!

from  **BADGER STATE** *Speechy*  
UNLOCKING SOCIAL POTENTIAL

## BOOM: RESPONSIBLE PROBLEM SOLVING!



Middle & HIGH SCHOOL



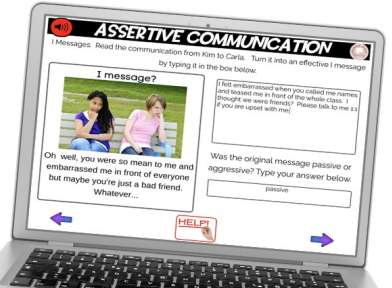
## CONFLICT RESOLUTION LESSON & ACTIVITIES



Middle & HIGH SCHOOL



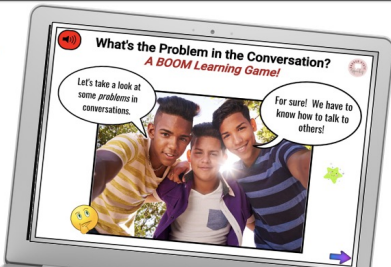
## ASSErTive COMMUNICATION: LESSON & ACTIVITIES



Middle & HIGH SCHOOL



## WHAT'S THE PROBLEM in the CONVERSATION?



Middle & HIGH SCHOOL  
SCAFFOLDED BOOM CARDS



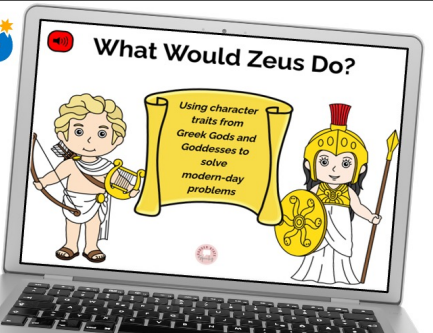
## Free LESSON PLAN PROBLEM SOLVING & SPORTSMANSHIP!

FOR MIDDLE AND HIGH SCHOOL

FREE  
Lesson  
Plan!



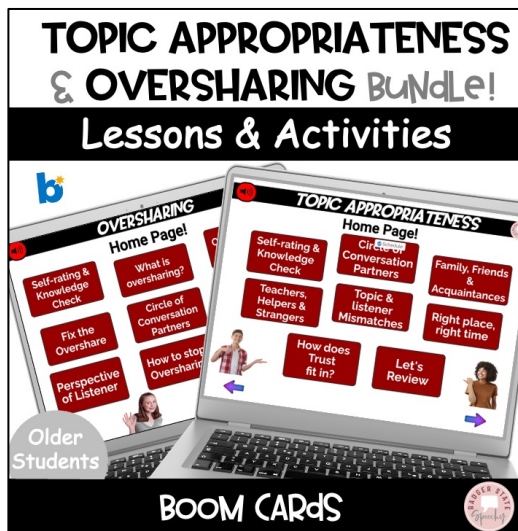
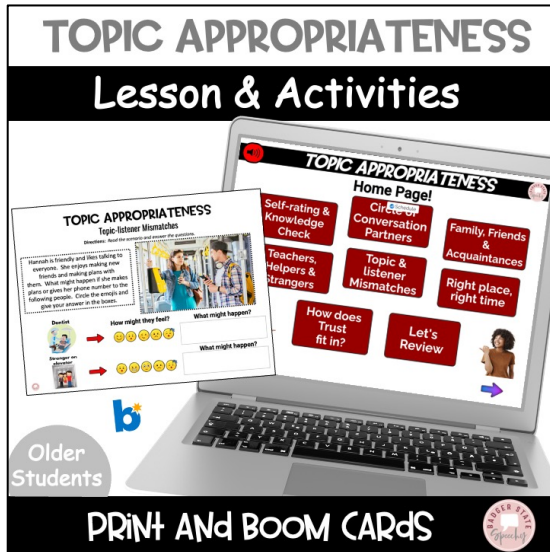
## WHAT WOULD ZEUS DO? CHARACTER TRAITS & PROBLEM SOLVING



TIERED-FOR OLDER STUDENTS



# Middle School products for OVERSHARING & TOPIC APPROPRIATENESS!!



# Boom Bundles for Older Students!

from



**BADGER STATE**

UNLOCKING SOCIAL POTENTIAL

*Speech*

## COMMUNITY SKILLS Bundle!



**TIERED BOOM CARDS:**  
for OLDER STUDENTS!

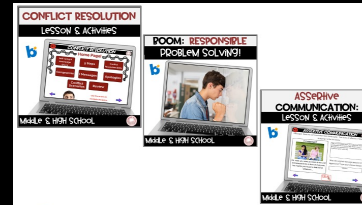
## TOPIC APPROPRIATENESS & OVERSHARING Bundle! Lessons & Activities



Older  
Students

**BOOM CARDS**

## PROBLEM SOLVING & CONFLICT RESOLUTION BOOM Bundle!



for Middle School &  
HIGH SCHOOL Students



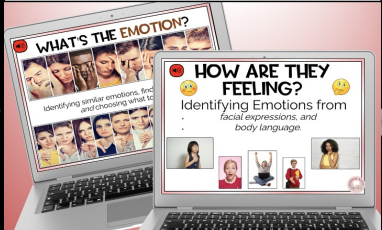
## TOPE OF VOICE: BOOM Bundle! <<<< >>>>



for OLDER STUDENTS  
**BOOM CARDS: Tiered**



## BOOM CARDS Bundle: Identifying Emotions!



**MIDDLE HIGH SCHOOL!**  
2 Decks!



## SARCASM Bundle 4 BOOM Decks



**TIERED BOOM CARDS:**  
for OLDER STUDENTS!



## CONVERSATION SKILLS! BOOM CARDS Bundle



## Middle HIGH SCHOOL: BOOM Bundle



**20 Decks**  
SOCIAL SKILLS



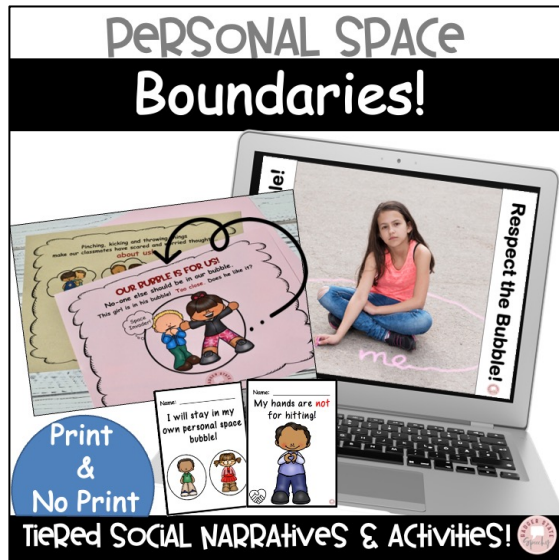


# Products for PERSONAL SPACE!

from



Elementary

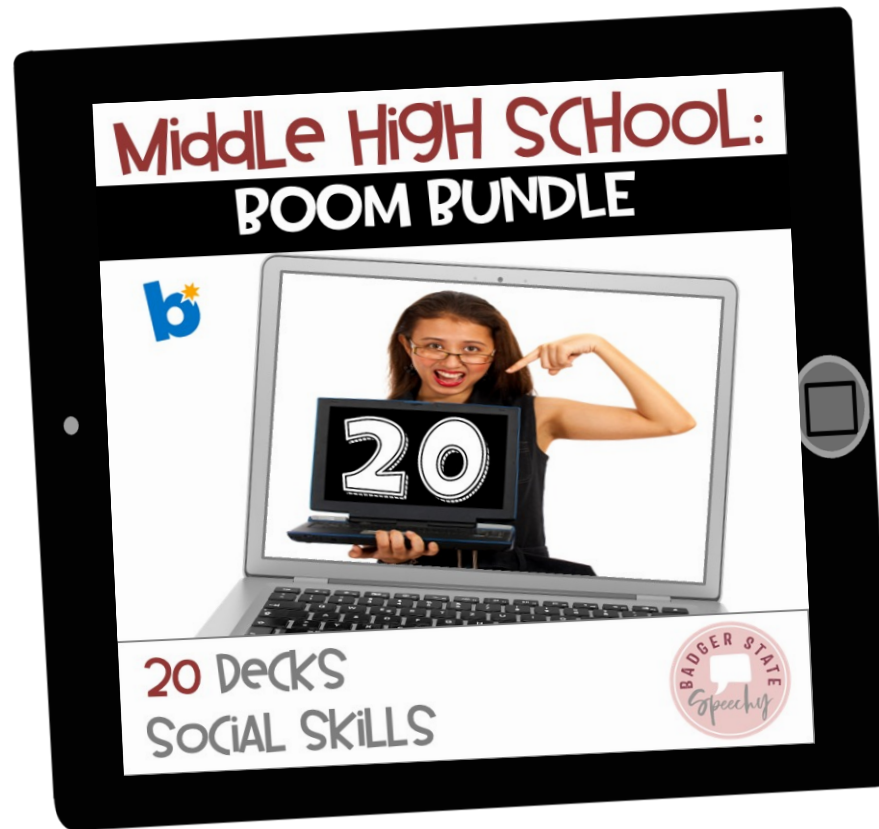


Older Students



# A BOOM BUNDLE for Older Students

from



INCLUDES decks on:

- Using a Social Filter,
- Conversation Skills,
- Identifying Emotions,
  - Tone of Voice,
- Social Inferences,
  - Sarcasm,
- Problem-solving....

**AND MORE!!**

