The left side of the page is decorated with various black ink splatters and dots of different sizes, creating a textured, artistic background.

Using TAG to Increase Play Skills

Melissa Boggs

What is TAG?

- Teaching with Acoustical Guidance

A Pairing 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

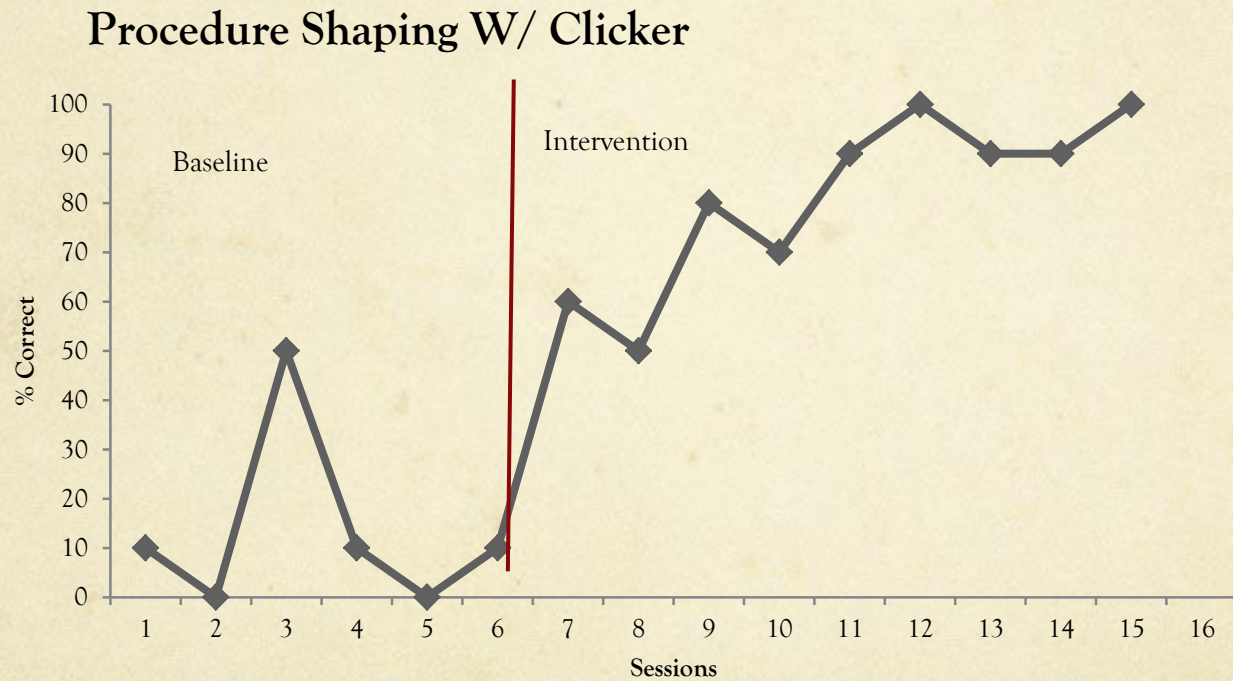


Results

- 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%

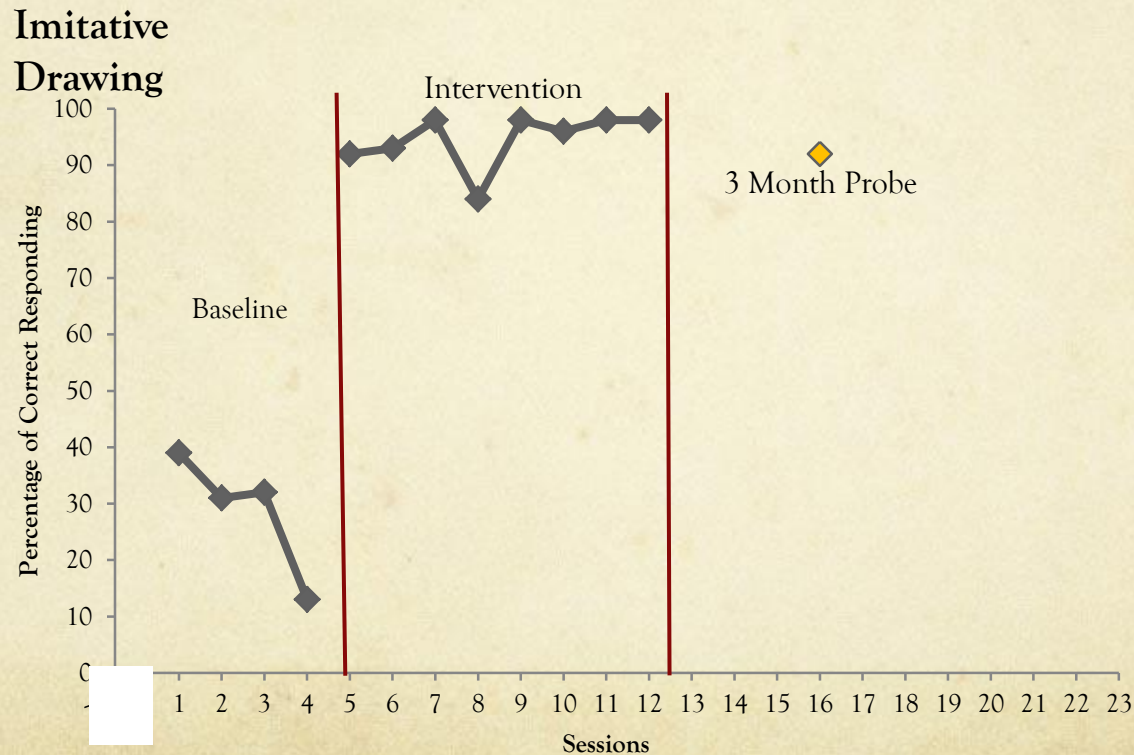
Results cont.

○ Testing Procedure:



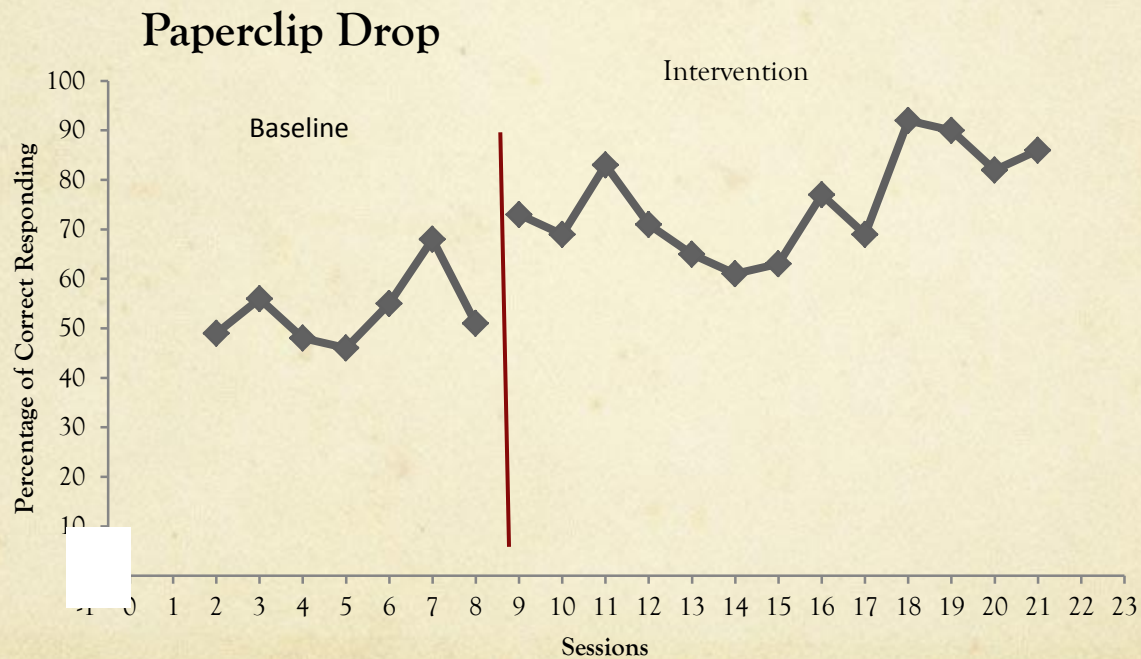
Results cont.

○ Imitative Drawing Procedure



Results cont.

○ Paperclip Drop Procedure



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!!