Small Group Direct Instruction for Academic and Social Skills

Pre-Instruction Decisions:

Determine:

- 1. Which students will be taught in a group
- 2. What academic behaviors you will teach
- 3. What procedure you will use (see <u>Progressive Time Delay</u> or <u>System of Least Prompts</u>)
- 4. Whether you will use an attending cue
- 5. How long sessions will last (how many trials)
- 6. What reinforcers will be presented

Teaching Steps for Academic Behaviors:

- 1. Set up materials, including reinforcers and data collection sheets before children arrive
- 2. Allow children to choose reinforcers
- 3. Begin instruction, using chosen procedure
- 4. Reinforce correct responses
- 5. Collect data immediately following each trial
- 6. Conduct trials as quickly as possible (minimize wait time)
- 7. Summarize data after the session (e.g., percentage unprompted correct responses)

Improving Social Behaviors during SGDI:

- Provide students with consistent and salient opportunities to engage in pro-social behaviors towards their group mates
- Prompt students to engage in behaviors (using the same prompting procedure as those used for academic instruction)
- Reinforce prompted and unprompted pro-social interactions

Examples:

- Rather than providing tokens or other reinforcers to a student, teach group mates to provide them when a student gives a correct academic response
- For correct responding, give multiple tokens instead of just one. Teach students to share their tokens with each other.
- Teach students to provide compliments and other empathetic feedback (e.g., "you got it right!" or "that was a hard one" or "you'll get it next time")
- Teach students to comment to each other regarding their responses and other relevant information (e.g., "I'm working for computer time" or "I have 6 tokens")

Data collection:

Record whether the child made a correct response or an error, and whether it was before or after the prompt.

Unprompted correct: Correct response, before the prompt.

Prompted correct: Correct response, after the prompt.

Unprompted error: Error, before the prompt. *Prompted error:* Error, after the prompt.

Data summary:

When a child consistently responds without prompting with the target response (e.g., 100% unprompted correct responding), you can teach additional behaviors. It is always a good idea to periodically review previously mastered skills.