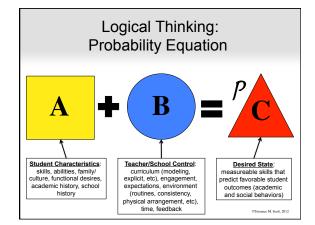
#### What is an Effective Teacher?

- Anyone can tell students something or tell them what to do
- A teacher creates a set of circumstances that increase the probability of the student being successful now and in the future

	Instruction	Environment	Relationships
	<ul> <li>Teacher facilitated</li> </ul>	<ul> <li>Arranges physical space</li> </ul>	Communicates often
	<ul> <li>Direct and explicit</li> </ul>	<ul> <li>Develops routines</li> </ul>	Conveys genuine interest
	<ul> <li>Authentic examples</li> </ul>	<ul> <li>Develops Procedures</li> </ul>	in students
	<ul> <li>Multiple opportunities</li> </ul>	<ul> <li>Consistent across time and</li> </ul>	<ul> <li>Maintains role of</li> </ul>
	<ul> <li>Engages students</li> </ul>	students	encouraging teacher

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#### **BIG IDEAS FOR SUCCESS**

- Develop expectations connected to larger concepts and leverage prior knowledge
- Create an environment to maximize the probability of success
- Teach: be direct and explicit when presenting instruction Don't Assume!
- 4. Show students, ask for action, & guide practice to facilitate high rates of success
- Provide students with regular feedback on their performance
- 6. Have a range of tricks and strategies for non-responders
- Be prepared for the worst consider restraint or seclusion to be your personal failure

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#### Social Skills

- "Those behaviours which, within a given situation, predict important social outcomes for children." <sub>Gresham, 1986</sub>
  - Interactive require at least 2 people
  - maintained by social reinforcement keep skills that work and discard those that don't
- It is our responsibility to assess what skills most predict success in our students
  - direct observation
  - ask significant others

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# Teaching Social Skills: Planning Requirements

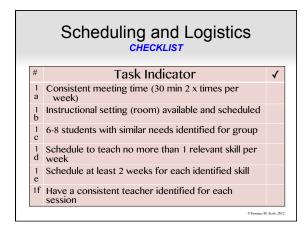
- 1. Scheduling and Logistics
- 2. Generalization strategies
- 3. Group management strategies
- 4. Teaching
  - Delivery
  - Assessment

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# 1. Scheduling and Logistics

- · Must consider:
  - When to meet?
  - Where to meet?
  - Who are group participants?
  - How many participants?
  - What are relevant skills?
  - How long will this take?
  - Who will teach?

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## 2. Generalization Strategies

- · Must be planned for in advance
  - Before Training
  - During Training
  - After Training

What happens in group will not be sufficient to facilitate generalization!!

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#### **Generalization Strategies**

#### Strategies To Use **Before** Training

- · Make training setting look/feel like natural setting
- · Train in the natural setting
- · Target useful skills (likely to be reinforced by others)
- Use a number of trainers or other adults during training
- Plan to continue training for a sufficient amount of time to achieve mastery

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## Generalization Strategies

#### Strategies To Use **During** Training

- Use naturally occurring (real) examples within role plays (ask teachers for real examples)
- Use naturally occurring reinforcers (function!)
- Provide a range of useful skill variations
- Include peers that are likely to be encountered in the problem setting

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## Generalization Strategies

# Strategies to Use *After* Training (in the real world)

- Prompt students to display skill (Pre-Corrects)
- · Set-ups (traps) for facilitating desired behavior
- · Reinforce displays of skills in real world
- Enlist a variety of others to prompt and reinforce skills in real world
- · Group contingencies

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# Generalization Strategies

Involve others in the training and create opportunities for practice and reinforcement in the natural environment



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## 3. Group Management Strategies

- · Develop a set of group rules
  - focus on active participation
  - focus on instruction
- These students are likely to have some challenging behaviors
  - Good idea to have a **system** in place to start
- · Develop tricks and strategies
  - For maintaining attention and desired behavior

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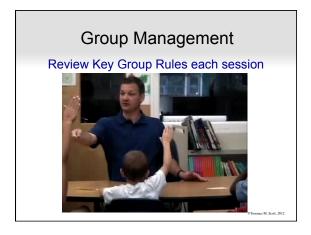
# **Group Management:**

- Teach a set of basic group rules in the first session
- Example:
  - Listen look at the person who is talking and stay quiet
  - Participate do what teacher tells you to do
  - Freeze stop everything you are doing and become a statue
- · Teach this as a lesson

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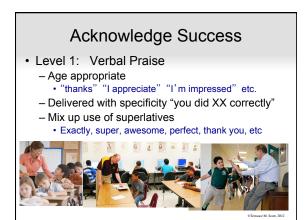


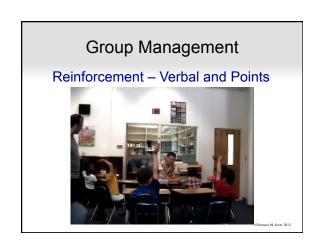
# **Group Management**

#### **Basic Strategies**

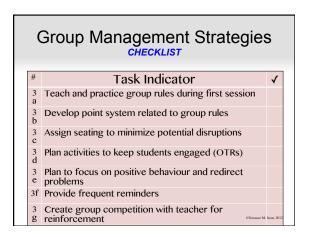
- · Use frequent specific verbal praise
- · Focus on positive
  - Provide reinforcement to those being positive
  - Redirect or ignore misbehavior as possible
- · Point system
  - reinforcement for specific desired behaviors
  - Withholding for specific undesired behaviors
- · Reminders and pre-correction

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#### 4. Teaching

- · Teach same as you would any academic skill
  - teacher modeling of key skills
  - student practice with teacher guidance
  - individual practice with real examples
- · Teach with strategies that promote generalization
- · Selection and sequence examples to promote acquisition of key rules
- · Formative assessment via curriculum

### **Adult Behaviours Associated** with Effective Classrooms

- Clearly specified goals and objectives
  - Provide prompts and reminders throughout lesson
  - Explicit directions
- Explaining, modeling, & demonstrating all content
- Engaging students throughout lesson
  - Provision of opportunities for students to respond during instruction
  - Group and individual responses
  - Guided practice
- High levels of feedback
  - Specific praise
  - Correction

#### Modeling

Show and tell students what it is that is expected under specific circumstances.

#### Do not assume that they know and can

- · Use verbal prompts along with physical demonstration
  - "Watch me, notice how I use a quiet, inside voice when I say this 'excuse me'."
  - "Right now I'm thinking that I need to do something smart because I'm feeling mad so watch me take a deep breath and walk away."
- Use natural models
  - "Did you notice how Billy held that door open for Ben? That was very responsible."
  - "Remember how we talked about ignoring loud noises? Look at Andrea right now that's great because she's focused on her work."

## Teaching

- · Teach Social Skills Like You Would Teach Academics!
  - -clear set up and advance organizer
  - -model and demonstrate
  - -facilitate high levels of engagement
  - -guided practice
  - -consistent and immediate feedback
  - -review and assess

# Teaching Introduce issue Why is this a problem?

Anger Control with Peers

#### Teaching

#### **Lesson Components**

- rule for why to use the key skill
- · rule for when to use the skill
  - and for when not to use it
- set of useful skill variations
- · natural examples

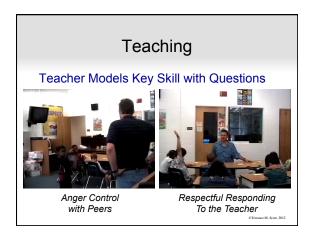
# Teaching Introduce solutions to problem Anger Control with Peers Respectful Responding To the Teacher

## Teaching

#### model / demonstrate the skill

- teacher provides first model and questions students to assess for understanding
- select competent and respected students and adults
- only the teacher models incorrect responses
- · select examples from natural context
- at least two positive demonstrations of each example

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## Teaching

#### Teacher Models Negative Example

- •Only the teacher models negative behavior – never the students
- •Have students tell you **why** wrong and what bad things would happen as a result



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## Teaching

#### Role play activities

- · Focus on real examples
- · Have student "think aloud"
- Teacher can provide coaching during lesson
- Teacher may need to prompt appropriate responses
- Involve all members of the group by assigning tasks / questions

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### Teaching

#### Role Play Set-Up (use real examples)

- Engage all students by giving them jobs as judges during the role play
- Set up "judges"



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#### **Teaching**

#### **Assess for Mastery**

- Assess on untrained examples through role plays
- assess each student as often as possible (daily)
- request demonstration of skill whenever possible (verbally or role play)

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# # Task Indicator Introduce a problem and a key skill as a solution Provide physical models while thinking aloud key steps Sequence positive examples then juxtapose negative Frequent questions to students – "is this right or wrong?" Differentiate instruction as necessary for individuals when students answer correctly – introduce role plays Provide all students with tasks during role play (judges)

# Big Ideas

- Student behavior won't change until adult behavior changes -- Adults Matter!
- ALL behavior change is an instructional process -- Instruction Matters!
- It's all about probability what's the simplest way to make a difference in the success:failure ratio of a student?
  - -- Practices Matter!

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