

Baseline

In addition to instruction on imitation of body parts, an instruction to receptively touch body parts was taking place

STEP	March 31	April 8	April 9	COMMENTS
"Head"	-	-	-	
"Shoulders"	-	-	-	
"Knees"	-	-	-	
"Toes"	-	-	-	
"Eyes"	-	-	-	
"Ears"	-	-	-	
"Mouth"	-	-	-	
"Nose"	-	-	-	

Learner

This program was designed for a early learner who has the diagnosis of Autism. The learner is 5 years old. They show signs of Obsessive Compulsive Disorder. They are also nonverbal and currently have no effective way to communicate. This learner has been in IBI for a year.

While running this program with the learner they were also being instructed to receptively identify and touch body parts . These programs together helped the learner generalize the skill.

Discrete Trial Teaching

This teaching strategy involves:

- Breaking skills into the smallest steps
- Teaching each step of the skill intensively until mastered
- Providing lots of repetition
- Prompting the correct response and fading the prompts as soon as possible
- Using positive reinforcement procedures.

Sources- Literature

Ghezzi, P. M. (2007) Discrete Trial Teaching. *Psychology in the Schools*, 44(7), 667-679 Retrieved April 15, 2009, from Academic Search Premier

Downs, A. et al. (2007) Using Discrete Trial Teaching Within a Public Preschool Program to Facilitate Skill Development in Students with Developmental Disabilities. *Education and Treatment of Children*, 30(3), 1-27. Retrieved April 15, 2009 from Academic Search Premier

Stephens, C.E.(2008) Spontaneous imitation by children with autism during a repetitive musical play routine. *SAGE Publications and The National Autistic Society*, 12(6), 645-671. Retrieved April 15, 2009 from Academic Search Premier

Program

HAMILTON-NIAGARA REGIONAL EARLY AUTISM INITIATIVE

Domain: Imitation Program: D5 Motor imitation of body parts
 Date Introduced: Revision Date: Date Mastered:
 Child: A Senior Therapist: Tiffany Bradman Date Terminated:

OBJECTIVE: A will be able to imitate touching parts of her own body when hearing the song "Head and Shoulders".

Mastery Criteria of Program: A will be able to imitate touching 7 of her own body parts independently obtaining 80% over 3 consecutive sessions.

PROGRAM PROCEDURES:

Teaching procedure and strategy (see General Programming Procedures):

Discrete Trial Teaching – Go through each programming step with each targeted action unless mastered at baseline. Ensure that as you are teaching the program that you are using three different environments and generalizing it in context of "Head and Shoulders" Make it fun and innovative. Make sure you have eye contact before giving the instruction.

Error Correction – If A is having difficulty at the current prompt level (she makes errors on at least 10 trials) then move back to the previous prompt level if she has successfully obtained 80% (24/30) accuracy across 2 therapists.

Teaching Procedure
 • Each location should have a different instruction (Treatment Room, Activity/Circle Room, and Gym)

Target Actions – head, shoulder, knee, toes, eyes, ears, mouth and nose
Teaching Strategies

INITIAL ACQUISITION:

Step	Instructions that can be interchanged	Target Response	Move to next step
1	Location 1 - "Copy Me" Location 2 - "Touch" Location 3 - "Do This"	With full prompt A will imitate touching the correct body part	With full prompt over 3 sessions completing the task at least 30 times each session, A will imitate touching her own body part.
2	Location 1 - "Copy Me" Location 2 - "Touch" Location 3 - "Do This"	With partial prompt A will imitate touching the correct body part	With partial prompt over 3 sessions completing the task at least 30 times each session, A will imitate touching her own body part.
3	Location 1 - "Copy Me" Location 2 - "Touch" Location 3 - "Do This"	With gestural prompt A will imitate touching the correct body part	With gestural prompt over 3 sessions completing the task at least 30 times each session, A will imitate touching her own body part.
4	Location 1 - "Copy Me" Location 2 - "Touch" Location 3 - "Do This"	Independently A will imitate touching the correct body part	Independently over 3 sessions completing the task at least 30 times each session, A will imitate touching her own body part.
5	Maintenance	A will maintain the targeted skill	A will maintain the targeted skill completing it successfully 3 times a week for 12 weeks.

PROMPTING PROCEDURES: Most to Least
 Full Physical (FP), Partial Physical (PP), Gestural (G).

Retit	Full Physical	Partial Physical	Gestural
Fade Time	8 sec delay	2 second delay	3 second delay
Full Physical – Hands over head guide A to the correct body part		Partial Physical – lightly touch A's elbow to guide her arm towards the body part	Gestural – Eye gaze and point to the correct body part

Contact information

Rebecca Allen

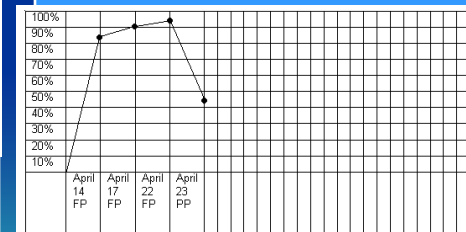
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Data

		Date: April 14 2009									
D5 Motor Imitation of Body Parts "Head" FP	Treat. Rm	1	2	3	4	5	6	7	8	9	10
	Act. Rm	1	2	3	4	5	6	7	8	9	10
	Gym	1	2	3	4	5	6	7	8	9	10
		Total: 25/30 = 83%									
		Date: April 17 2009									
D5 Motor Imitation of Body Parts "Head" FP	Treat. Rm	1	2	3	4	5	6	7	8	9	10
	Act. Rm	1	2	3	4	5	6	7	8	9	10
	Gym	1	2	3	4	5	6	7	8	9	10
		Total: 27/30 = 90%									
		Date: April 22 2009									
D5 Motor Imitation of Body Parts "Head" FP	Treat. Rm	1	2	3	4	5	6	7	8	9	10
	Act. Rm	1	2	3	4	5	6	7	8	9	10
	Gym	1	2	3	4	5	6	7	8	9	10
		Total: 29/30 = 93%									
		Date: April 23 2009									
D5 Motor Imitation of Body Parts "Head" FP	Treat. Rm	1	2	3	4	5	6	7	8	9	10
	Act. Rm	1	2	3	4	5	6	7	8	9	10
	Gym	1	2	3	4	5	6	7	8	9	10
		Total: 13/30 = 43%									

The data noted in this presentation is hypothetical for the purpose of presenting this program

Graph



I didn't have enough time to implement my program, so I was unable to see if the learner would benefit from this program.