

Within Trial Transfer Procedure for the Mand



1. Check for motivation of the target reinforcer



2. Prompt the mand (vocal or signed mand)



3. Student repeats mand response (echoic or imitative)



4. Time delay procedure (up to 5 seconds)-
Show reinforcer but do not deliver



5. Student engages in mand response independently. (If error occurs, use error correction procedures)



6. Reinforcement is delivered and adult models the response form

Skills Description: The student will request (mand) desired item (stimuli)	Goals: The student will emit different mands with a vocal prompt. The student begins to spontaneously mand.
Prerequisite skills: <ul style="list-style-type: none"> Student can engage in echoic response for two or more items. 	
Considerations: <ul style="list-style-type: none"> ALWAYS start by verifying motivation is in place. You may need to capture or contrive motivation. Student readily approaches adults and accepts stimuli Interactions with others have value to the learner Demonstrates consistent motivation for stimuli (target mands) Engages in the echoic response for stimuli- word is not too hard to produce ALWAYS model the response form when delivering reinforcement Teach more than one mand from the start Best items for mand training <ul style="list-style-type: none"> Can be delivered quickly Are consumable or allow only a brief period of contact Can be teacher controlled Are highly motivating Word used to mand for the item is not too hard to produce It helps to have establish a broad list of items that can be used for teaching 	

Suggested Teaching Steps:

1. Check for motivation of the target reinforcer
2. Prompt the mand (vocal or signed mand)
3. Student repeats mand response (echoic or imitative)
4. Time delay procedure (up to 5 seconds)- Show reinforcer but do not deliver
5. Student engages in mand response independently. (If error occurs, use error correction procedures)
6. Reinforcement is delivered and adult models the response form

Teaching Sample:

Trial Type	Teacher's Response	Learner's Response
Check for motivation	Holds up or puts cracker in learner's line of sight **	Looks at cracker
Prompt the mand	"Cracker"	"Cracker"
Time Delay procedure (up to 5 seconds)	Shows cracker but does not give it to learner	"Cracker" (If error occurs, use error correction procedures)
Reinforcement	Gives the cracker to the learner and says "Cracker"	

**If learner does not show motivation for the item, try a different item.