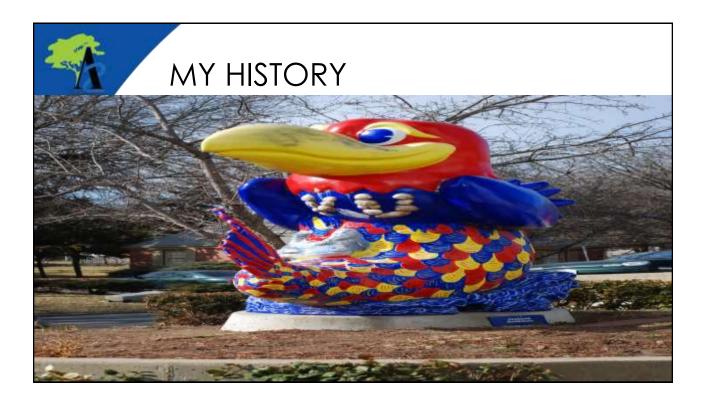


Developing and Implementing Successful Behaviorally Based Social Skills for Individuals Diagnosed with Autism

Justin B. Leaf, Mitchell Taubman, John McEahin, Ronald Leaf, Misty Oppenheim-Leaf, and Derek Ponce Autism Partnership Foundation















SOCIAL DIAGNOSTIC CRITERIA FOR AUTISTIC DISORDER

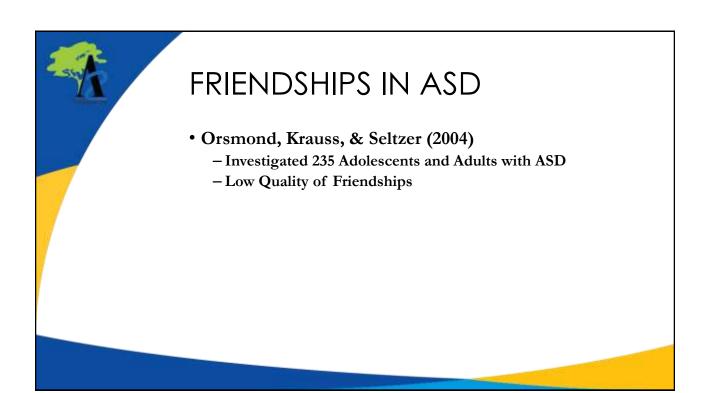
- Marked Impairment in the Use of Multiple Nonverbal Behaviors (e.g., Eye-to-Eye Gaze, Facial Expression, Body Postures, Gestures)
- Failure to Develop Peer Relationships Appropriate to Developmental Level
- Lack of Spontaneous Seeking to Share Enjoyment, Interests, or Achievements with Other People
- Lack of Social or Emotional Reciprocity

WHY ARE TEACHING SOCIAL SKILLS IMPORTANT?

- Promote Language
- Improve School Performance (Ladd et al., 1999)
- Peer Approval (Bauminger & Kasari, 2000)
- Formation of Friendships (Bauminger & Kasari, 2000)

FRIENDSHIPS IN ASD

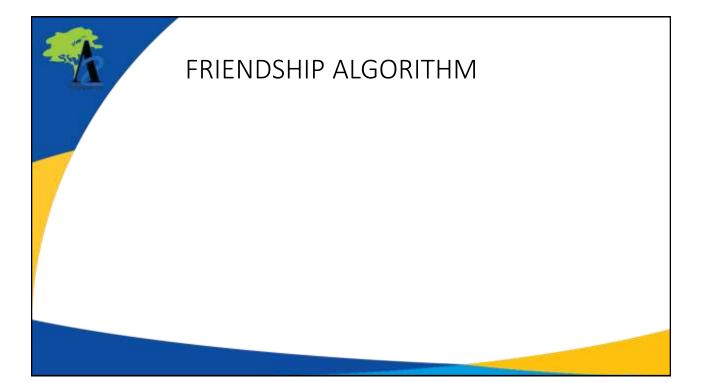
- Bauminger & Kasari (2000)
 - Compared ASD to Typically Developing Children
 - Utilized Friendship Qualities Scale
 - Children reporting have friendship
 - However Lower Quality
- Bauminger & Shulman (2003)
 - Mothers perception
 - High Functioning ASD vs Typically Developing
 - Reported Friendships Across Both Groups
 - ASD had fewer number, duration, and frequency





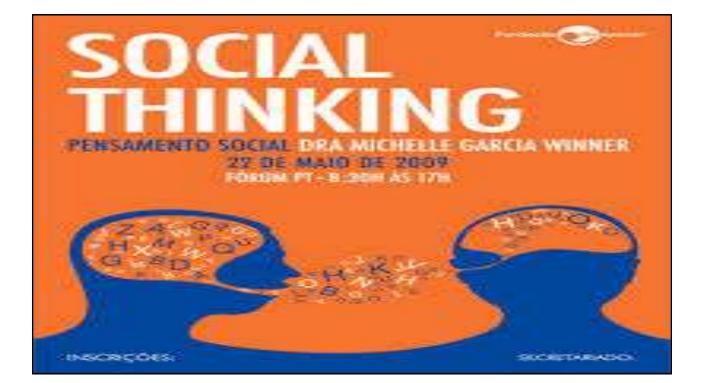
WHY ARE SOCIAL SKILLS NOT A PRIORITY?

- "Students With ASD Aren't Social"
- Academic & Language Priorities
- Individuality
- "We Aren't Social Ourselves"
- Interventionists Have Poor Social Skills
- It is Extremely Difficult to Teach



WHY ARE SOCIAL SKILLS NOT A PRIORITY?

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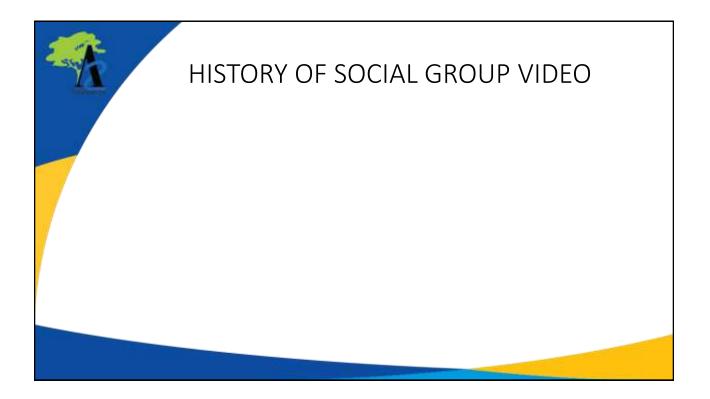


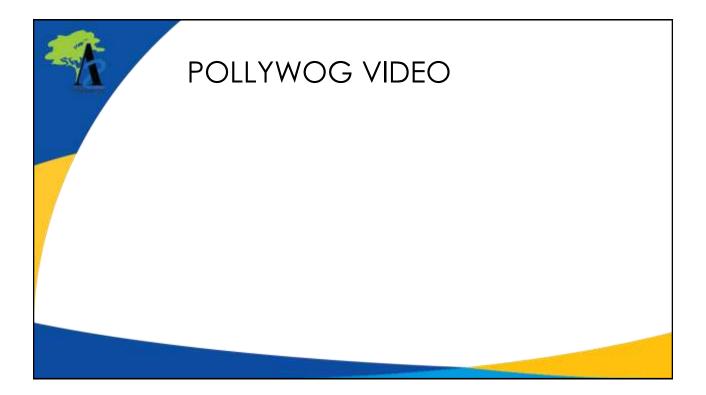
- Overview
 - An Opportunity For Three or More Children to Come Together and Simultaneously Learn Social Behaviors
- Advantages
 - Effective
 - Peers in Close Proximity
 - Efficient
 - School Readiness



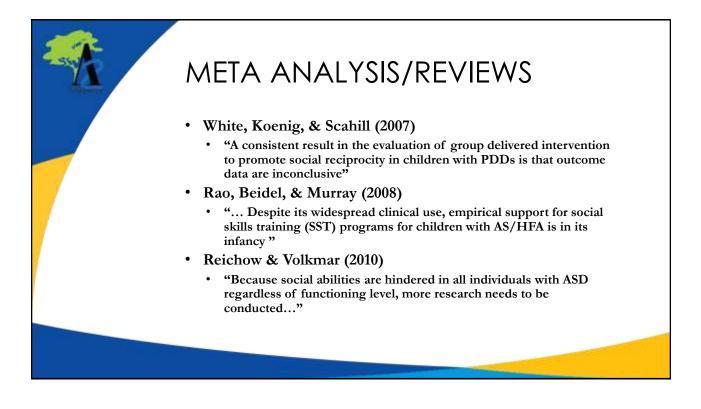


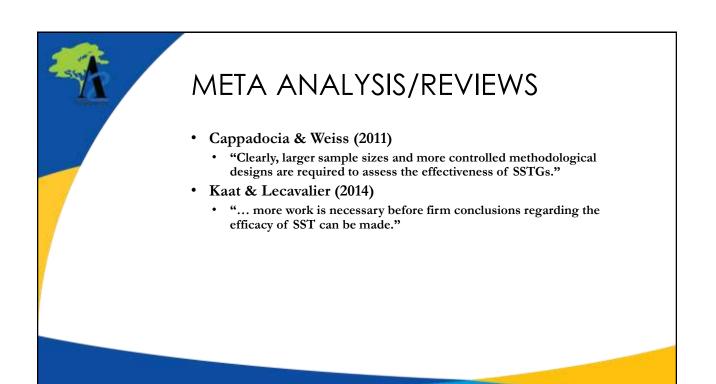
• Years of Clinical Experience





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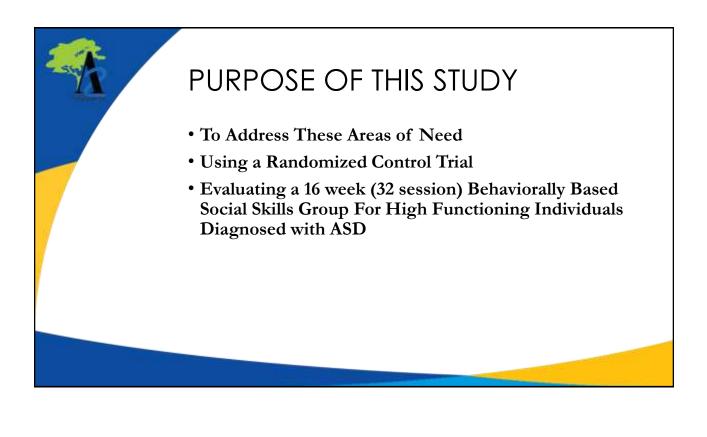






- Randomized Control Group Study
- "Higher" Functioning Participants
- Younger Children
- Comprehensive Assessments
- Blind Evaluators
- Generalization
- Long Term Maintenance







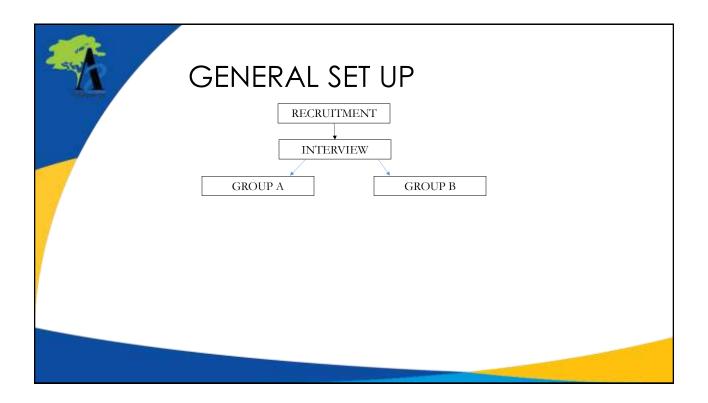
 GENERAL SET UP
RECRUITMENT INTERVIEW

INCLUSION CRITERION

- No Previous History
- Independent Diagnosis
- Low Level of Stereotypic Behaviors
- IQ score of 80 at Intake
- Age Appropriate
 - Expressive Language
 - Receptive Language

INTERVIEWS

- Structured Interview
 - 20 Minute Interview
 - Two Teachers Present at All Times
 - Another Child Came to Interact When Possible
- Characteristics
 - Lack of Aberrant Behavior
 - Speak in Full Sentences
 - Answer Open-Ended Questions
 - Interacted with Teacher or Peer For a Long Duration

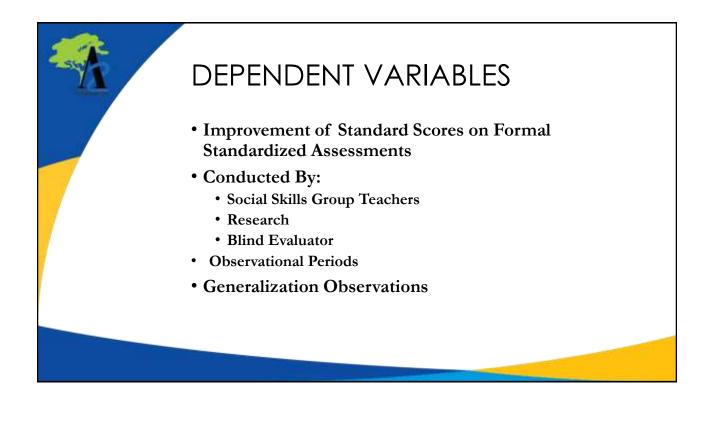




PARTICIPANT OVERVIEW

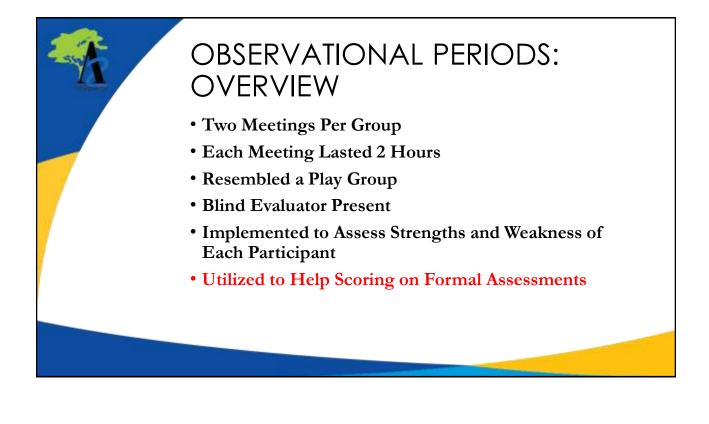
Domain	Group A	Group B	P Value	Significant Difference
Number of Participants Meeting Inclusion Criterion	8	7	N/A	N/A
Average Age in Months	55 Months	58 Months	0.555	Not Significant
Average IQ Score	101.4	105.7	0.448	Not Significant
Average Vineland Adaptive Score	83.9	82.9	0.918	Not Significant
Average Expressive 1 Word Standard Score	108.8	109.1	0.933	Not Significant
Average Peabody Picture Vocabulary Standard Score	104.2	108.6	0.435	Not Significant

SOCIAL SKILLS GROUP TEACHERS							
Teacher Name	Education Level	Position at AP	Years of Experience with ABA	Years of Experience at AP	Previous History of Groups		
Jeremy	Masters	Specialized Treatment Analyst	5 Years	5 Years	School Teacher Group Leader		
Christine	First Year in Terminal Masters Program	Specialized Treatment Analyst	5 Years	5 Years	Group Leader		
Donna	Masters	Intern	5 Years	10 Months	None		
Norma	Bachelors	Treatment Analyst	3 Years	3 Years	Group Support		



OBSERVATIONAL PERIODS: OVERVIEW

- Who Participated
 - Group A
 - Group B
- Occurred
 - T1 (Baseline both)
 - T2 (Immediately Following/Baseline)
 - T3 (16 Week Maintenance/Immediately Following)
 - T4 (32 Week Maintenance/16 Week Maintenance)

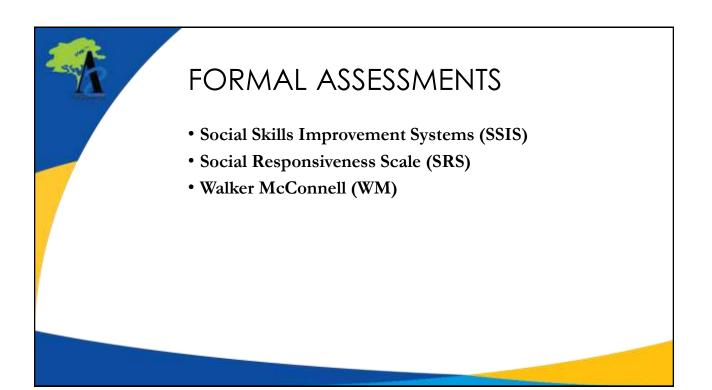


OBSERVATIONAL PERIODS: SCHEDULE

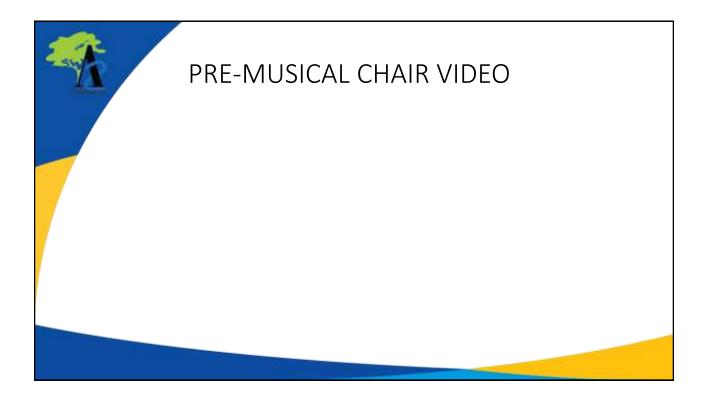
- Unstructured Free Play
- Opening Circle
- Structured Games
- Large Group Instruction
- Outdoors
 - Structured Games
 - Unstructured Free Play
- Large Group Instruction
- Unstructured Free Play
- Dismissal

GENERALIZATION PERIODS

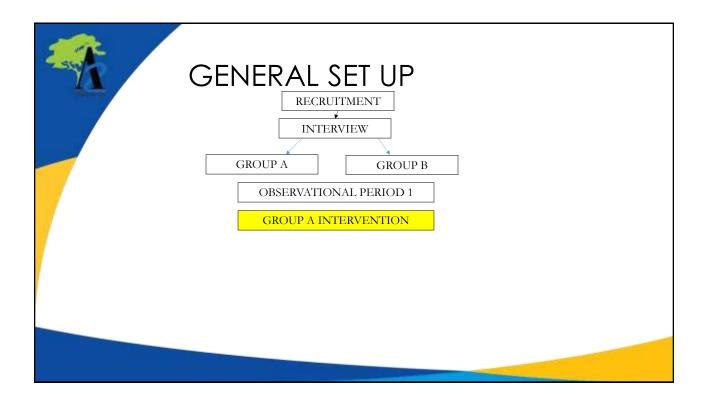
- Settings
 - School
 - Home
 - Community
- Conducted Independently By
 - Researcher
 - Social Skill Teacher
 - Blind Evaluator

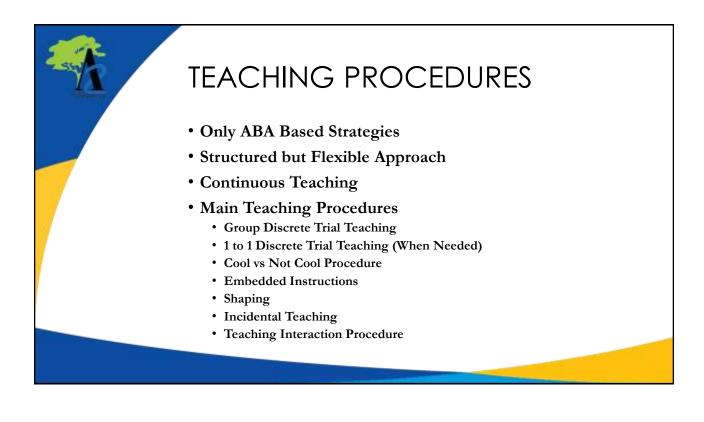


*	GENERAL SET UP	
	GROUP A GROUP B	
	OBSERVATIONAL PERIOD 1	



Evaluator	SSIS	SRS	WM
	Group A & Group B T1	Group A & Group B T1	Group A & Group B T1
Blind Evaluator	No Significant Difference P = 0.836	No Significant Difference P = 0.831	No Significant Difference P = 0.753
	F - 0.650	F - 0.031	F - 0.755
Social Skills Teacher	No Significant Difference	No Significant Difference	No Significant Difference
	P = 0.192	P = 0.572	P = 0.181
Researcher	No Significant Difference	No Significant Difference	No Significant Difference
	P = 0.298	P = 0.770	P = 0.703



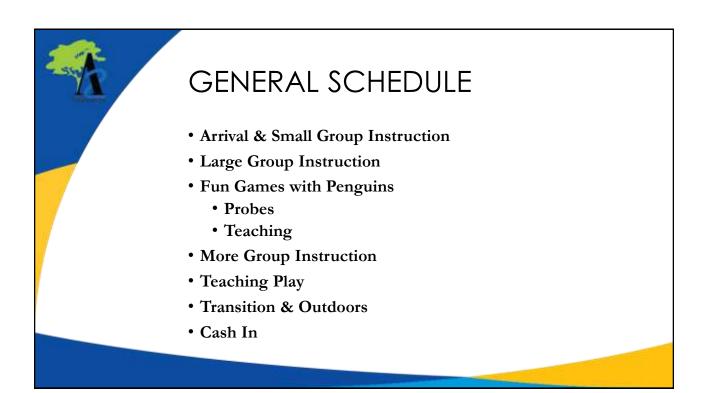


CLINICAL SKILLS TAUGHT

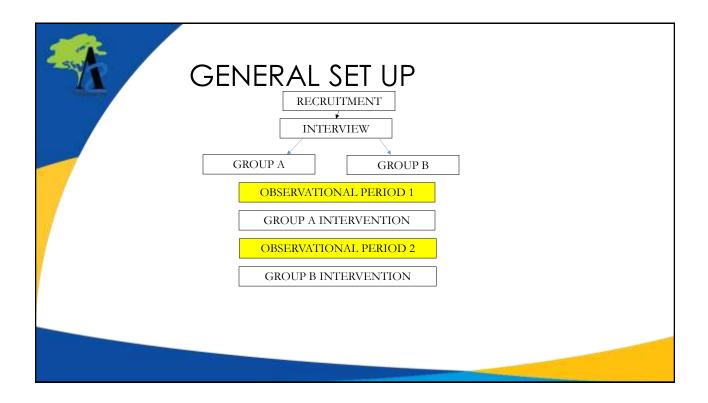
- Behavioral Control
- Frustration Tolerance
- Recall
- Contingencies
- Attending
- Observational Learning
- Conditional Instructions
- Receptive Instructions
- "Figuring it Out"
- Play Areas
- Duck-Duck Goose
- Positive Affect
- · Learning from Feedback
- Flexibility

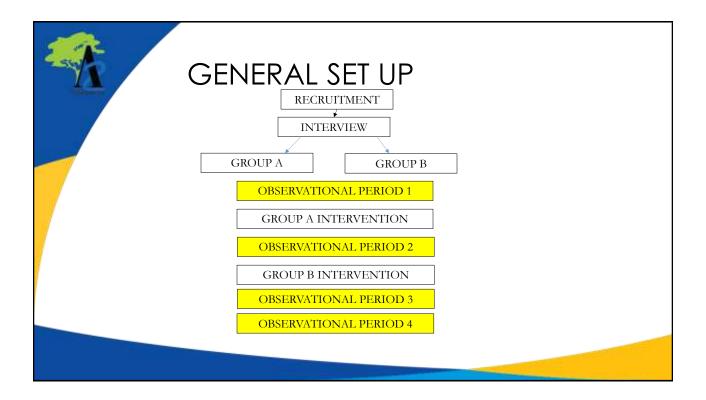
- Delayed Instructions
- Rule Governed Play
- General Knowledge
- Pop Culture Knowledge
- Playing with A Friend
- Asking for Help
- Joining In
- Walking in Line
- · Talking to a Friend
- Responding
- Being Silly
- Losing Graciously
- Trying
- Friendship Development



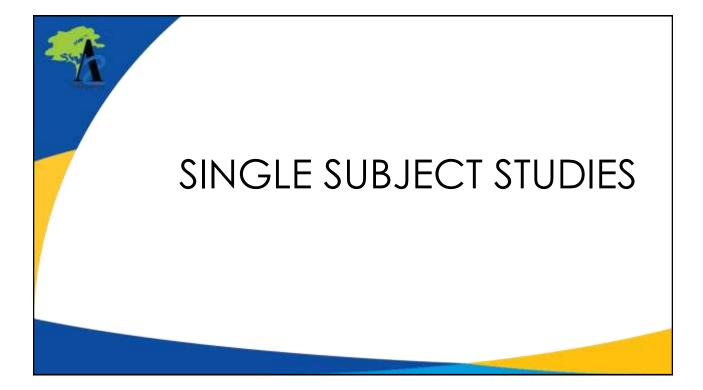


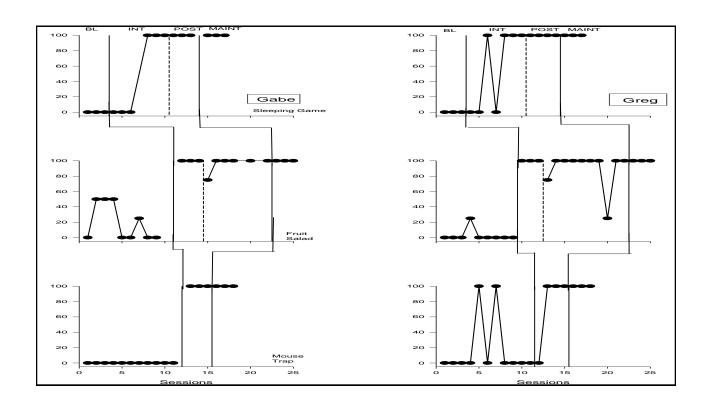
		SET UP	
<u> </u>	GROUP A	GROUP B	
	OBSERVAT	IONAL PERIOD 1	
	GROUP A	INTERVENTION	
	OBSERVAT	IONAL PERIOD 2	

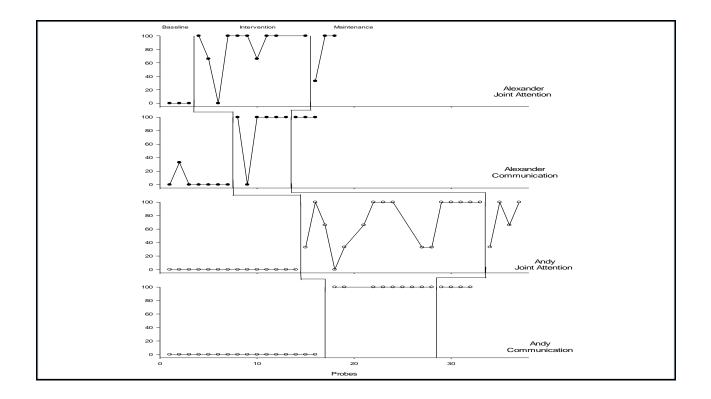




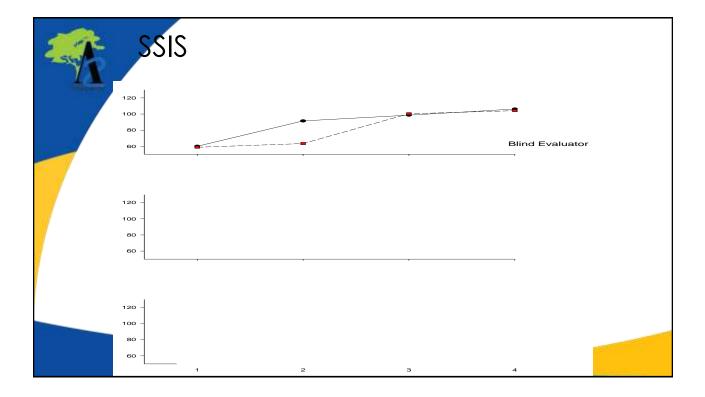












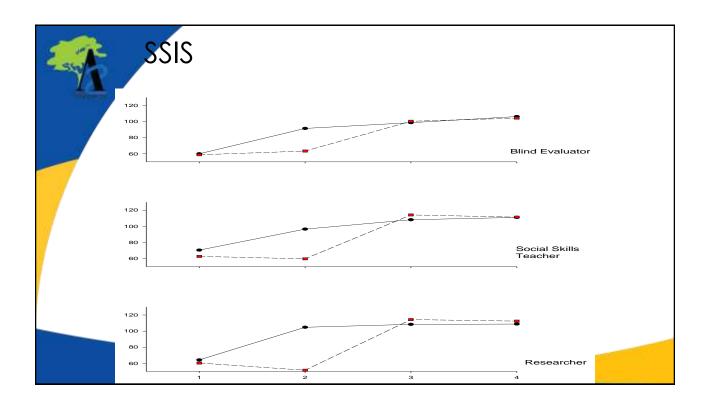
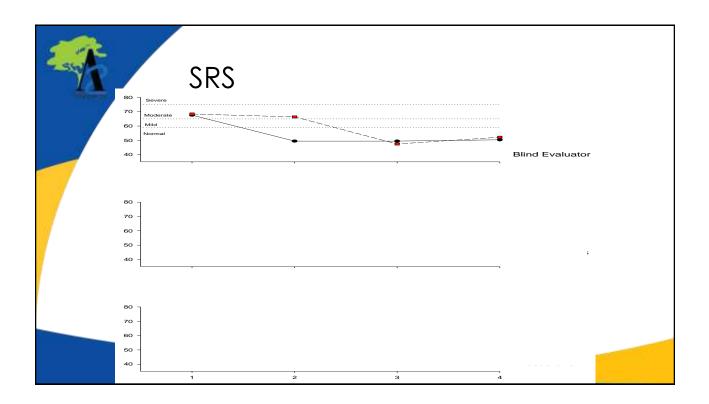
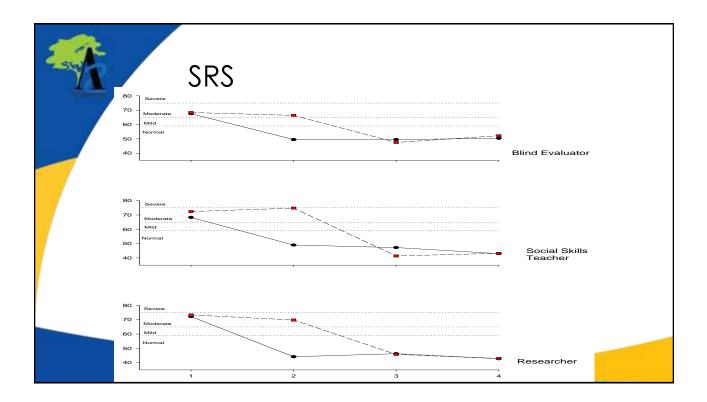
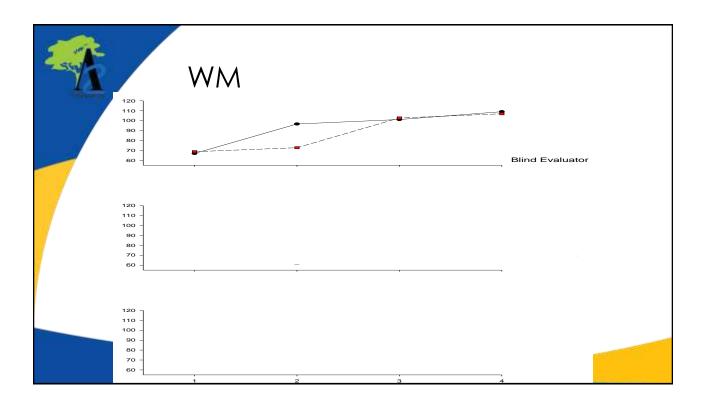


Table 3. Statistical Differences Between Group A and Group B Using a One-Way Anova							
	T1	T2	T3	T4			
	Significant	Significant	Significant	Significant			
	Difference	Difference	Difference	Difference			
	P Level	P Level	P Level	P Level			
SSIS -Blind	NS	SIG	NS	NS			
Evaluator	0.836	<0.001	0.724	0.805			
SSIS-Social Skills	NS	SIG	NS	NS			
Group Teacher	0.192	<0.001	0.125	0.964			
SSIS-Researcher	NS	SIG	NS	NS			
	0.298	<0.001	0,156	0.430			
SRS-Blind	NS	\$1G	NS	NS			
Evaluator	0.831	<0.001	0.460	0.451			
SRS-Social Skills	NS	SIG	NS	NS			
Group Teacher	0.572	<0.001	0.027	0.892			
SRS-Researcher	NS	SIG	NS	NS			
	0.770	<0.001	0.776	0.920			
Walker-Blind	NS	SIG	NS	NS			
Evaluator	0.753	0.005	0.768	0.715			
Walker-Social Skills Group Teacher	NS 0.181	SIG <0.001	NS 0.139	NS 0.939			





	T1	T2	T3	T4
	Significant	Significant	Significant	Significan
	Difference	Difference	Difference	Difference
	P Level	P Level	P Level	P Level
SSIS -Blind	NS	SIG	NS	NS
Evaluator	0.836	<0.001	0.724	0.805
SSIS-Social Skills	NS	SIG	NS	NS
Group Teacher	0.192	<0.001	0.125	0.964
SSIS-Researcher	NS	SIG	NS	NS
	0.298	<0.001	0.156	0.430
SRS-Blind	NS	SIG	NS	NS
Evaluator	0.831	<0.001	0,460	0.451
SRS-Social Skills	NS	SIG	NS	NS
Group Teacher	0.572	<0.001	0.027	0.892
SRS-Researcher	N5	SIG	NS	NS
	0.770	<0.001	0.776	0.920
Walker-Blind	NS	SIG	NS	NS
Evaluator	0.753	0.005	0.768	0.715
Walker-Social Skills Group Teacher	NS 0.181	SIG <0.001	NS 0.139	NS 0.939
Walker-Researcher	NS	SIG	NS	NS
	0.730	<0.001	0.208	0.608



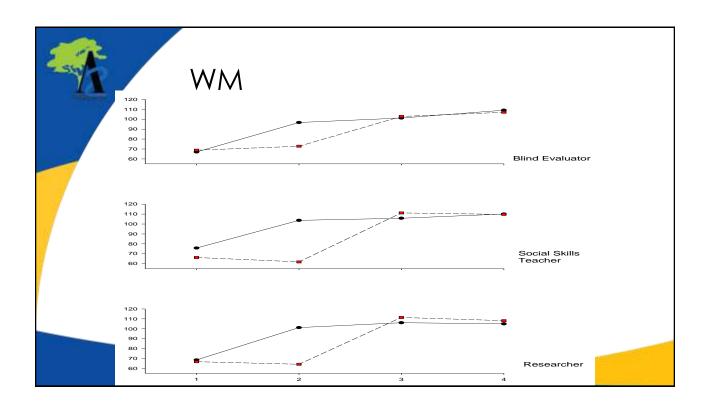


Table 3 Statistical D				
- a service are constructed as	ifferences Between	Group A and Group	p B Using a One-Wa	y Anova
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Walker-Blind	NS	S1G	NS	NS
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Walker-Social Skills Group Teacher	NS 0.181	SIG <0.001	NS 0.139	NS 0.939
Walker-Researcher	NS	SIG	NS	NS
	0.730	<0.001	0.208	0.608



SOCIAL VALIDITY							
Question	Group A	Group B	Both Groups				
Satisfaction Learning Social Skills	5.8	6.5	6.1				
Satisfaction Learning Play Skills	5.8	6.5	6.1				
Satisfaction Learning School Readiness Skills	6.2	6.75	6.4				
Satisfaction with the Teachers	6.2	7	6.6				
Satisfaction with Teachers Ability to Connect With Your Child	6.4	6.75	6.6				
Satisfaction with the Communication	6	6.5	6.2				
Satisfaction with the Teaching Procedures	6	6.75	6.3				
Overall Satisfaction	6.4	7	6.1				









CLIENT CHARACTERSTICS Decide on Your Group Age Functioning Level Group Goals Family Support Other Agencies Would Like Children to Be Similar



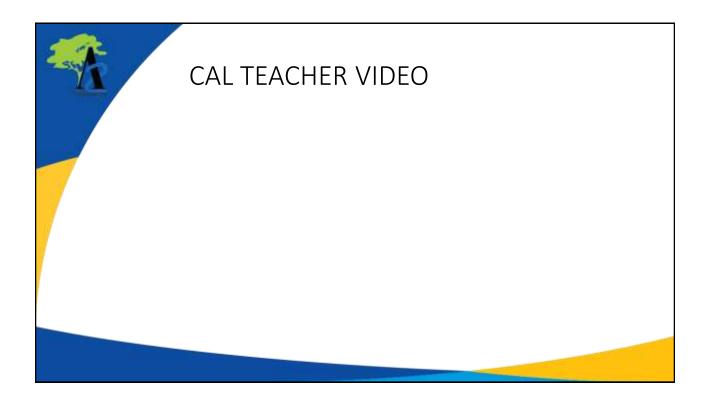
- Receptive Language
- Expressive Language
- Social Awareness
- Social Desire
- Attending
- Contingencies
- Aberrant Behavior



COMPONENTS OF QUALITY STAFF

- Fun
- Receptive
- Systematic
- Adaptable/Flexible
- Objective
- Analytic
- Engaging
- Professional

- Creative
- Reinforcing
- Widely Competent
- Big Picture vs Little Picture
- Child Driven
- Conceptual History





"It is what you learn after you know it all that counts"

John Wooden



VARIOUS TEACHING METHODS

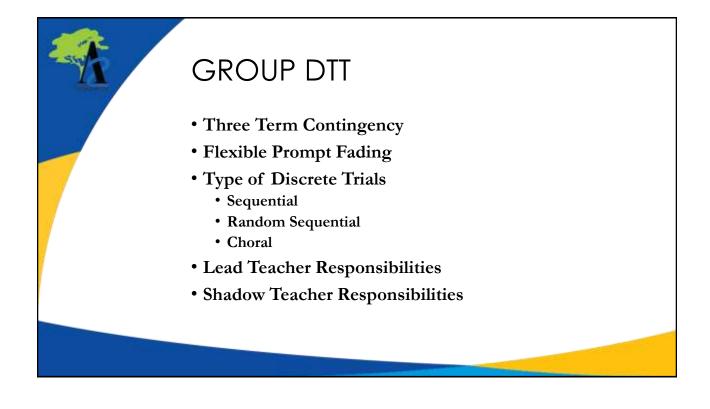
- Group Discrete Trial Teaching
- Cool vs Not Cool
- Teaching Interaction Procedure
- Embedded Instruction
- Incidental Teaching

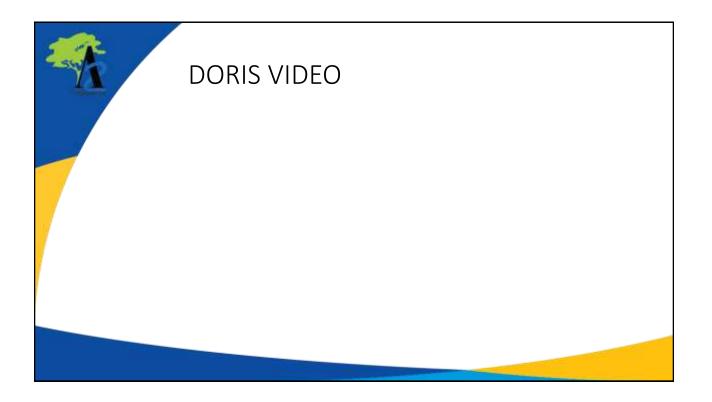
REGARDLESS OF THE TEACHING

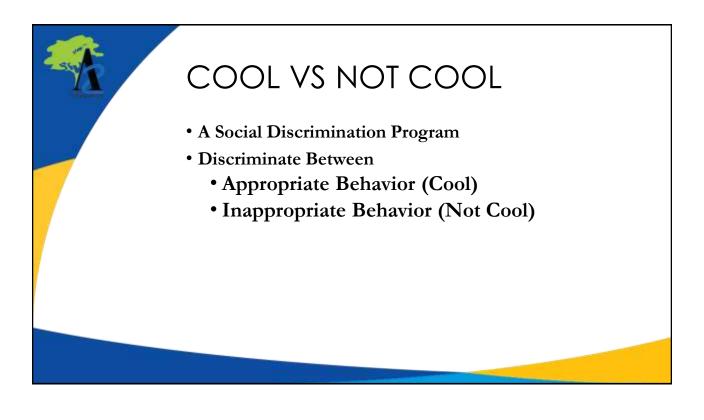
- A Progressive Model
 - Not Adhering to Set Protocols
- Structured yet Flexible Approach
 - Game Plan
 - Call an Audible
- In-The-Moment Analysis
 - Constant Observations
 - Across Multiple Domains

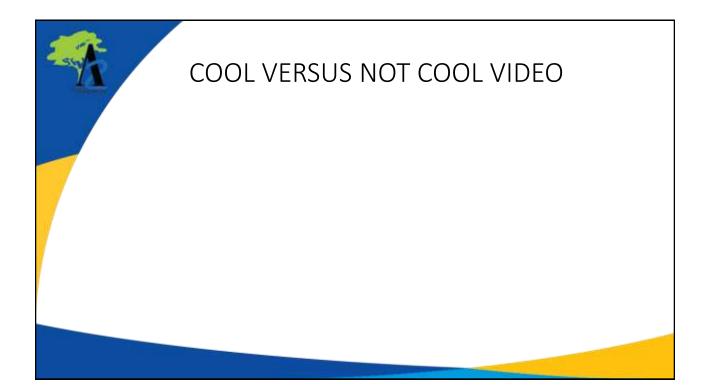


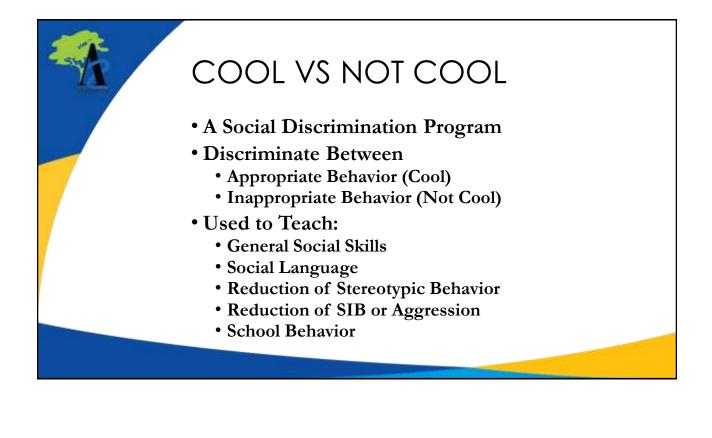
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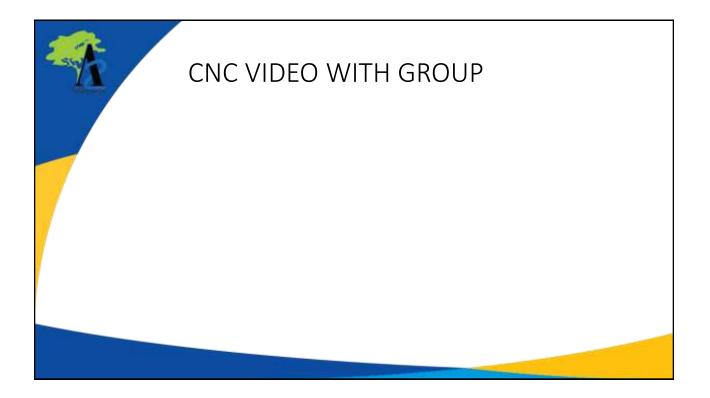


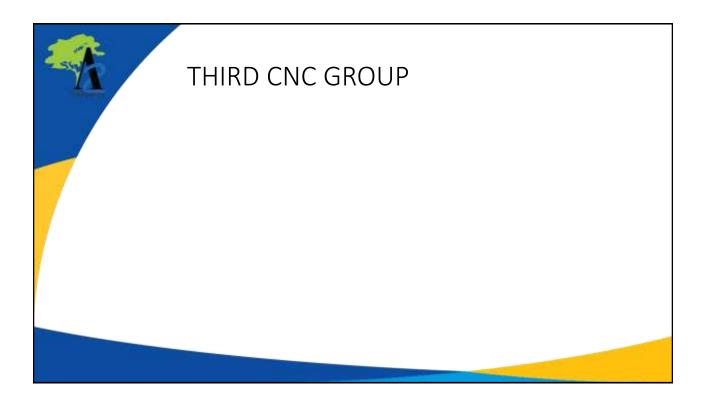






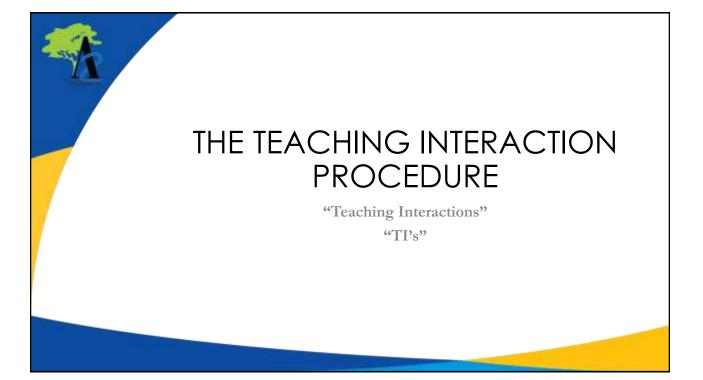


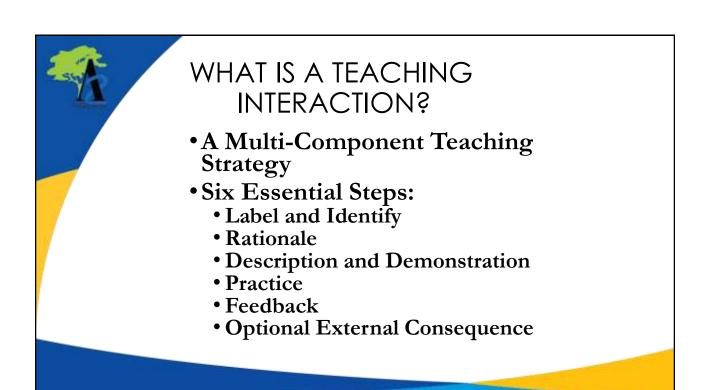


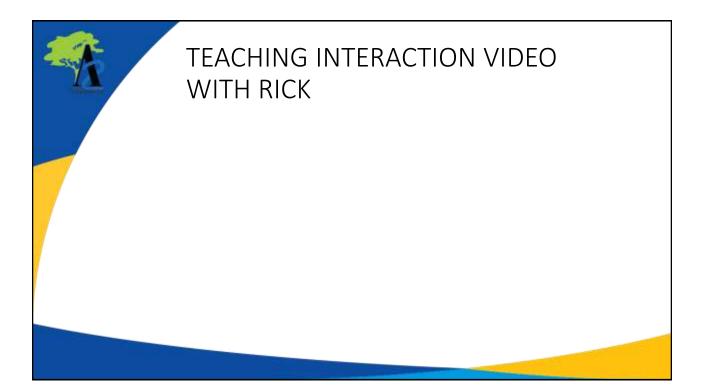


COOL VS NOT COOL

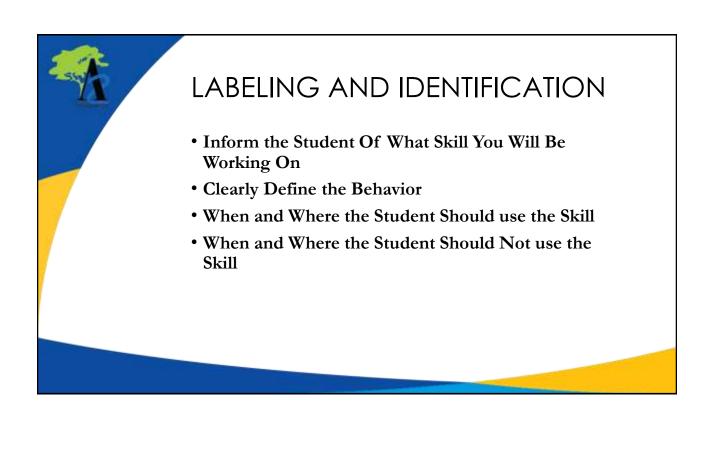
- Pre-Requisites
 - Attending
 - Matching Skills
 - Abstract Concepts
 - Receptive Language
- How to Implement
 - Receptive Program
 - Teacher Modeling
 - Child Role-Playing
 - Teaching Interaction Procedure

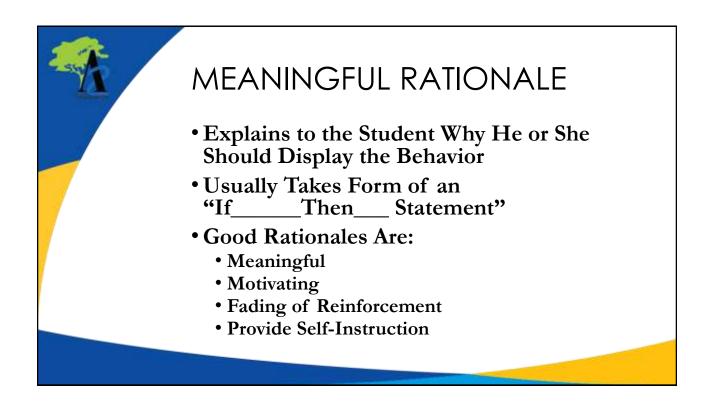






WHAT IS A TEACHING INTERACTION? An Interactive Teaching Procedure Between the Student and the Teacher Structured, yet Flexible Active Participation Great Variation







TEACHER DEMONSTRATION

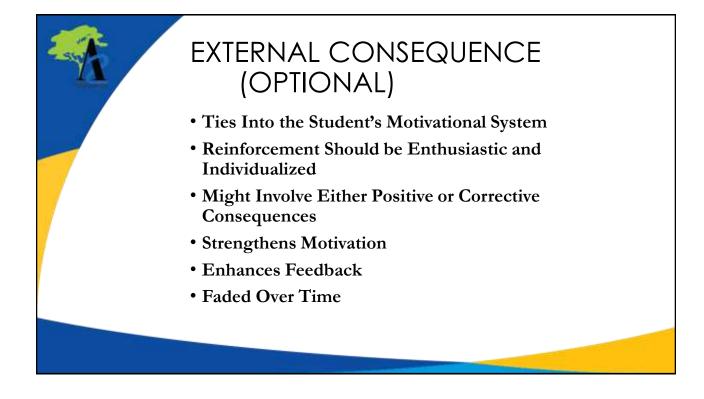
- Teacher Displays the Behavior
- Correct Demonstration
- Incorrect Demonstration
- Should Resemble Real Life Situations
- Learner to Rate Demonstration
 - Overall
 - Specific Skill Steps
- Should Program for Generalization with Multiple Exemplars

ROLE-PLAY

- Set Up Simulated Situations for the Student to Display the Behavior
- Initially, These Situations Should be Obvious • Student Should be Successful
- Over Time you Want to Expand to More Natural Situations
- This is the Key to Generalization

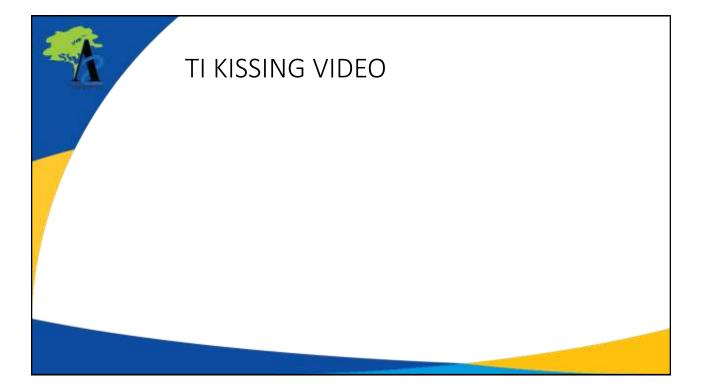
FEEDBACK

- Immediate Positive Feedback
- Specific to 3 or 4 Things the Student did Correctly
- Followed by Specific Suggestion of What the Student Needs to Remember for the Next Time the Skill is Practiced
- Balance of Specific Feedback and Fun/Motivating Reinforcement
- Re-Practice if Necessary

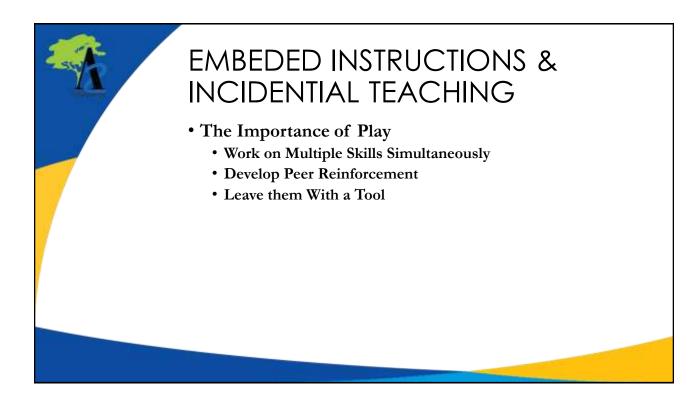


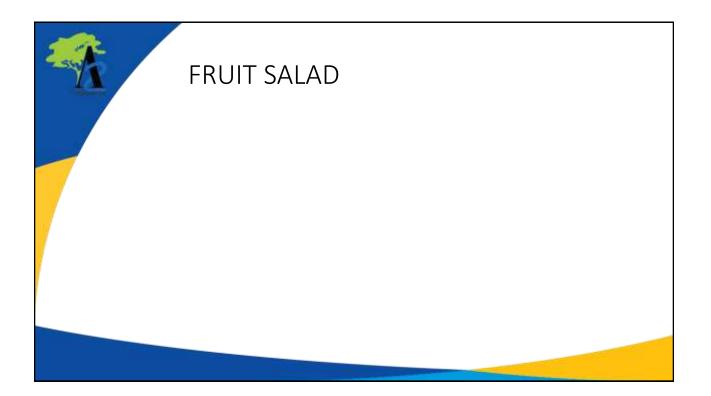
GENERALIZATION TRAINING

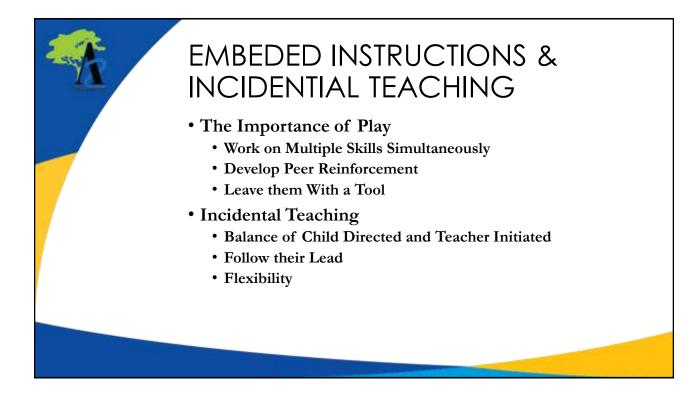
- People
- Places
- Time
- Increasing Provocativeness
- Predictability
- Authenticity
- Reinforcement



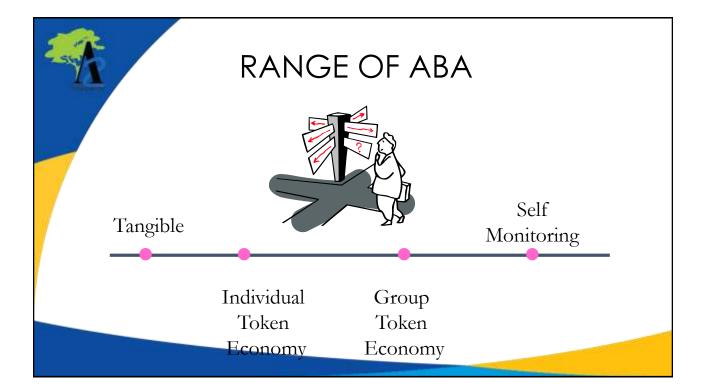


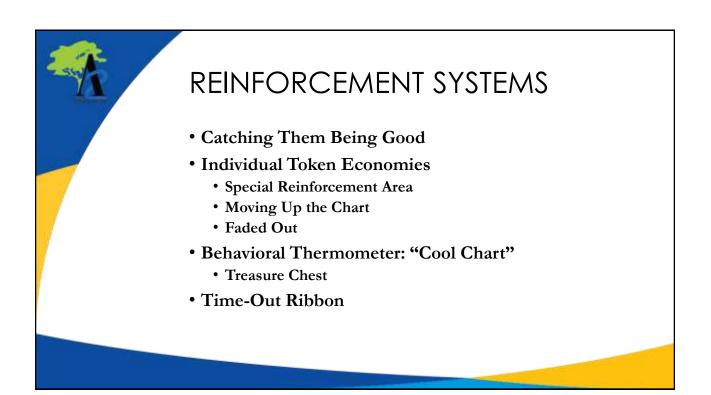


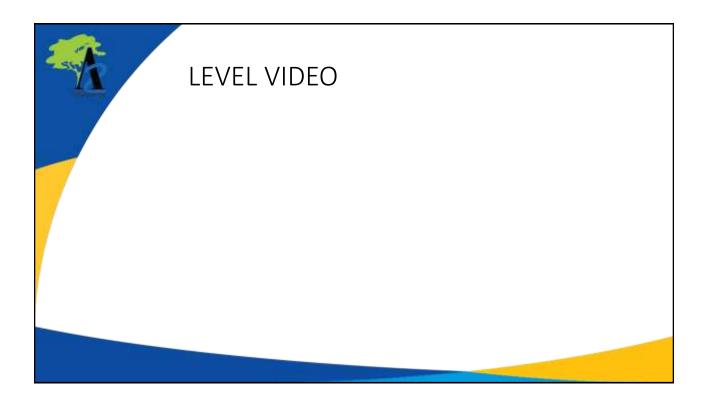


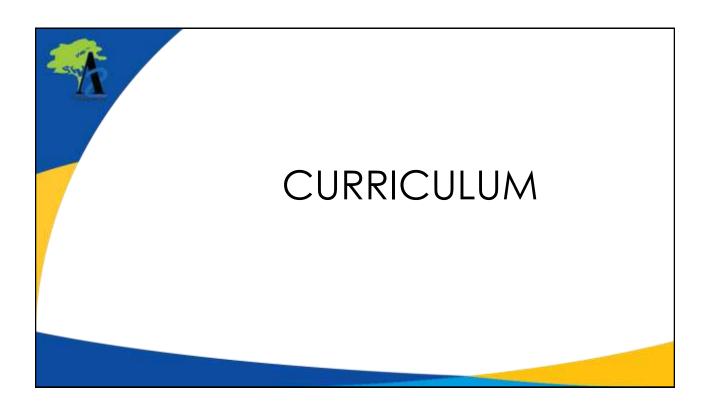


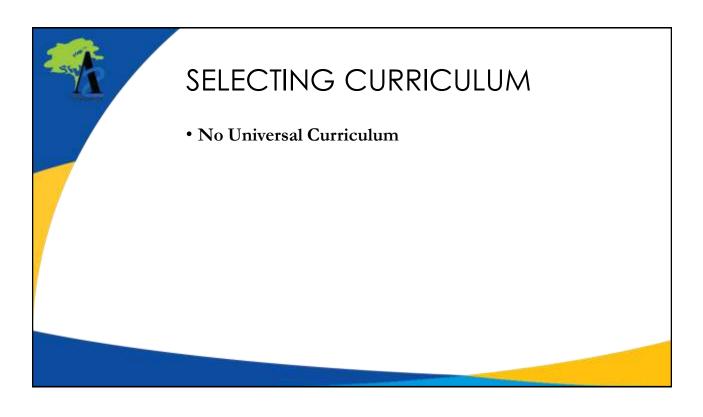








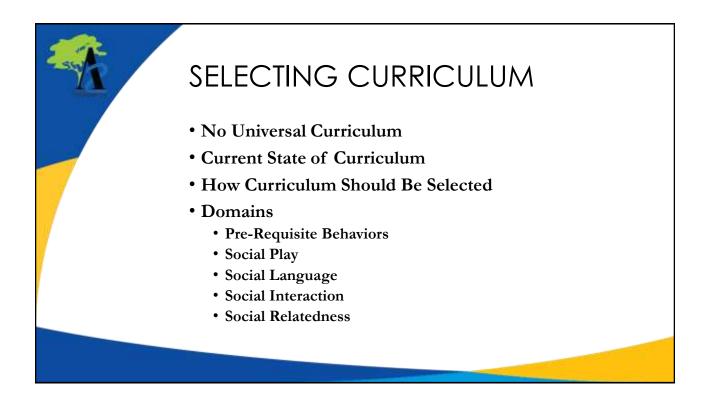






SO MANY SKILLS THAT CAN BE TAUGHT

Sk48	34	5-8	9-12	1.1.3-10	1.17(20)	21-24	25-28	20.3
locial Discrimination								
Sundoor Cheman								
teduction of Abernant Behavior								
Bructured Ownes (e.g., Fruit Salad, Mouse Trap, filoeping (Jams)								
Senditioning Pierc in Rainforcers								
Soutree Affect and theing Silly								
Broary attornal Laterrorg			14					
Conditional Instructions	2							
inferences and Predictions	1							
'roviding Personal Information and Favorites								
Asteradiona					203			
Jeneral Encyclodge and Pop Culture Encycledge	-						1	
Sugarg with a Friend								
Minimizing and Aslang Quantions								
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lawing Fun with Friends								
litting and Waiting							1	
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dentifying Peers in the Group								
social Orientation								
Somplianea								
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(kensibility)			1			1		

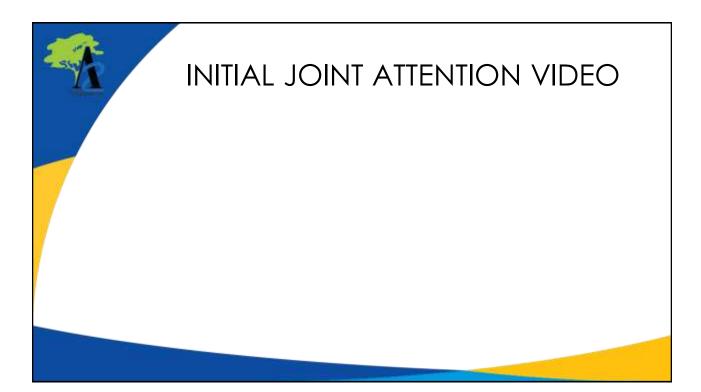


PRE-REQUISITE

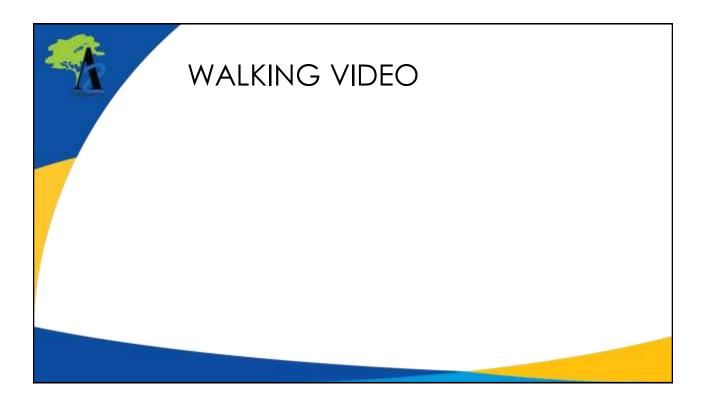
- Also Known As Learning to Learn Skills
- Help Get the Student Ready for Learning
- Variety of Skills
 - Attending
 - Sitting
 - Responding First Time
 - Recall
 - Contingency Development
 - Reduction of Aberrant Behavior





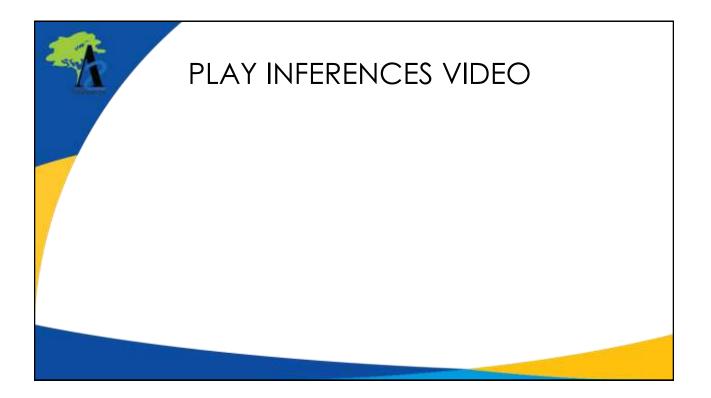


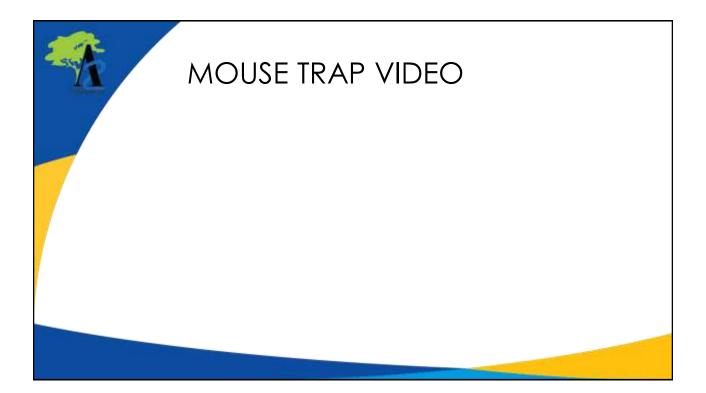






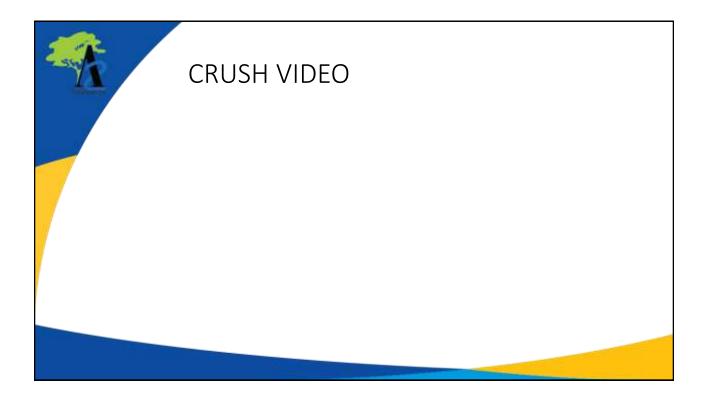


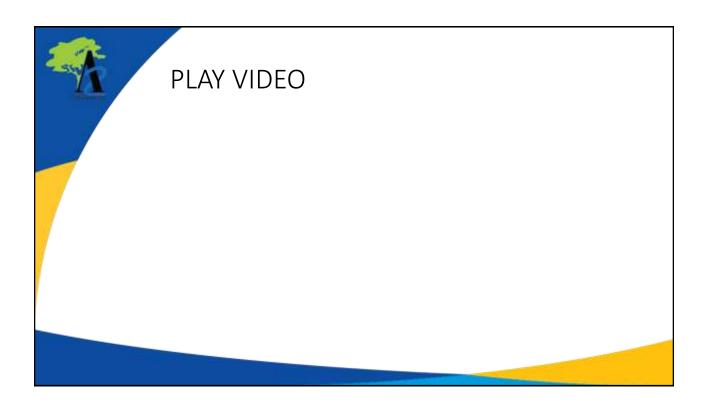










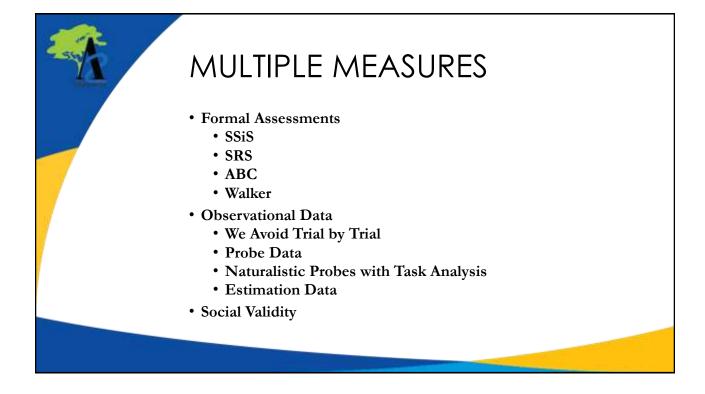




MULTIPLE MEASURES

- Formal Assessments
 - SSiS
 - SRS
 - ABC
 - Walker
- Observational Data
 - We Avoid Trial by Trial
 - Probe Data
 - Naturalistic Probes with Task Analysis
 - Estimation Data





PARENTS AND PEERS

PARENTS AND PEERS

- Parents
 - Keep Them Involved
 - Debrief Every Session
 - Open-Door Policy
 - Bi-Monthly Meetings
 - Get Their Ideas
- Peers
 - Generally Do Not Use Siblings
 - Treat As Any Other Member



