

4/27/17

Teaching new skills

Teaching Program- Raising hand when assistance is needed

GOAL #1: By 6/17, Student will appropriately raise his hand during independent and group work, in order to get the attention of a staff member for something he needs, (e.g., When student needs a staff member to come look over his journal after he has finished.) as measured by 90% accuracy on 10 consecutive occasions.

SD1: Point to students visual reminders on his desk

SD2: "What can we do when we need help?"

SD3: "Teacher raises hand while looking away from student"

Target Response: Student will raise his hand when he needs something from a staff member (i.e., 1-Student is working on material in group setting, 2-runs into problem he is unable to complete, 3-raises hand for help, 4-teacher comes to student, 5-student tells teacher what he needs, 6-teacher assists, 7-student completes work).

Procedure:

-I will be using a "Most-Least" prompting level for the initial procedure, as this is what has worked best with this student in the past. We have put a visual reminder on the students desk to assist him in self-reinforcing his raising of hand to get a teachers attention (e.g., A board-maker cutout that reads, "When I need help, I can raise my hand.").

- Student will be presented with multiple opportunities to gain the attention of his teachers throughout the day.
- In the first opportunity presented, the teacher will model raising her/his hand when student is staring at teachers when help is needed, SD3. When student raises hand, a reinforcement of classroom money will be given.
- If at the next opportunity the student stares at teachers when help is needed, the teacher will ask the student, SD2 - "What do we do when we need help?" If the student then raises his hand, a reinforcement of classroom money will be given.
- At the next opportunity, if the student is staring at the teachers when help is needed, the teacher will point to the students' visual reminders on desk, SD1. If the student raises his hand, a reinforcement of classroom money will be given.
- At any point if the prompt level does not work, the teacher will set a 1 minute timer to give the student an opportunity to self-reinforce. If student still does not