# PARTAUCOUR CLEANS TO LEARN PREPARING OUR CLEANS TO LEARN

### TRAINING OVERVIEW

Define pairing and instructional control
Strategies for implementation
Videos/Modeling
Practice/Role play

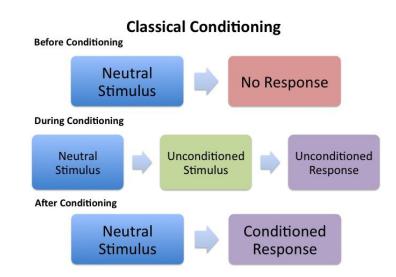
### WHAT IS PAIRING...?

Pairing is...

Similarity to classical conditioning

Purpose of pairing

Avoiding undesired pairing



### WHY IS PAIRING IMPORTANT?

**Benefits for sessions/programming** 

**Decreases escape behavior** 

**Condition socialization as reinforcing?** 



## HOW DO YOU PAIR, AND HOW DO YOU KNOW IF YOU'VE PAIRED WITH A CLIENT?

### 4 main keys to pairing

- Follow client motivation
- Giver, not taker
- Don't "force" interaction
- AVOID DEMANDS!

Signs we've paired (or need more work)



### Lets practice!





### WHAT IS INSTRUCTIONAL CONTROL?

**Basic definition Difference from stimulus control** 



### WHY IS THIS IMPORTANT?



# TIPS FOR ESTABLISHING INSTRUCTIONAL CONTROL

Follow through with any instructions

**Demand fading** 

Reinforce/Observe 3 steps of DTT

**High-p sequence** 



### MORE PRACTICE!



ANY OUESTIONS..?

# THIS PRESENTATION WAS CREATED BY RYAN JONES, BCBA FOR TRAINING PURPOSES.