

2020 Fall Conference

Strengthening the Core of Social Cognition and Conversation with Animated Videos and Games

October 16, 2020 8:30 am - 3:30 pm



Presented by the Baylor Chapter of the National Student Speech Language Hearing Association (NSSLHA) and the Baylor University Department of Communication Sciences and Disorders in the Robbins College of Health and Human Sciences

APPROVED PROVIDER



The Texas Speech-Language-Hearing Association is approved by the Continuing Education Board of the American Speech-Language-Hearing Association (ASHA) to provide continuing education activities in speech-language pathology and audiology. **See course information for number of ASHA CEUs, instructional level and content area.** ASHA CE Provider approval does not imply endorsement of course content, specific products or clinical procedures.

This course is offered for 0.6 ASHA CEUs (Intermediate level, Professional area).

AGENDA:

Registration: 7:30 am - 8:30 am

Morning Session 1: 8:30 am - 9:45 am
Understanding how clinician behavior influences social learning in our clients and research supporting use of media in social cognitive work.

Break: 9:45 am - 10:00 am

Morning Session 2: 10:00 am - 11:45 am
Using You Tube videos as engaging social learning material addressing: connecting feelings & thoughts, understanding the challenges & roadblocks to cooperation, building resilience, and supporting development of inference.

Lunch: 11:45 am - 12:15pm

Afternoon Session 1: 12:15-1:45 pm
A semi-structured framework for developing conversation-8 building blocks of Conversation Paths & incorporating You Tube for Conversation in Real Time.

Break: 1:45-2:00 pm

Afternoon Session 2: 2:00 pm - 3:30 pm
Using games to build resilience in anxious and risk-averse clients, assessment and developing rubrics.

ABOUT THE SPEAKER:

Anna Vagin, PhD, is a licensed speech/language pathologist with over 25 years of experience. In her private practice in Marin County, California, she provides individual sessions and social learning groups to children, young adults, and their families. Her particular interest is using media to support social thinking in students with diagnoses such as ASD, ADHD, NVLD, Language Disorder, Anxiety Disorder, Social Communication Disorder or Twice Exceptional. She provides consultation to parents and schools, and is a frequent speaker in the U.S. and Canada on topics related to social cognition. She is the author of *Movie Time Social Learning* (2012) and *YouCue Feelings: Using Online Videos for Social Learning* (2015), and developer of *Conversation Paths Pack* (2020).



Virtual Conference

Instructions:

In order to provide the safest possible environment for our attendees given the circumstances surrounding COVID-19, our conference will be provided digitally.

A zoom link will be emailed to registered participants pending receipt of payment.

Disclosure information:

Financial- Dr. Anna Vagin has disclosed that she receives royalties from ThinkSocial Publishing and KDP Amazon

Nonfinancial - No relevant nonfinancial relationship exists

Complete registration here:



CONTACT PERSON:

Dr. Carrie Drew, CCC-A
Clinical Faculty/Audiologist
Carrie_Drew@baylor.edu
Baylor University
Communication Sciences & Disorders
Phone: (254) 710-2568
Fax: (254) 710-2590

REGISTRATION

Please register using our QR code or online form option:

<https://forms.gle/f5bu5xHoogT6a9sh7>

Payment options:

Venmo (@baylor-nsslha) Check
(made payable to "Baylor NSSLHA")

\$75.00 Professional
Free - Baylor students and Parents
of children with communication
disorders

Learning Objectives:

Participants will be able to:

- Cite research justifying using videos as engaging material for students with social learning challenges.
- Explain why silence and pacing are so important in our work.
- Show how to use a YouTube video and 2 accompanying activities to build social understanding in a clients with whom they work.
- Summarize why interjections are such an important component of conversation.
- Demonstrate how to use a Conversation Path to work on 8 building blocks of conversation.
- Select an appropriate game and discuss how to use it to build resilience in a client with whom they work.