Day Habilitation – A waiver based service that takes place in a facility or community setting. Day habilitation provides support to develop skills for personal growth. Participants engage in a wide range of activities and often contribute to the community through volunteering.

Work Centers/Sheltered Workshops - Are facility-based employment settings that employ workers in a non-integrated setting with pay rates that are generally at or below minimum wage.

Community Prevocational Services – A service that prepares individuals for paid or unpaid employment. Services include teaching task completion, problem solving and safety in a community location that meets the HCBS Settings Regulations.

Pathway to Employment - A person-centered career/vocational employment planning and support service that provides assistance for individuals to obtain, maintain, or advance in competitive employment and/or self-employment. The service combines an individualized career/vocational planning process that identifies an individual's support needs, with the provision of services that will strengthen the skills needed to obtain, maintain, or advance in competitive employment. It engages individuals in identifying a career/vocational direction, provides instruction and training in pre-employment skills, and develops a path for achieving competitive, integrated employment at or above the New York State minimum wage or the commensurate wage for the job sought.

Employment Training Program (ETP) – A service that offers individuals an opportunity to work in an internship that will lead to permanent employment in a community business. During the internship, wages will be paid through ETP while the individual learns the skills needed for the job. ETP participants also attend job readiness classes that present topics such as conflict resolution and how to dress for work. ETP services include job development and job coaching as well as assistance with other employability skills.
**Supported Employment (SEMP)** – A service that provides the supports individuals need to obtain and maintain paid competitive jobs in the community. Individuals with developmental disabilities will typically transition to SEMP after they have received supported employment services funded by the NYS Adult Career and Continuing Education Services-Vocational Rehabilitation (ACCES-VR) and require limited job coaching to successfully maintain their employment. Individuals also come to supported employment from programs that offer intensive training such as ETP.

**OPWDD Intensive Supported Employment** – Referred to as Intensive SEMP, the services include intensive job development and/or intensive job coaching services. An individual is eligible for Intensive SEMP if he or she is not employed or has been employed for less than 365 days.

**OPWDD Extended Supported Employment** – Referred to as Extended SEMP, these services include ongoing job coaching and career development services. An individual is eligible for Extended SEMP if he or she is employed in an integrated workplace and earning at least minimum wage.

Adapted from the Guide to Understanding Supports and Services Administered by the New York State Office for People with Developmental Disabilities (OPWDD)

**ACCES-VR SERVICE DEFINITION**

**ACCES-VR Supported Employment (SE)** - A competitive work program that offers ongoing support services in integrated settings for individuals with the most significant disabilities. It is intended for individuals for whom competitive employment has not traditionally occurred, or has been interrupted or intermittent as a result of a most significant disability, and who need ongoing supports to maintain their employment. The employment outcome is attained by providing intensive supported employment services and is maintained through the provision of extended services. The level of employment participation may be full- or part-time based on the individual’s employment factors (strengths, resources, priorities, concerns, abilities, capabilities, career interests and informed choice.

Adapted from the ACCES-VR website