

Peer to Peer Manding in EI

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Peer Pairing/Manding

- Have a set time daily (students attend 4 half days/wk)
- At the beginning pair the same peers, working on the same target behavior, then slowly begin to add in other peers as skills develop (you may need to do brief pairing of the new partners)
- Try to limit groups to 2. 3 or more is doable, but sometimes the students have a harder time focusing due to waiting for their turn. Work up to larger groups.
- Move from manding from consumables to joint play to simple games
- Goal is to have peers be able to play a game with no adult prompting
- A task analysis of skills necessary to play a game are taught in succession, first prompted as necessary, use of intermittent reinforcement, then mastered w/o prompt
- Test or observe to see at what step a student needs to begin.

Prerequisite Skills

- Begin when students are showing joint attention and social with classroom staff.
- Manding should be well established for a large variety of objects and activities across all classroom adults.
- Students should be able to tolerate peers in their space during play.
- Students should be at least beginning Level 2 on the VB-MAPP

Begin by Choosing Children with Dissimilar Interests

Ex. Pair John and Tim

Tim likes cheese curls, John doesn't, but he likes pretzels. First step is to have students give something they don't like to the other peer. Prerequisite skills give and take, tolerate peers in their space, joint attention, and manding.

Video 1 Conditioning peer



Have peers mand to each other for the item. John holds a cheese curl but doesn't deliver it until Tim mands for it. This may be all prompted. Prompt levels are individualized and set as the target for which data is to be collected. Prompts are faded until student are completing each step independently.

Video 2 Peer to Peer manding

John: Peer Pairing Data

DATE:	PEER:					
	1	2	3	4	5	% correct
1) Take reinforcer from peer when offered						
2) Give non-reinforcing item to peer w/ VP						

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- ### Data Collection
- Staff record data fro 5 trials of each target daily with a simple +/-
 - Mastery of each target is 100% 4 days in a row.
 - 1 staff for each group of 2 students, for groups of 3 or more, you would need more staff to record data.

Date						
1) Take reinforcer from peer when offered with VP and PP						
2) Give Sr+ to peer w/ VP & promised Sr+						
3) Give Sr+ to peer w/ VP						
4) Take Sr+ from peer when offered with VP						
5) Request Sr+ from peer w/ IVP						
6) Request Sr+ from peer						
7) Request turn taking item from peer w/ IVP						
8) Request turn "My turn" with IVP						
9) Take 1 turn with peer, waiting appropriately w/o prompts and no inappropriate behaviors						
10) Request turn taking item/game from peer for 1 turn with 1 VP						
11) Request turn taking item/game from peer for 1 turn						
12) Take 2 turns waiting appropriately						
13) Request turn taking item/game from peer for 2 turns with 1 VP						
14) Request turn taking item/game from peer for 2 turns						
15) Take 3 turns waiting appropriately						
16) Request turn taking item/game from peer for 3 turns with 1 VP						
17) Request turn taking item/game from peer for 3 turns						
18) Take 4 turns waiting appropriately						
19) Request turn taking item/game from peer for 4 turns with 1 VP						
20) Look at peer to request turn taking item with 1 VP and 1 GP						
21) Look at peer to request turn taking item with 1 VP						
22) Look at peer to request turn taking item						

Video

Turn Taking