

Intensive Interaction Record Sheet

Interaction partners:

Date:

Venue /situation:

Time:

Content of interactive experience (examples)	Description of session	Response to Interaction
SHARING PERSONAL SPACE: sitting/lying quietly together, touching or apart		ENCOUNTER: participant is present without any obvious awareness of its progression – e.g. a willingness to tolerate a shared social atmosphere
PHYSICAL CONTACT: holding hands, squeezing each other's hands, clapping hands together, hand-over-hand games, massaging hands/feet, tickling, lying/sitting together, walking arm in arm		AWARENESS: participant appears to notice or briefly focus on an event / person involved in the interaction – e.g. by briefly interrupting a pattern of self-absorbed movement / vocalisation
IMITATION: over/dramatised imitation of participant's activity – echoing vocalisations / physical behaviour, laughing together		ATTENTION & RESPONSE: participant begins to respond (although not consistently) to what is happening in the interaction – e.g. by showing signs of surprise, enjoyment, frustration, dissatisfaction
EYE CONTACT: peek-a-boo, pulling faces, dramatic glances, looking in the mirror, staring at each other		ENGAGEMENT: participant show consistent attention to the interaction – e.g. by sustained looking / listening or repeatedly following events with movements of head / eyes / other body parts
JOINT FOCUS: e.g. looking at/exploring objects together (materials, photos, toys...), looking in the mirror, watching bubbles, moving objects through the participant's field of vision/hearing, listening to sounds together		PARTICIPATION: participant engages in sharing or taking turns in a sequence of events during the interaction – e.g. by sequencing their actions with another person or by passing signals back and forth repeatedly
JOINT ACTION: sharing physical rhythm, playing with musical instruments, ball play, passing objects, chanting/singing the participant's name, making up songs, running commentary of participant's actions, noise escalation games (humming, whistling...), playing with water		INVOLVEMENT: participant makes active efforts to reach out or consistently join in with the interaction – e.g. by sequencing their actions and speaking, signing, vocalising or gesturing in a consistent and meaningful way
BURST-PAUSE SEQUENCE: the activity is followed by a pause, leaving space for a response. Builds tension, anticipation and expectancy. Any activity can use this: activity/expectant pause – activity/expectant pause – activity...		PARTICIPANT INITIATED INTERACTION: the participant independently starts an interaction and engages with another person in the activity with social intent (an activity that cannot be described as repetitive or self-absorbed behaviour)
EXCHANGING FACIAL EXPRESSIONS: smiles, winks, tongue poking, touching foreheads, rubbing noses		GENERAL COMMENTS (mood, behaviour, anything remarkable or exceptional) :
TURN TAKING: facial expressions, making noises – vocally / with objects, passing things back and forth		SESSION ENDED BECAUSE: non-responsive / avoided / rejected / 'natural' end / ended by interaction partner (circle as appropriate)