





# Frequency/Location of Peer to Peer

- Gen Ed class (during indoor recess)



# Motivating Items cont.

- Since most of the students do not have a wide variety of interests some conditioning of items is necessary
- Net Lessons are taken into consideration Cooking/crafts/game
  - any lessons that use a variety of materials
- Used Pinterest to get a lot of lesson ideas Searched for lessons based on what is motivating for individual students

Peer to Peer Lesson Plan from NET Lesson Plan	
Peer ta Peer Mandina	NET
Applicance	Applesauce
Materials	Materials.
Blender, 2 apples (1 per shaller(), N cup water per apple, knife, cutting board, cinnamon, spoons, bowb	Blender, apples, water, knife, cutting board, cinnamor, spoora, bowla
Types of Manda:	Procedures:
Dian-	Have students Tact or UR above items
Apples, water, knife, spoon, bowl, cut, pour, shake, open	Have students initiate actions with objects (dropping, pouring, <u>colling</u> )
	*ase for higher learners-Tact ongoing actions (rolling, licking, cutting, pressing)
Pre-Lought and/or prompted-	2 component actions (rolling apple, sliding cinnamon, peeling apple, biting apple, tapping spoon)
Bender, cutting board, cinnamon	Parts/Reatures.of biender
	Have students initiate dropping apples in blender, shaking cinnamon and pouring water, putting lid on, pressing buffors
Procedures-	Check for motivation throughout lesson and deliver items/actions when students mand
Have students sit across from one another at a table	Prompt as necessary
Place materials in front of one student	If students do not mand for applesauce, hold up a promise reinforce and deliver if hey/she
Prompt as necessary	smelts/licks/eats (depending on shudent) the apples auce
Repeat lesson so both students will have the opportunity to mand and respond to mands	
	Directions-
Directions-	ggt 2 apples into chunks (skin on will work)
gg 2 apples into chunks (skin on will work)	dtop into blender
deap into blender	add water
<u>edd</u> water	shake a little cinnemon
shake a little cinnamon	bent
blend	check for motivation!

# **Prompt Procedures**

- Differential reinforcement was used when Peer Manding first started
   Student specific-still used for one student
- A more independent response to the mand of a peer = more/better reinforcement
- Activities chosen were motivating for students so they would independently mand for items
- Staff member sits behind student and uses gestural prompts when necessary
   Time delay





# **Skill Sequence**

- Peer to Peer pairing
- Increase time with activity Start with independent activities
- Condition new items (board games/activities)
- Increase number of peers paired
   Increase number of mands and type of mands

# Problem behaviors Lack of motivation for a variety of items



