Using TAG to Increase Play Skills

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What is TAG?

- Teaching with Acoustical Guidance
A Paring Procedure is Involved...

- Neutral Stimulus + Conditioned Stimulus

- (Auditory “click”) + (Tangible Reinforcers)
The Pairing Procedure
...eventually

- The click gains the eliciting properties of the social reinforcement
The Current Study

Lead Investigator:  Steven Sparks

Used TAG during two playtime activities to reinforce the component parts of each behavior chain
Playtime Activities

- Imitative Drawing
  - A tutor and the children sit in a circle with a clipboard and crayon. The tutor delivers the discriminative stimulus (e.g. “do this”) and draws one line at a time. Eventually a picture is created.

Behaviors Measured: Attending (looking at tutor delivering SD and responding within three seconds) and completing an approximation.
Playtime Activities cont.

- Paperclip Drop
  - For this behavior we created a task analysis due to its complexity:
    - Student stands up
    - Student walks to line
    - Student takes paperclip
    - Student extends arm
    - Student drops paperclip in/near can
    - Student walks back to his/her spot
    - Student sits down

  Each component was reinforced immediately after a correct response
Participant

- Five year-old male
- Diagnosis of Autism Spectrum Disorder
- Currently receiving early intervention services at Kalamazoo Autism Center
Participant cont.

Prerequisite Criterion:

- Ability to follow instruction
- Ability to participate in playtime activities
- Diagnosis of an ASD
- Could complete the component responses but not the behavior chain in its entirety
Methods

- Multiple Baseline Across Playtime Activities Procedure
  - Receptive Identification Procedure (Testing Procedure)
  - Imitative Drawing Procedure
  - Paperclip Drop Procedure
Independent Variable

- Correct Response

(i.e. Attending, correct drawing approximations, completing the steps determined by the task analysis)
Dependent Variable

- Use of auditory reinforcer (click)
Imitative Drawing Baseline
Imitative Drawing Intervention
Results

- Testing Procedure
  - Baseline average: 13%. Intervention Average: 94%

- Imitative Drawing Procedure
  - Baseline average: 31%. Intervention Average: 94%

- Paperclip Drop Procedure
  - Baseline average: 52%. Intervention Average: 77%
Testing Procedure:

Procedure Shaping W/ Clicker
Results cont.

Imitative Drawing Procedure

![Graph showing the percentage of correct responding over sessions for baseline, intervention, and 3 month probe phases.](graph.png)
Results cont.

Paperclip Drop Procedure

![Graph showing the percentage of correct responding over sessions. The graph compares Baseline and Intervention phases.](image)
Discussion

- Clear increase of responding once TAG was implemented

- Socially significant results
  - Decreasing the use of primary reinforcers

- Powerful implications
  - Does not interrupt the components of behavior chains
Questions?

- Thank you!!