

Social Skills: Skillstreaming Protocol Treatment Integrity

Setting up Program:

___ Chooses an appropriate skill to target.

___ Writes Social Skills Lesson Plan containing the following components:

- Skill Area
- Functional Definition (ABC Format)
- Objective
- What will be modeled for the learner
- List of what to do to when performing the skill
- List of what not to do when performing the skill
- Homework plan

___ Writes the Evaluation Criteria Rating Form containing the following components:

- Goal objectives listed (ex: appropriate voice/volume, eye contact, etc.)
- Appropriate social responses with check system

___ Baselines skill at the appropriate level (adults, peers, novel situations) for 3 days prior to teaching lesson, using the Evaluation Criteria Rating Form.

- Rates each goal objective (appropriate voice/volume, eye contact, etc)
- Indicates appropriate and inappropriate social responses using + and -
- Rates appropriate and inappropriate social responses
- Adds up score and calculates percentage

Prior to Lesson:

___ Runs a cold probe of the skill at the appropriate level (adults, peers, novel situations) prior to teaching lesson.

___ Records the data for the probe using the evaluation criteria rating form.

- Rates each goal objective (appropriate voice/volume, eye contact, etc)
- Indicates appropriate and inappropriate social responses using + and -
- Rates appropriate and inappropriate social responses
- Adds up score and calculates percentage

Implementing the Lesson Plan:

___ Modeling: Acts out the situation for the learner.

___ Explains what the learner should do.

___ Explains what the learner should not do.

___ Demonstrates the correct responses.

___ Requires the learner to act out the situation.

___ Provides feedback to the learner.

- Tells the learner what he did correctly during the role playing situation.
- Tells the learner what he needs to improve.
- Models appropriate responses (if needed).
- Restates what he should/shouldn't do

___ Provides social praise and if necessary, other forms of reinforcement (tokens, edibles, tangibles).