Prompt codes and hierarchies

Friday, August 9, 2019
12:41 PM

- 7 individual prompts we will be using
  - **Least to Most Hierarchy**
  - You can create this, and then select this label and you're good to go.
    - Independent
      - Independently responds
    - Correct
      - Correct at prescribed prompt
    - Error
      - Needed a more intrusive prompt
  - **Most to Least hierarchies**
  - Select these codes, create hierarchy, individualize in notes section
    - Physical/Verbal/Visual/Gesture
      - Full
        - Notes would say: Physical, verbal, visual, gesture
      - Partial
        - Notes would say: Physical, verbal, visual, gesture
      - Immediate
        - Notes would say: Shadow, light touch, first sound, gesture
      - Independent
        - The only prompt in this hierarchy that should be scored/graphed as independent
    - Time Delay
      - Immediate
        - Notes would say: Physical, verbal, visual, gesture
      - 2 second delay
        - Notes would say: Physical, verbal, visual, gesture
      - Independent
        - All prompts in this hierarchy can have the option as being scored as independent and would be graphed as such IF the instructor taps "independent".
- How to: prompt codes
  - ***Must be done for each client, not for each program**
  - Client-> go -> setup -> prompt codes -> Override Prompt codes [YES] ->
    - Add code:
      - Full
        - Abbreviation: F
        - Mark as Independent: NO
      - Partial
        - Abbreviation: P
        - Mark as Independent: NO
      - Immediate
        - Abbreviation: Im
        - Mark as Independent: NO
      - Independent

- Abbreviation: I
- Mark as Independent: YES
  - Correct
    - Abbreviation: +P
    - Mark as Independent: NO
  - Error
    - Abbreviation -
    - Mark as independent: NO
  - 2 Second delay
    - Abbreviation: 2s
    - Mark as Independent: NO
- Hit SAVE
- Client Override Prompt codes [YES] until prompt schedules are created
- How to: create hierarchies
  -
  - Setup-> prompt schedules -> add new schedule
    - Name:
      - Least to Most, Most to Least Phys/Verb/Vis/Gest, Most to Least Time
    - Promotion: these are trials out of trials. The majority of programs are 90%, so hit 9/10 [first box, second box].
      - This can and will be overridden in each individual program so don't worry about programs that only have a few trials.
      - For example: You can have met 90% accuracy at the prescribed prompt level, but it won't move a client to the next less restrictive prompt until it has met the overridden criteria i.e. 100% accuracy or 3 consecutive days.
      - **IMPORTANT**
        - Please do not modify too much in the prompt schedule- it cannot be deleted or edited once it's made, you can just add more so it will get messy quickly.
        - And you can override them in the programs to meet program specifications
    - Demotion: This is criteria to move down to more intrusive prompt.
      - Learn uses 2 trials out of 3 trials, i.e. if the client gets 2 errors out of 3 trials they will end the session and move them back down to the previous prompt.
        - This is customizable as it is not at the program level, however if you have an argument for an alternative demotion criteria, please let us know so we can look at a sys
      - Method for tie breakers: demotion. Do not change.
    - Add codes
      - Click the box, select your most intrusive prompt, select add.
        - Do this for the remaining prompts in you hierarchy [there should be no more than 4 prompts, please **limit** mixing prompts that aren't listed above without **checking with Jess/Kaitlin** first.]
        - Once your hierarchy is complete, hit save.
  - Go back to codes: Client Override Prompt codes [NO]
- These will now be available for you to use in your programming.