

Teaching Program: Imitation

Goal: By May 2018, Student will imitate 10 gestures upon teacher saying, "do this," and modeling the action (e.g., touch head, hands in the air, hands on the table) with 80% accuracy on 4 out of 5 consecutive trial days as measured by teacher documentation.

SD: "Do this" and performing the action or gesture.

Student Response: Student will respond by imitating the action of the teacher.

Procedure: Use Most to least prompting in structured setting and natural environment

- Find baseline: Teacher will probe using least to most prompting to find the least intrusive prompt at which student is successful. Teacher will start at least intrusive prompt. If student does not imitate, then move up to the next, more intrusive, prompting level. Prompting hierarchy will be SD (give 5 second latency each time) → second SD → SD+ visual prompt (e.g., picture of kid touching his head) *this is optional* → SD+ Elbow prompt → SD + Hand over hand prompt.
- Teach skill: Once baseline is known, use most to least prompting. Teacher gives the SD, waits 5 seconds, then goes to prompt student at their most intrusive prompting level required. When the teacher thinks it appropriate, fade to the next lower prompting level. For this particular student, *always* give him 5 seconds to respond after SD (i.e. a constant time delay), at each level. Continue this until student can perform the imitation independently.
- Once student has mastered one imitation skill, like tapping the table, move on to another action, like clapping hands. For each skill, start teaching procedure from the beginning.
- When student has mastered skills in isolation, begin to check for mastery by mixing skills until all 10 can be done in an extended trial.

Error Correction Procedure: If student makes an error, move to the previous, more intrusive prompt level where they were successful. For example, if you give SD with an elbow prompt and student does not imitate correct action, state SD again and prompt with a *hand over hand* prompt.

Data collection: Data will be taken in 5 trials at a time on standard DTTn data sheets. Each trial will be scored by marking correct or, if incorrect, by recording the most intrusive prompt where child was successful in imitating. The goal is to get 4 out of 5 correct.

Key: C= Correct (student imitates with 1 SD/model and 5 seconds of wait time, independent)

If incorrect or no response, record the most intrusive prompt required for success.

VP= verbal prompt (an additional SD was needed)

V= visual prompt

P= Partial physical, elbow prompt

H= Hand over Hand prompt

Prompting data will also be recorded for "trials" that occur in the natural environment.