

The Assessment of Functional Living Skills - The AFLS™

Shopping

TASK	SCORE	TASK NAME	TASK OBJECTIVE	QUESTION	EXAMPLE	CRITERIA	COMMENT
SH 1	0 1 2 0 1 2 0 1 2	Asks caregiver for money to purchase item	Learner will ask caregiver for money to purchase item or asks caregivers to buy item.	Does learner ask caregiver for money to purchase an item?	When learner wants an item that must be purchased, asks caregiver for money or asks if caregiver will buy the item	2= asks for money for item purchase or asks caregiver to buy item, 1= requests money to make purchase with only verbal prompts	
SH 2	0 1 2 0 1 2 0 1 2 0 1 2	Identifies price of items in vending machines	Learner will locate and read the prices of any items in vending machines.	Does learner identify the price of items in vending machines?		2= locates and reads any price of any item in vending machines, 1= identifies and reads price of vending machine items with only verbal prompts	
SH 3	0 1 2 0 1 2 0 1 2 0 1 2	Places coins in slot of vending machine	Learner will locate coin slot and place coins into vending machine.	Does learner place coins in slot of vending machine?		2= locates coin slot and places coins into vending machine slot, 1= places coins in slot after being shown the location of the coin slot	
SH 4	0 1 2 3 4 0 1 2 3 4 0 1 2 3 4 0 1 2 3 4	Puts dollar bills into vending machines	Learner will locate dollar slot, straighten wrinkled bills, correctly orient bill, and place in slot.	Does learner put dollar bills into vending machines?		4= locates dollar slot, straightens wrinkled bills, places into vending machine slot in correct orientation, 3= locates dollar slot and places a bill into vending machine slot in correct orientation, 2= locates bill slot and places bill when it has been correctly oriented by caregiver, 1= when bill is handed in correct orientation, places bill in slot after being shown the location of the dollar slot	
SH 5	0 1 2 0 1 2 0 1 2 0 1 2	Selects from vending machine	Learner will press button combinations of numbers and letters on vending machines to make selections of items to purchase.	Does learner push appropriate buttons for desired item in a vending machine?	Presses B2 to get potato chips, C4 to get cookies, etc.	2= presses button combinations such as "B21" or "C5" on vending machines that requires numbers and letters to be used, 1= presses buttons that contain a picture or logo of the desired item	
SH 6	0 1 2 0 1 2 0 1 2 0 1 2	Retrieves item dispensed from vending machine	Learner will retrieve items from vending machine that requires opening a door or flap.	Does learner retrieve item dispensed from vending machine?		2= retrieves items from vending machine that requires opening a door/flap, 1= retrieves items that do not require opening an access door/flap	