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# Giving Up Reinforcer Protocol & Data Sheet

## Materials Needed:

List of student preferences rated from low to high

Data Sheet

**Candidates for the Program:** This is for students who engage in problem behavior when an attempt is made to have them give up a reinforcer.

## Tips:

1. Set up many opportunities each day to teach the student to give up reinforcing items without problem behavior.
2. Promise reinforcer should ideally be of equal or lesser value than the reinforcer you will ask them to give up. This may need to be individualized based upon the student’s history.
3. At first, make it easy for the student to give up the reinforcer. Begin program by offering promise reinforcer.
4. Intersperse easy/mastered steps with the target step during training session. Run 80/20.
5. Run trials in Natural Environment Teaching, during teaching sessions, during high motivational activities, and on an unpredictable schedule.
6. Fade the Promise Reinforcer through intermittent trials
7. Give better reinforcement when student readily gives up reinforcer, smaller or lesser reinforcement when there is hesitation.

## Giving up reinforcer without promise presented:

1. Present demand to give up access to preferred item/reinforcer.
2. If student complies within 3 seconds, reinforce, with another item, edible, tickles, etc.
3. If student does not comply with giving up item, run error correction. Physically prompt (under-handed guidance) to give the item to you, then return item and run a transfer trial of hand out with the directive, “Give.” Continue to run transfer trials as needed until you get an independent response free of any challenging behaviors.

## Giving up reinforcer with promise presented:

1. Present promise prior to giving demand.
2. Say, “give” with a hand held out.
3. If the student complies, reinforce by delivering the promise.
4. If student does not comply with giving up item, the promise goes away, run error correction. Physically prompt (under-handed guidance) to give the item to you, then return item and run a transfer trial of hand out with directive, “Give.” Continue to run transfer trials as needed until you get an independent response free of any challenging behaviors.

## Data:

**No Promise:** Record + for cooperative response, - for no response or resistance and run error correction. check the box, “No PR used”.

**With Promise**, Circle the value of item to give up, the value of the promise reinforcer is used and circle response data.

## Identify student’s low, mid value and high value reinforcement items.

**Example:**

|  |  |  |  |
| --- | --- | --- | --- |
| HV = high-value items:  | iPad | Trading cards | Roblox |
| MV = mid-value items:  | Play Doh | Cars | Farm animals |
| LV = low-value items: | Crayons | Stuffed animal | hats |

Student Name: Example

|  |  |  |  |
| --- | --- | --- | --- |
| **Date/Initials/ Credentials** | **Value of Item Student Is to Give Up** | **Value of Promise if Used** | **Response Data**  |
| 3/28/23pv | HV MV LV | HV MV LVx No Promise reinforcer used | + - |
| 3/28/23pv | HV MV LV | HV MV LV No Promise reinforcer used | + - |
| 3/28/23kg | HV MV LV | HV MV LV No Promise reinforcer used | + - |
| 3/28/23kg | HV MV LV | HV MV LV No Promise reinforcer used | + - |
|  |  | **% of cooperative responses** | **50%** |

**Data Based Decision Making:**  Criteria for mastery: When the student successfully gives up reinforcers in naturally occurring situations across people, places, and for a variety of reinforcing items and activities for “X” number of consecutive days.

3/28/23 GUR Protocol & Data Sheet 

## Giving Up Reinforcer Data Sheet

Student Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Identify student’s low, mid-value and high value reinforcement items.**

|  |  |  |  |
| --- | --- | --- | --- |
| HV = high-value items:  |  |  |  |
| MV = mid-value items:  |  |  |  |
| LV = low-value items: |  |  |  |

**Data:**

**No Promise:** Record + for cooperative response, - for no response or resistance and run error correction. check the box, “No PR used”.

**With Promise**, Circle the value of item to give up, the value of the promise reinforcer is used and circle response data.

|  |  |  |  |
| --- | --- | --- | --- |
| Date/Initials/ Credentials | Value of Item Student Is to Give Up | Value of Promise if Used | Response Data  |
|  | HV MV LV | HV MV LV No Promise reinforcer used | + - |
|  | HV MV LV | HV MV LV No Promise reinforcer used | + - |
|  | HV MV LV | HV MV LV No Promise reinforcer used | + - |
|  | HV MV LV | HV MV LV No Promise reinforcer used | + - |
|  | HV MV LV | HV MV LV No Promise reinforcer used | + - |
|  | HV MV LV | HV MV LV No Promise reinforcer used | + - |
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|  | HV MV LV | HV MV LV No Promise reinforcer used | + - |
|  | HV MV LV | HV MV LV No Promise reinforcer used | + - |
|  | HV MV LV | HV MV LV No Promise reinforcer used | + - |
|  | HV MV LV | HV MV LV No Promise reinforcer used | + - |
|  | HV MV LV | HV MV LV No Promise reinforcer used | + - |
|  |  | **% of cooperative responses** |  |