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| **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:** |