

Using the ETLPs to Increase Student Success

| **Maximize Structure** | **Respond to Behavior** | **Actively Engage Students**  **in Observable Ways** |
| --- | --- | --- |
| 1. **Classroom Expectations**   # @ $   * Clarify expected behavior and provide specific precorrects * Teach student how to:   + Ask for attention   + Self-Monitor   + Ask for a break * Consider student participation in social skills instructional group * Teach academic skills | 1. **Encourage Expected Behavior** # @ $  * Increase reinforcement of expected behavior   + High rates of verbal and non-verbal feedback   + Increase positive communication between home and school * Provide increased opportunities for interaction with adults and/or peers * Provide opportunity to earn time for self-selected activities * Reward student for attempting tasks, staying focused on tasks      1. **Discourage Unexpected Behavior** # $  * Provide consistent and calm response * Limit verbal interaction for problem behavior * Teacher ignore problem * Prompt peers to ignore problem behavior * Non-verbal signal * Offer brief assistance * Offer alternative methods or materials for task * Schedule standard times to make up work | 1. **Opportunities to Respond** # @ $  * Increase OTR   + Partner/Group   + Verbal and Non-verbal options   + Pre-conference with student(s) to build a variety of engaging response strategies * Use technology   + Interactive Games   + Discussion Boards |
| **2. Classroom Procedures & Routines** # @ $   * Teach Procedures * Teach how to ask for help * Individualize procedure for use of resources (e.g. assistive technology, 100’s chart, multiplication table, graphic organizers) * Check to see if student has needed materials and if not, provide them before they are needed | **7. Task Difficulty & Academic Success** #@ $   * Design assignments to meet student skill level * Pre-teach content * Modify amount or type of activity * Provide extra help/check for understanding     **8. Activity Sequencing & Offering Choice** # @ $   * Provide opportunity to help other students * Provide option to work independently * Provide task list and allow student to choose order of completion * Provide opportunity to engage in a preferred activity first * Allow student to choose location, materials, etc |
| 1. **Active Supervision** # @ $  * Increase Active Supervision   + Schedule more frequent interactions   + Proximity Control   + Provide task check-in (eg, 3 more minutes…) |

Function-based actions: Purple = Gain Attention Blue = Avoid Attention Green = Avoid Task

Self-Determination Theory (*Intrinsic Motivation*): # = Competence @ = Autonomy $ = Relatedness