



Providing Quality Training: Web Course Topics

Course Outline

PART 1: Quality Training		PART 3: Managing Cues and Responses	
1	Principles of Quality Training	1	Events that Help Behavior to Occur
2	Everyone Can Learn Productive Skills	2	Using Prompts for Training
3	Choose What to Teach	3	Natural Prompts
4	Consideration 1: Life Impact	4	Prompt Intensity
5	Consideration 2: Personal Preferences	5	Efficient Verbal Prompts
6	Consideration 3: How Functional is the Skill?	6	Prompts and Intrusiveness
7	Consideration 4: How Long will it Take to Learn?	7	Prompting Techniques
8	Alternative Strategies for Difficult Skills to Learn	8	Prompting Summary
9	Where Should Training Occur?	9	Consequences: Related Events that Occur after Behavior
10	Train in the Setting Where the Skill is Required.	10	Why Positive Reinforcement is Effective
11	Use Real Materials in Real Situations	11	Determine What Reinforcers to Use
12	Learning Opportunities within the Natural Setting	12	Examples of Types of Reinforcement
13	Facilitate Training: Select the "Best" Trainer for the Setting	13	Use Effective Reinforcement Approaches
14	Summary: Key Concepts	14	Other Reinforcement Considerations
PART 2: Planning Training		15	Decide How Often and When to Reinforce
1	Deciding How to Train	16	Avoiding Satiation
2	Selecting a Functional Skill to Learn	17	Error Correction
3	Skills: a Set of Behaviors Needed in Certain Settings	18	Steps to Correct Errors
4	Analyzing Skills by Task Analysis	19	Data Collection of Cues and Responses
5	Decide the Steps in the Task	20	Other Types of Data Collection
6	Errors to Avoid When Planning Task Analysis	21	Measuring Accuracy
7	Discrepancy Analysis	PART 4: Techniques of Training	
7b	Determine How Much information to Train at a Time	1	Shaping
8	Plan the Order to Present Information	2	Intensive Practice of Problem Actions
9	Determine the Person's Most Effective Learning Style	3	Reducing Difficulty in a Step
10	Plan for Materials and Equipment Needed	4	Temporarily Increasing Reinforcement
11	Decide What is an Acceptable Response	5	Switch Prompts or Temporarily Exaggerating Them
12	Summary of Training Considerations	6	Task Modifications and Accommodations
		7	Generalization
		8	Natural Consequences to Maintain Learning
		9	Errors in Performance After Generalization
		10	Self-Managed Learning
		11	Self-Monitoring Learning