



Errorless Compliance Training and the Play Your Way to Compliance program

PRESENTED BY

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Superheroes social skills training, Rethink Autism internet interventions, parent training, EBP classroom training, functional behavior assessment: An autism spectrum disorder, evidence based practice (EBP training track for school psychologists)

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Grant Director: Julia Hood, Ph.D.

+ Autism on the Rise

Identified Prevalence of Autism Spectrum Disorder

ADDM Network 2000-2010
Combining Data from All Sites

Surveillance Year	Birth Year	Number of ADDM Sites Reporting	Prevalence per 1,000 Children (Range)	This is about 1 in X children...
2000	1992	6	6.7 (4.5 - 9.9)	1 in 150
2002	1994	14	6.6 (3.3 - 10.6)	1 in 150
2004	1996	8	8.0 (4.6 - 9.8)	1 in 125
2006	1998	11	9.0 (4.2 - 12.1)	1 in 110
2008	2000	14	11.3 (4.8 - 21.2)	1 in 88
2010	2002	11	14.7 (5.7 - 21.9)	1 in 68

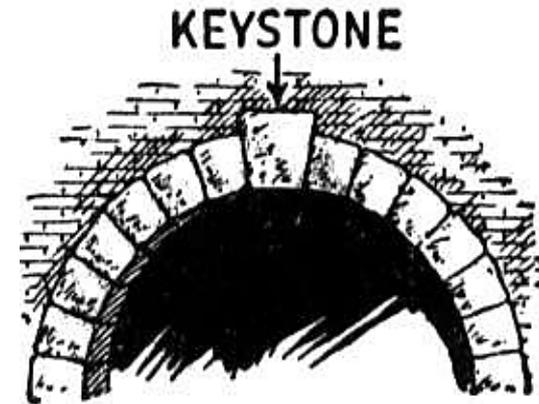
+ Keystone Behaviors

“Target behavior that is foundational to a range and related to other responses such that, when modified, can have substantial positive influence on those other responses.”

“Targeting specific behaviors for modification can lead to positive changes that were never targeted.”

Keystone Behaviors

- Compliance
- Social Skills
- On-Task Skills
- Communication Skills



Ducharme & Shecter, 2011
Forehand & McMahon, 1981
McMahon & Forehand, 2003



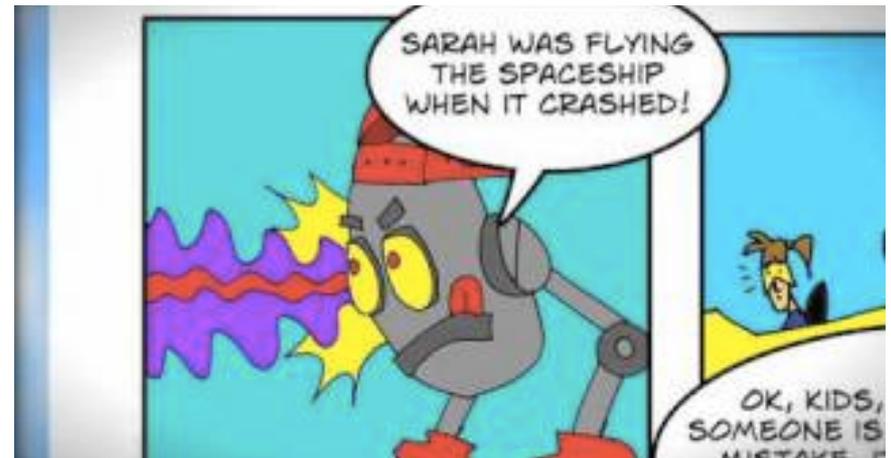
	Living with Children	Helping the Noncompliant Child	Parent Child Interaction Therapy	Incredible Years	Defiant Child	Parent Management Training	Positive Parenting Program	The Tough Kid Parent Book
Age Range	3-14 years	3-8 years	2-8 years	2-8 years	4+	2-14/7-14 years	0-16 years	3-13 years
Type of Behavior	Social Aggression	Noncompliance	Conduct Problems	Conduct Problems	Noncompliance	Conduct Problems	Common Behavior Problems	Common Behavior Problems
Child Present		✓	✓		✓			
Number of Sessions	5-12 Weeks	12 weeks	12 weeks	10-14 weeks	10 weeks	12-16 weeks	multiple levels	
Duration of Sessions	60-90 minutes	75-90 minutes	60-90 minutes	120 minutes	60 minutes	45-60 minutes		
Frequency		2x/week		weekly	weekly	weekly		
Manualized	✓	✓	✓	✓	✓	✓		✓
Training Required			✓	✓		✓		
Cost	\$13.92	\$34.20- 65.83	\$3000- \$4000	\$895 - \$1395	\$24.78	\$33.20	Not Available	\$14.95
Cost	\$13.92	\$34.20- 65.83	\$3000- \$4000	\$895 - \$1395	\$24.78	\$33.20	Not Available	\$14.95
Group Format	✓			✓	✓		✓	✓
Individual Format	✓	✓	✓	✓	✓	✓	✓	✓
Didactics		✓	✓	✓		✓	✓	✓
Group Discussion		✓	✓	✓	✓			✓
Video Based				✓			✓	
Other Technology		✓	✓					
Observations	✓	✓	✓			✓		
Intake	✓	✓	✓			✓	✓	
Orientation						✓		✓
Handouts		✓		✓		✓	✓	✓
Homework	✓	✓	✓	✓	✓	✓	✓	✓
Performance Feedback		✓	✓		✓	✓		
Performance Criteria		✓		✓		✓		
Daily Parent Reports	✓					✓		
Parent Collects Data	✓				✓	✓		✓



Evidence Based Practices

+ Generalization

- “Stickiness” targets skill generalization (Gladwell, 2001)
 - Appealing
 - Creative
 - Repetitive
- SUCCES (Heath and Heath, 2009)
 - Simple, unexpected, credentialed, emotional story
 - Concrete



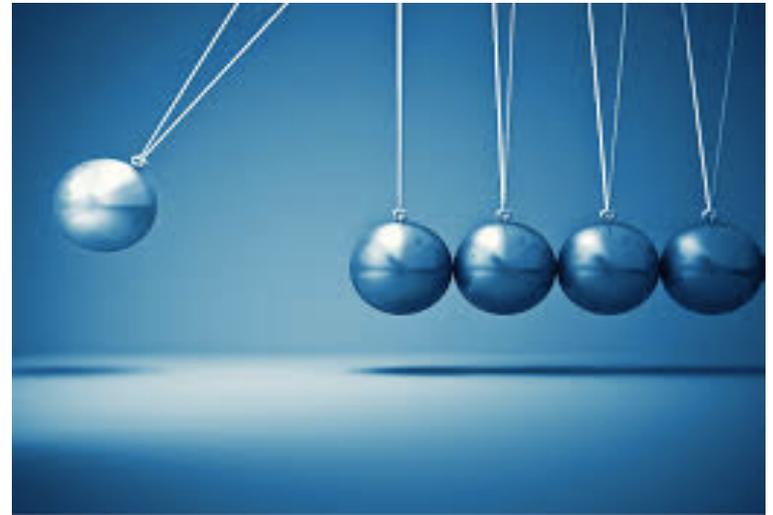
+ Modeling

- Video vignettes are produced which consist of recordings of a student's peers appropriately displaying a targeted behavior.
 - Just as effective as self-modeling (Clare, 1992)
 - Just as effective as live models (Wang et al., 2011)
 - Effective across all age groups (Mason et al., 2012)



+ Behavior Momentum

- Antecedent based strategy: “High probability command sequence” (Mace et al, 1988)
- Targets noncompliant behaviors (Davis et al, 1992)
 - Compliance rates increased
 - Behaviors generalized to other adults



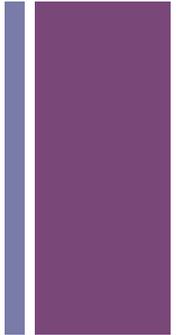
+ Errorless Learning

- Set of prompting and fading procedures
- Designed to reduce errors and increase discrimination abilities (Terrace, 1963)





Errorless Compliance Training



- Ducharme: Errorless Compliance Training (1993)
 - System uses hierarchy
 - Level 1 to Level 4 compliance probability rates
- Significant increases in compliance rates across behaviors and settings
 - Adaptive Skills
 - Communication Skills
 - Play Skills
 - Social Skills



Compliance Probability Questionnaire

Child's name: _____

Date: _____

Completed by: _____

Relationship: _____

Listed below are a series of requests you may present to your child in a given day. What is the likelihood that your child will comply with the stated requests if the request is stated only once? Please check (✓) the appropriate box beside each command.

	Almost always (76-100%)	Usually (51-75%)	Occasionally (26-50%)	Rarely (0-25%)	Skill not learned
DRESSING					
Get your (article of clothing) from the drawer/closet.					
Put on your (article of clothing).					
Hang up your (article of clothing).					
Take off your (article of clothing)					
Fold your (article of clothing)					
HYGIENE					
Wash your hands.					
Wash your face.					
Flush the toilet.					
Dry your hands.					
Dry your face.					
Go to the bathroom.					
Brush your teeth.					
Brush/comb your hair.					

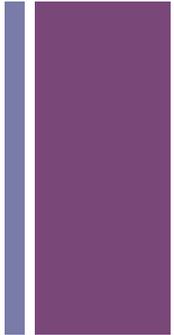


Figure 1

Child Compliance Across Baseline and All Treatment Phases

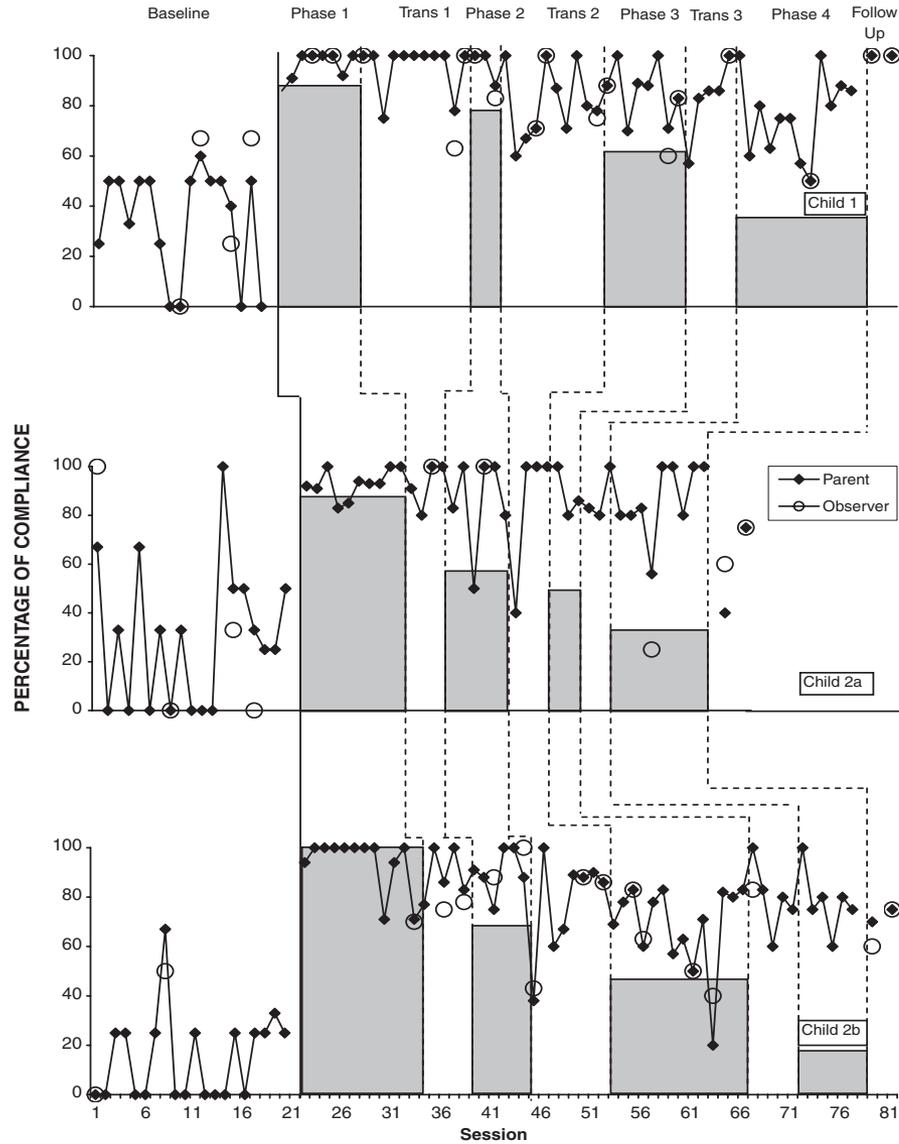
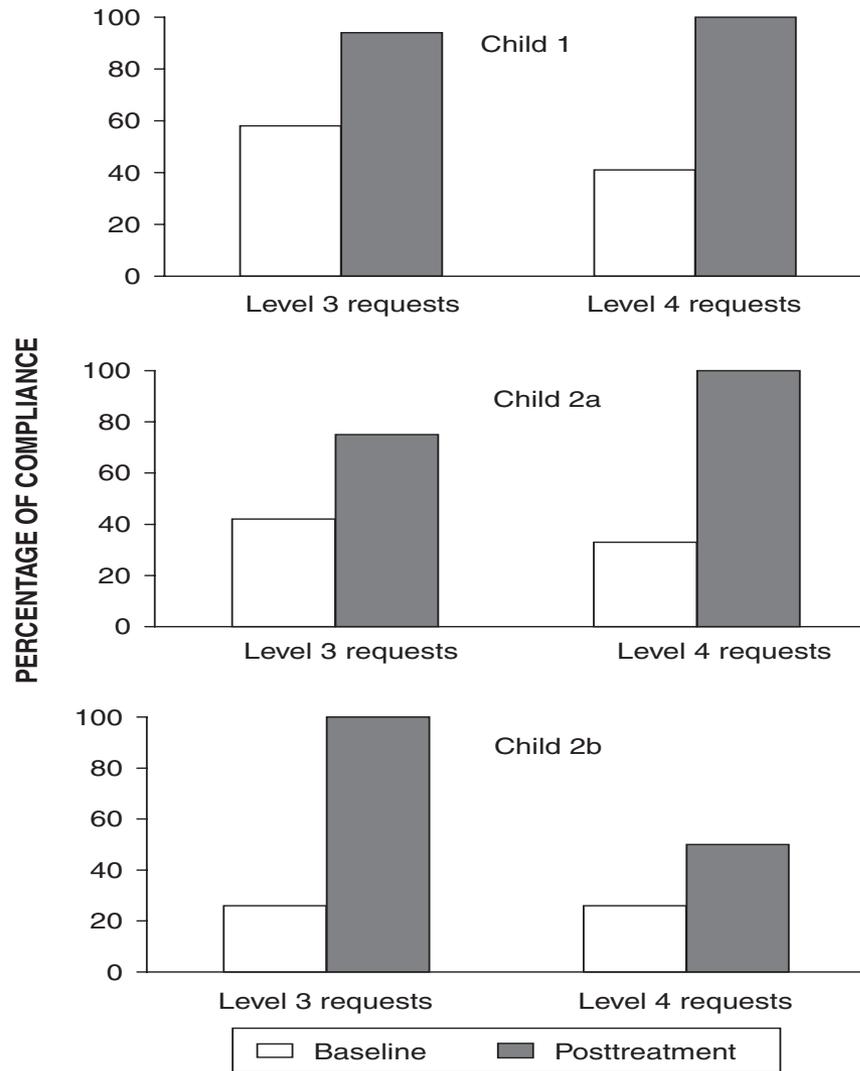
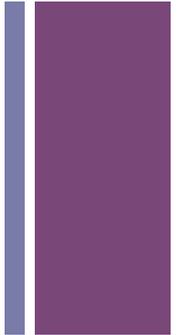


Figure 2
Compliance to Level 3 and Level 4 Generalization Requests Before and After Treatment for Each Child





Errorless Compliance Training: Troubleshooting



- In the event a child has few requests he/she can regularly comply with an adjustment can be made (Ducharme et al., 2010).
 - For a highly noncompliant child
 - Level 1: 56-75%
 - Level 2: 41-55%
 - Level 3: 21%-40%
 - Level 4: 0-20%

CD OF
REPRODUCIBLE
MATERIALS

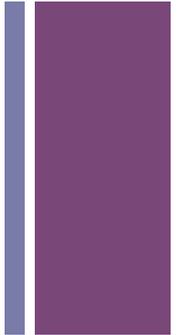
William R. Jenson, Ph.D.
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Play Your Way to Compliance





PLAY YOUR WAY TO COMPLIANCE



Play Your Way to Compliance is a parent training package which can be implemented by an adult working with a child who demonstrates high rates of noncompliant behaviors.

COMPONENTS

- Instructional Manual
- Compliance Probability Checklist
- Reinforcement Checklist
- Progress Monitoring Data Sheets
- Adult Peer Modeling Videos
- Child Peer Modeling Videos
- Fasthands Animation Video
- Scooter Says Jingle and Game

+ Compliance

Overt child initiation to a parent request within 5 seconds of the instruction being presented **and** completion of the request.

- Frequency of behaviors
- Percent Compliance
 - Will be calculated by dividing the number of times the child complied by the total number of instructions and multiplying by 100

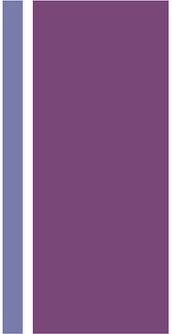


COMPLIANCE PROBABILITY CHECKLIST

	Almost Always (76 - 100%)	Usually (51 - 75%)	Occasionally (26 - 50%)	Rarely (0 - 25%)	Skill Not Learned	Skill Not Important
PLAY						
Get your (toy)						
Play with you (toy)						
Pick a game/activity						
Come here						
Come sit down						
Sit next to me						
Play with me						
My turn						
Wait your turn						
Take your turn						
Give me the (item)						
Find the (item)						
Show me the (item)						
Touch the (item)						
Pick up the (item)						
Put the (item) down						
Throw me the ball						
Catch the ball						
Kick the ball						
Put the shapes in the sorter						
String the beads						
Stack the blocks						
Build a tower						
Build the tracks						
Push the train						
Push the car						
Put a piece in the puzzle						
Draw a picture						
Color the picture						
Turn on the music						
Dance with me						
Sing with me						
Jump up and down						
Turn around						

CHILD NAME:

ASSESSOR:



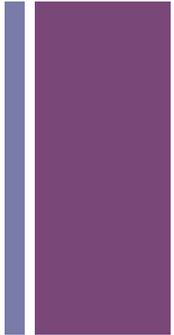


REINFORCER CHECKLIST

	No Value	Small Value	Some Value	Good Value	Great Value
CANDIES					
Blow-Pop Lollipop					
Boston Baked Beans					
Bottle Caps					
Candy Buttons					
Candy Cane					
Candy Corn					
Chewing Gum					
Dots					
Dum Dum Lollipop					
Gobstoppers					
Good & Plenty Licorice					
Gummy Bears					
Gummy Worms					
Gushers					
Hot Tamales					
Jawbreakers					
Jelly Beans					
Lemon Heads					
Licorice					
Life Savers					
Mamba					
Mentos					
Mike & Ikes					
Nerds					
Now and Later					
Peppermint Hard Candy					
Pez Candy					
Pixie Stix					
Pop Rocks					
Red Hots					
Runts					
Skittles					
Smarties					
Sour Patch Kids					
Sour Patch Straws					

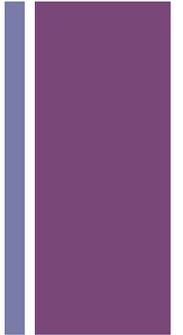
CHILD NAME: _____

ASSESSOR: _____





Summary of the Request Hierarchy



SUMMARY OF REQUESTS

GREEN

1.
2.
3.
4.
5.
6.
7.
8.

ORANGE

1.
2.
3.
4.
5.
6.
7.
8.

YELLOW

1.
2.
3.
4.
5.
6.
7.
8.

RED

1.
2.
3.
4.
5.
6.
7.
8.



COMPLIANCE DATA SHEET

Baseline

Session Date:	TRIALS (+ or -)				
INSTRUCTION	1	2	3	4	5
1					
2					
3					
4					
1					
2					
3					
4					
1					
2					
3					
4					
1					
2					
3					
4					

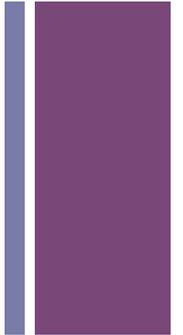
TOTAL = $\frac{\text{Total +}}{\text{Total \# of Requests}} \times 100$





Compliance Training

+ Behavior Strategies



- Precision Request Sequence
- Reinforcement
- Planned Ignoring

IFEED-AV

I - Immediate. Provide reinforcement immediately after the desired behavior.

F - Frequent. Provide reinforcement frequently and consistently.

E - Enthusiasm. Show enthusiasm and excitement when delivering reinforcement.

E - Eye contact. Make eye contact with your child when delivering reinforcement.

D - Describe. Describe the specific behavior you are reinforcing.

A - Anticipation. Build anticipation for the reward and get your child excited to earn it.

V - Variety. Vary the reinforcements to keep anticipation and motivation high.



IFEED-AV

I - Immediate. Provide reinforcement immediately after the desired behavior.

F - Frequent. Provide reinforcement frequently and consistently.

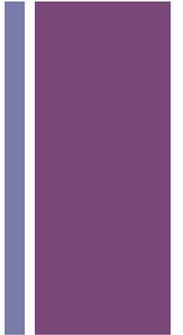
E - Enthusiasm. Show enthusiasm and excitement when delivering reinforcement.

E - Eye contact. Make eye contact with your child when delivering reinforcement.

D - Describe. Describe the specific behavior you are reinforcing.

A - Anticipation. Build anticipation for the reward and get your child excited to earn it.

V - Variety. Vary the reinforcements to keep anticipation and motivation high.





PLANNED IGNORING

1. Break Eye Contact. Turn your head, turn around or leave the room, if necessary.

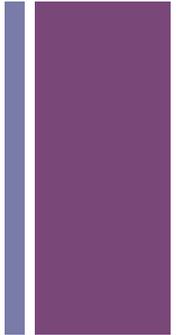
2. Show no emotion. Use stony silence.

3. Ignore by engaging in another activity or paying attention to something or someone else. Finding other activities or places in the house will be helpful when using extinction procedures. Find household chores that need to be completed, for example vacuuming, close yourself in the bathroom or do a preferred activity like reading or listening to music.

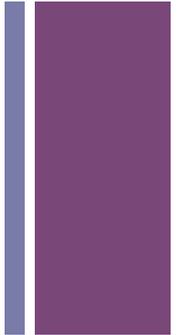
4. Do not give in. Expect the behavior to worsen before it gets better. If you give in, your child might learn that when he acts bad enough and for long enough, you will relent.

5. Beware of bootleg reinforcement. If the response you are ignoring is not decreasing, others might be maintaining it. There may be sympathetic family members or friends that might give in when the child is displaying inappropriate behaviors. Ask them to support your ignoring behavior, and let them know you appreciate their support.

6. Resist the urge to nag. For most children, nagging will actually strengthen the undesirable behavior. This goes back to using stony silence.



+ Compliance Training



- Adult Peer Modeling Videos
- Child Peer Modeling Videos

COMPLIANCE SESSION 1

PREP

- Review the steps to precision requests, delivering positive reinforcement, and using planned ignoring
- Watch adult peer modeling videos
- Transfer **set of green requests** from the summary page to the compliance data sheet

INTRODUCE THE SKILL

- Let the child know that you will soon be playing the “Scooter Says” game to practice following directions
- Explain the rationale.
Say, *“If you follow directions quickly, you will make someone happy and learn new things faster.”*

PLAY CHILD PEER MODELING VIDEO 3 - 5 min.

Watch fasthands animation and child peer modeling videos

SING “SCOOTER SAYS” JINGLE 1 min.

Sing the “Scooter Says” jingle with your child

PLAY “SCOOTER SAYS” GAME 3 - 5 min.

Give simple and silly commands to your child.

Examples:

- *“Quack like a duck!”*
- *“Touch your belly!”*
- *“March like a soldier!”*
- *“Jump up and down!”*

DELIVER REQUESTS

5 - 15 min.

- Deliver 1 **green** request using a precision request.
Say child’s name and “please” request
Provide reinforcement or, ignore behavior and deliver a “need” request
- If child does not respond, ignore inappropriate behaviors
- If child responds, provide verbal praise statement and edible reinforcer
- Repeat additional green requests
- Repeat each request in a different order until each request has been delivered three times
- Mark + if child complies or - if child does not comply to each green request on the Compliance Data Sheet

WRAP UP

1 - 2 min.

- Let the child know that the game is all done and provide praise for playing with you
Say, *“Thanks for playing Scooter Says with me and following directions! Let’s play again another day!”*

REPEAT OR CONTINUE

- If child complied less than 80% of the time, repeat Compliance Session 1.
- If child complied for 80% of the time, repeat Compliance Session 1 until child complies for at least 80% of the time for 3 sessions in a row.
- Proceed to Compliance Session 2 after 3 sessions of at least 80% compliance.

COMPLIANCE DATA SHEET

Green Requests

Session Date:	TRIALS (+ or -)				
INSTRUCTION	1	2	3	4	5
1					
2					
3					
4					
5					
6					
7					
8					
Total = $\frac{\text{Total +}}{\text{Total \# of Requests}} \times 100$					

EDIBLE REINFORCERS	VERBAL PRAISE STATEMENTS	
	Thank you for ___!	Nice job ___!
	I love how you ___!	Yay! You ___!
	Look at you ___!	I like that you ___!
	Awesome job ___!	Great listening and ___!
	Thank you for following directions!	I love that you listened!

IMPLEMENTATION CHECKLIST

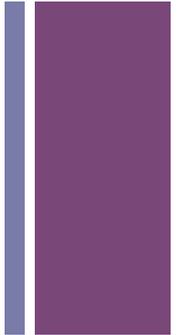
- Sing "Scooter Says" Jingle with my child
- Play "Scooter Says" Game with my child
- Use precision request sequence to deliver selected requests
- Avoid more difficult tasks or requests not being worked on
- Deliver verbal praise statements for all compliance and edible reinforcers as needed
- Use planned ignoring for all noncompliance and inappropriate behaviors

PRECISION REQUEST SEQUENCE

- Gain attention prior to delivering request
- Deliver an appropriate "please" request
- Wait at least 5 seconds for my child to respond
- Provide immediate reinforcement, or ignore behaviors
- Deliver an appropriate "need" request
- Wait at least 5 seconds for my child to respond
- Provide immediate reinforcement, or ignore behavior



Summary of the Request Hierarchy



SUMMARY OF REQUESTS

GREEN

1.
2.
3.
4.
5.
6.
7.
8.

ORANGE

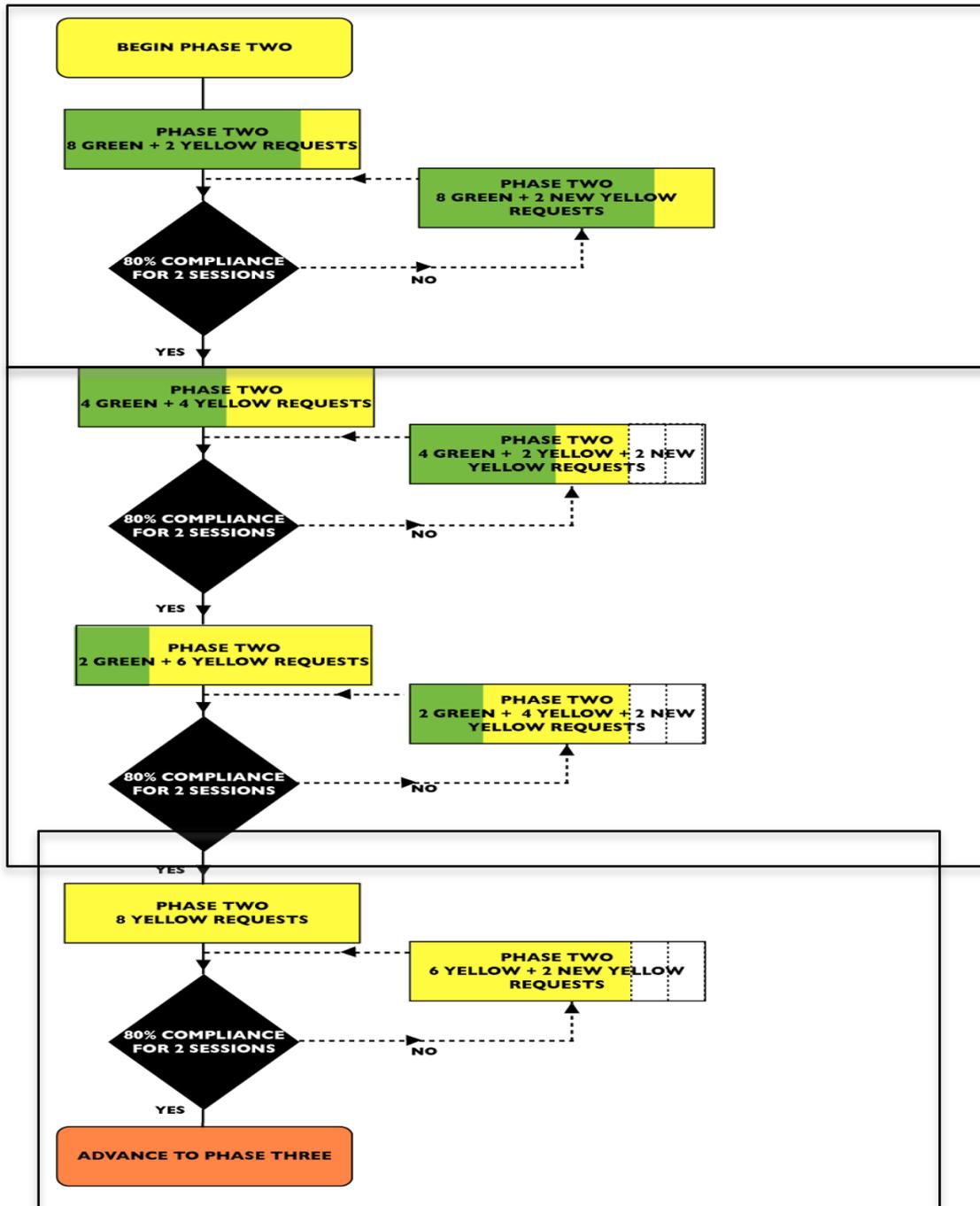
1.
2.
3.
4.
5.
6.
7.
8.

YELLOW

1.
2.
3.
4.
5.
6.
7.
8.

RED

1.
2.
3.
4.
5.
6.
7.
8.



COMPLIANCE DATA SHEET

Yellow Requests

Session Date:	TRIALS (+ or -)				
INSTRUCTION	1	2	3	4	5
1					
Deliver Green Requests					
2					
Deliver Green Requests					
Total = $\frac{\quad}{\text{Total +}} \div \frac{\quad}{\text{Total \# of Requests}} \times 100$					
Session Notes:					

EDIBLE REINFORCERS	VERBAL PRAISE STATEMENTS	
	Thank you for ___!	Nice job ___!
	I love how you ___!	Yay! You ___!
	Look at you ___!	I like that you ___!
	Awesome job ___!	Great listening and ___!
	Thank you for following directions!	I love that you listened!

COMPLIANCE DATA SHEET

Yellow Requests

Session Date:	TRIALS (+ or -)				
INSTRUCTION	1	2	3	4	5
1					
Deliver Green Requests					
Deliver Yellow Requests (Previous Sets)					
2					
Deliver Green Requests					
Deliver Yellow Requests (Previous Sets)					
Total = $\frac{\quad}{\text{Total +}} \div \frac{\quad}{\text{Total \# of Requests}} \times 100$					
Session Notes:					

EDIBLE REINFORCERS	VERBAL PRAISE STATEMENTS	
	Thank you for ___!	Nice job ___!
	I love how you ___!	Yay! You ___!
	Look at you ___!	I like that you ___!
	Awesome job ___!	Great listening and ___!
	Thank you for following directions!	I love that you listened!



COMPLIANCE DATA SHEET

Orange Requests

Session Date:	TRIALS (+ or -)				
INSTRUCTION	1	2	3	4	5
1					
Deliver Yellow Requests					
2					
Deliver Yellow Requests					
Total = $\frac{\text{Total +}}{\text{Total \# of Requests}} \times 100$					
Session Notes:					

EDIBLE REINFORCERS (Use only on trials with *)	VERBAL PRAISE STATEMENTS	
	Thank you for ___!	Nice job ___!
	I love how you ___!	Yay! You ___!
	Look at you ___!	I like that you ___!
	Awesome job ___!	Great listening and ___!
	Thank you for following directions!	I love that you listened!

COMPLIANCE DATA SHEET

Orange Requests

Session Date:	TRIALS (+ or -)				
INSTRUCTION	1	2	3	4	5
1					
Deliver Yellow Requests					
Deliver Orange Requests (Previous Sets)					
2					
Deliver Yellow Requests					
Deliver Orange Requests (Previous Sets)					
Total = $\frac{\text{Total +}}{\text{Total \# of Requests}} \times 100$					
Session Notes:					

EDIBLE REINFORCERS (Use only on trials with *)	VERBAL PRAISE STATEMENTS	
	Thank you for ___!	Nice job ___!
	I love how you ___!	Yay! You ___!
	Look at you ___!	I like that you ___!
	Awesome job ___!	Great listening and ___!
	Thank you for following directions!	I love that you listened!

+ Generalization Probes



Compliance & Generalization Data Sheet

Child Name: _____ Observer: _____

Setting: _____ Date: _____

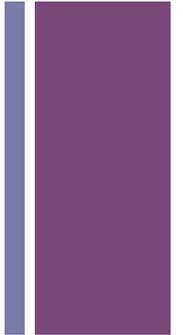
- Red Requests (0-25% compliant)
 - 2 probes

	Requests				Trials (+ or -)			Total
	Green	Yellow	Orange	Red	1	2	3	
1								
2								(total +)
3								÷
4								(total trials)
5								× 100
6								
7								
8								

	Red Request Probes	Trials (+ or -)		
		1	2	3
1				
2				



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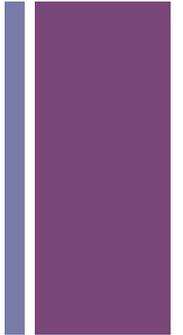
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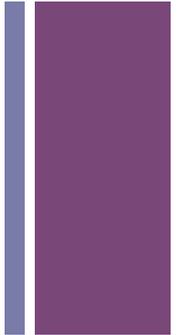
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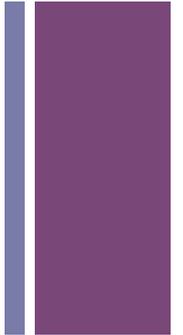
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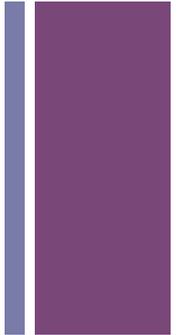
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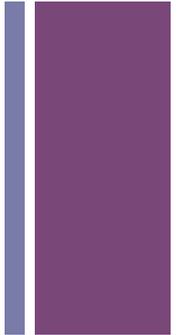
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