

VI. Sensory Sensitivities. This refers to any abnormalities of the senses an individual may have.	
A. Abnormalities in sight, sound, smell, touch, or taste. The Asperger individual generally has difficulty in at least one of these areas, though the degree will vary from person to person. Some individuals may have difficulty in multiple or even all areas. He perceives ordinary sensations as unbearably intense. He will begin to anticipate these experiences, feeling anxious well before the experience occurs. It will be very important to determine if the response is due to sensory or behavioral (learned) difficulties. Often a behavior may initially stem from sensory difficulties, but then become a learned behavior (habit). How you address the behavior will depend on which it is.	
<input type="checkbox"/>	1. Has difficulty in visual areas.
<input type="checkbox"/>	a. Engages in intense staring.
<input type="checkbox"/>	b. Avoids eye contact.
<input type="checkbox"/>	c. Stands too close to objects or people.
<input type="checkbox"/>	d. Displays discomfort/anxiety when looking at certain pictures (the individual feels as if the visual experience is closing in on him).
<input type="checkbox"/>	2. Has difficulty in auditory areas.
<input type="checkbox"/>	a. Covers ears when certain sounds are made.
<input type="checkbox"/>	b. Displays extreme fear when unexpected noises occur.
<input type="checkbox"/>	c. Displays an inability to focus when surrounded by multiple sounds (shopping mall, airport, party).
<input type="checkbox"/>	d. Purposely withdraws to avoid noises.
<input type="checkbox"/>	e. Is fearful of the sounds particular objects make (vacuum, blender, DustBuster).
<input type="checkbox"/>	3. Has difficulty in olfactory areas.
<input type="checkbox"/>	a. Finds some smells so overpowering or unpleasant that he becomes nauseated.
<input type="checkbox"/>	b. Displays a strong olfactory memory.
<input type="checkbox"/>	c. Can recognize smells before others.
<input type="checkbox"/>	d. Needs to smell foods before eating them.
<input type="checkbox"/>	e. Needs to smell materials before using them.
<input type="checkbox"/>	4. Has difficulty in tactile areas.
<input type="checkbox"/>	a. Has difficulty when touched by others, even lightly (especially shoulders and head).
<input type="checkbox"/>	b. Displays anxiety when touched unexpectedly.
<input type="checkbox"/>	c. Complains of clothing feeling like sandpaper.
<input type="checkbox"/>	d. Has difficulty accepting new clothing (including for change of seasons).
<input type="checkbox"/>	e. Has difficulty with clothing seams or tags.
<input type="checkbox"/>	f. Does not respond to temperature appropriately.
<input type="checkbox"/>	g. Underreacts to pain.
<input type="checkbox"/>	h. Overreacts to pain.
<input type="checkbox"/>	i. Has difficulty using particular materials (glue, paint, clay).
<input type="checkbox"/>	j. Complains of a small amount of wetness (from the water fountain, a small spill).
<input type="checkbox"/>	5. Has difficulty in gustatory areas.
<input type="checkbox"/>	a. Makes limited food choices.

<input type="checkbox"/>	b. Will only tolerate foods of a particular texture or color.
<input type="checkbox"/>	c. Needs to touch foods before eating them.
<input type="checkbox"/>	d. Displays unusual chewing and swallowing behaviors.
<input type="checkbox"/>	e. Has rigidity issues tied in with limited food preferences (this is the food I always have — it is always this brand and it is always prepared and presented in this way).
<input type="checkbox"/>	f. Cannot allow foods to touch each other on the plate.
<input type="checkbox"/>	g. Must eat each individual food in its entirety before the next.
<input type="checkbox"/>	h. Has an easily activated gag/vomit reflex.
<input type="checkbox"/>	6. Engages in self-stimulatory behaviors (rocking, hand movements, facial grimaces).
<input type="checkbox"/>	7. Is oversensitive to environmental stimulation (changes in light, sound, smell, location of objects).
<input type="checkbox"/>	8. Is undersensitive to environmental stimulation (changes in light, sound, smell, location of objects).