



Components

CREATE

GET STUDENT ATTENTION

Get the child's attention before presenting an opportunity or instruction.

PRESENT A CLEAR OPPORTUNITY

The opportunity must be easy to understand and around the student's developmental level.

USE VARIED INSTRUCTIONS

Opportunities should vary throughout the activity.

INCLUDE SOME EASY TASKS

Provide a mixture of easy and difficult tasks to increase motivation.

USE PREFERRED MATERIALS (AND VARY THEM)

Use a variety of favorite materials and interests in each activity.

GIVE CHOICES

Give choices between and within activities.

RESPOND TO THE STUDENT'S INTERESTS

Acknowledge when student interests change and follow their lead when possible.

PAUSE

RESPOND

PROVIDE CONTINGENT REWARDS

Provide immediate and well-timed rewards.

USE DIRECT REINFORCEMENT

Rewards should be an item or activity that is natural or directly related to the desired behavior.

REWARD ATTEMPTS

Reward goal-directed attempts, or good trying, throughout the activity.

TURN

TURN-TAKE WHEN APPROPRIATE

Sometimes model a skill, facilitate back-and-forth interaction, or encourage turns between students.

