|  |  |
| --- | --- |
| **Antecedent Manipulation****(stimulus control/motivation)** | **Consequence Manipulation****(reinforcer/extinction/punishment)** |
| * **Increase pairing**
* **Reduce # of demands ( VR)**
* **Increase # of easy skills interspersed**
* **Decrease response effort**
* **Further reduce errors (modify prompt procedures)**
* **Change instruction pace (ITI)**
* **Decrease/increase session time**
* **Conduct Sr+ assessment**
* **Change field of stimuli**
* **Increase # of teaching trials**
* **Change physical environment**
* **Change aim**
* **Teach pre-requisite skills**
* **Decrease # of goals/objectives**
* **Build MO by deprivation of specific reinforcers**
* **Change teaching procedure**
* **Other:**
 | * **Provide more valuable reinforcer**
* **Provide higher rate of reinforcement (lower VR)**
* **Reinforce immediately**
* **Provide greater magnitude of reinforcement**
* **Reinforce on transfer trials**
* **Better use of extinction**
* **Improve implementation of differential reinforcement**
* **Other:**
 |