Cornerstone
BEHAVIORAL SERVICES

Goal 4: _____ will "Stop" when given verbal command to "STOP"

Method

1. Gain attention _____ "come here", "Look at me" , etc.
2. Have reinforcer available "What do you want to work for?" (give/ show 2 choices)
3. Engage with your child in an activity (dancing, building towers, coloring, etc.)
4. Deliver the verbal command "STOP"
5. If you child immediately stops provide behavior specific praise and the chosen reinforcer
6. If you child does not stop, promt him/her to stop the activity, say " this is stopping" then continue playing
7. Repeat this 3 to 5 times

Date	Yes/No
	Y N
	Y N
	Y N
	Y N
	Y N
	Y N
	Y N
	Y N
	Y N
	Y N
	Y N

Date	Yes/No
	Y N
	Y N
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Date	Yes/No
	Y N
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Date	Yes/No
	Y N
	Y N
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	Y N
	Y N
	Y N
	Y N

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Goal 5: During a 5 minute play session _____ will emit (say) no less than 10 mands (requests)

Method: Engage with your child playing a structured or unstructured game (tickles, hide and seek, hungry hippo, building blocks play-doh, etc.). While playing withhold items your child needs to complete or enjoy the activity. If they do not spontaneously request the item/activity prompt the requested item "I want___", "More tickles", "Another block", etc.

* Always prompt using exact words you want them to say*

1. Gain attention _____ "come here", "Look at me" , etc.
2. Have reinforcer available "What do you want to work for?" (give/ show 2 choices)
3. Begin activity with your child
4. Withhold items needed/stop tickles/block access, etc.
5. Allow 3 seconds for you child to emit a mand
6. If they mand/request immediately re-engage in activity
7. If they do not emit the mand prompt what you want them to say, "More", "I want__", "Open it", etc.

steps for 5 to 10 minutes.

Date	Tally Each Spontaneous Request	Total Mands

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Goal 6: When presented with a picture or item _____ will tact (Label) the item

Note: Phase 1= Identify item, Phase 2= Identify 2D component of item (e.x big block, yellow cup, etc.)

Method:

1. Gain attention _____ "come here", "Look at me" , etc.
2. Have reinforcer available "What do you want to work for?" (give/ show 2 choices)
3. Present the item either on the table alone or in an array of 4 to 6 or show him/her the item say "Whats this"
4. If you child responds correctly deliver immediate praise "yes it is ____"
5. If you child does not respond correctly prompt or say the correct response "Dog" or "Yellow cup"
6. Allow your child to echo your prompt
7. Immediately restate question "Whats this?"
8. Allow your child 3 seconds to respond
9. Repeat this until he/she responds correctly and independently
10. Once he/she responds correctly immediately deliver desired reinforcer

Date	Item	Yes or No
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N

Date	Item	Yes or No
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N
		Y N