



Data Sheet

43. Conversation (Advanced): Follow-up Comments and Questions

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Conversation (Advanced): Follow-up Comments and Questions

Reminders:

- **MT** = Mass Trials (one target until 3 independent, correct responses in a row)
- **RR** = Random Rotation (target presented randomly, with other targets in RR phase)
- **Intro MT**: The date the target was introduced to the child
- **Mastery RR**: Is the date the child completed 3 consecutive random rotation trials at with 80-100% independence.
- **Materials Set 2 & 3** = NEW set of materials/cards, different than original set
- **Discrete trial teaching**: This technical term means the breaking a task down into smaller, more teachable components, and teaching each component separately.
A cue is given → the child responds → a reward is given for a correct response
(SD) → (R) → (Sr)
The cue or prompt, referred to as a discriminative stimulus (SD), is a specific environmental event or condition in response (R) to which a child is expected to exhibit a particular behavior and (SR) is the stimulus reinforcement.
- **SD 2 & 3** = NEW instruction that means the same thing, but using different words (examples: "Show me", "Where's the", "Give me", "Touch")

Student: _____	
LESSON: Conversations (Advanced): Follow-up Comments (Question-Statement-Statement)	
Teaching format(s):	Prompting System: less intrusive to most intrusive following the Prompt Hierarchy
Developmental Norm:	Material(s): Visual cues may be helpful in prompting a correct response; otherwise, this lesson is verbally based and does not utilize specific materials.
Example Trial: SD: "How old are you?" Response: "I'm 6. How old are you?"	Reinforcer(s): Child preferences and/or what the child has chosen to earn.

Target	Intro MT*	Mastery RR**	Mastery Materials Set 2	Mastery Materials Set 3	Mastery SD 2	Mastery SD3
1. Question-Statement-Question (to familiar previously mastered, personal information-based topics).						
2. Question-Statement-Question (to novel topics of conversation).						
3. Game based format (during a typical game)						
4. Spontaneous Conversations (follow up statements, in response to a natural on going conversations).						
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Maintenance: When all targets are mastered, reduce frequency of the presentation of the program to child systematically, ensuring that the child maintains skills by maintaining mastery scores of 80-100% before decreasing frequency further. (e.g. 5 times per week to 4 times per week for a month, to 3 times per week for a month to 2 times per week for a month, to once a week for a month, to generalized settings.)

