**Activity**

**Watch Shaping Videos**

Video Segment #1

1. What behavior was shaped in the learner?
2. How did the teacher shape the behavior?

3. What prompts were used to increase the probability of correct responding?

Video Segment #2

1. What behavior was shaped in the learner?
2. How did the teacher shape the behavior?

3. What prompts were used to increase the probability of correct responding?

**Activity**

**The Shaping Game Directions**

1. Have one person agree to be the learner (the person whose behavior will be shaped), and have the learner leave the room.

2. Prior to the learner leaving the room, determine the reinforcer that will be used to shape the behavior. For this example, we will use “clapping” as the reinforcer. Explain to the learner that they love it when people clap for them and that they will engage in many behaviors to receive claps from others.

3. Whoever is left in the room will choose a behavior that will be shaped. For example, you may want the person to come in, walk to a particular table in the room, and pick up a glass. Know what you want the learner to do BEFORE you start! Choosing a behavior is important in playing the shaping game. You want to be a humane trainer, and people may be reluctant to do something considered socially inappropriate (like hugging someone they don’t know or who doesn’t like to be touched). Participants are also unlikely to try a behavior they simply can’t do and will result in embarrassment if they try.

4. Now that the desired behavior has been determined, have the learner reenter in the room. The learner does not know what behavior will be shaped.

5. As the learner starts moving in the right direction, begin clapping.

6. If the learner goes the wrong way, say and do nothing. Clap each time she/he is approaching or moving toward what you want her to do.

Zeissig, E. (2012, December 29). The shaping game: Clicker training in the

classroom? Retrieved from

<https://barefootbehavior.wordpress.com/2012/12/29/the-shaping-game-clicker-training-in-the-classroom/>

**Notes:**

**What is the target behavior?**

**What behaviors will you reinforce?**

**What behaviors will not receive reinforcement?**