



# World Autism Awareness

United States | Canada | United Kingdom | Australia | **Hong Kong** | Korea | Singapore | Philippines | Kuwait | Beijing

## Improving Motivation in Learning of Children with ASD

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# Reinforcement

- Ongoing reinforcement development
- Rotation of reinforcement
- System
- Format
- Schedule



# Different Classes of Reinforcement



# Reinforcement Systems



# Reinforcement delivery



# Examples

Reinforcement	Toys, activities, social interaction, group attention, technology, edible, escape
System	Token system, activity token, competitive token economy, completion
Format	Direct, lucky draw, reinforcement menu
Schedule	Continuous, predictable, unpredictable

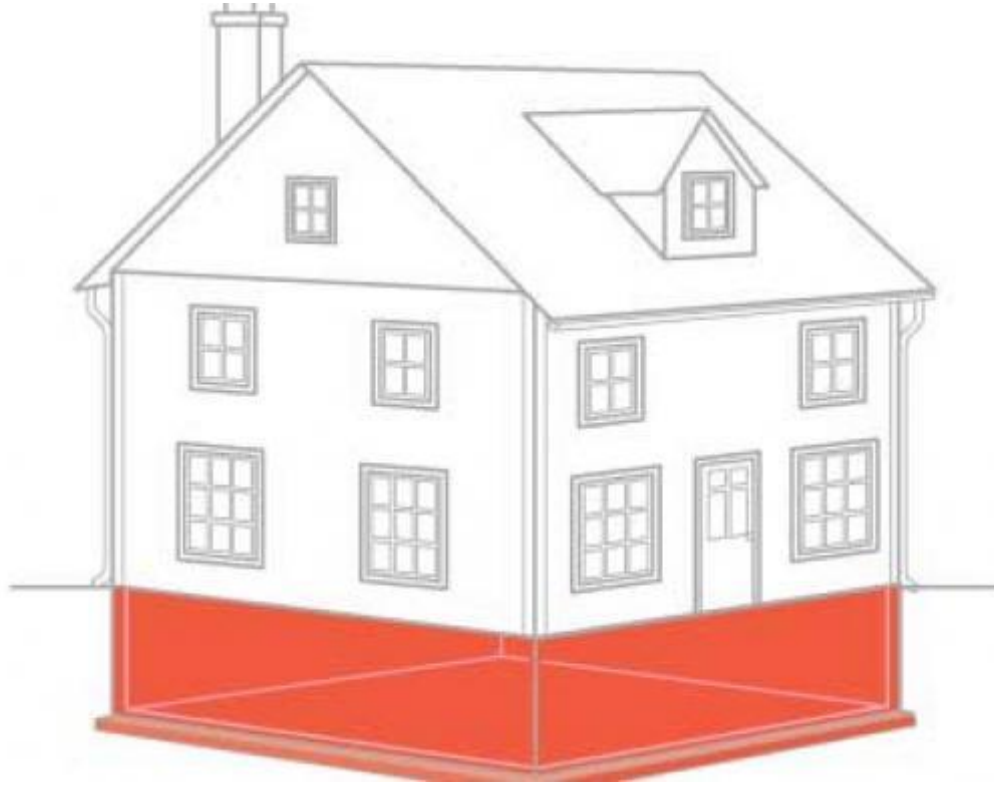
# Expectations

- Appropriate to student's functioning level
- Broken down into learnable units
- Student's performance and behaviors
- Always, sometimes, rarely

**Know  
your child**



# Contingencies



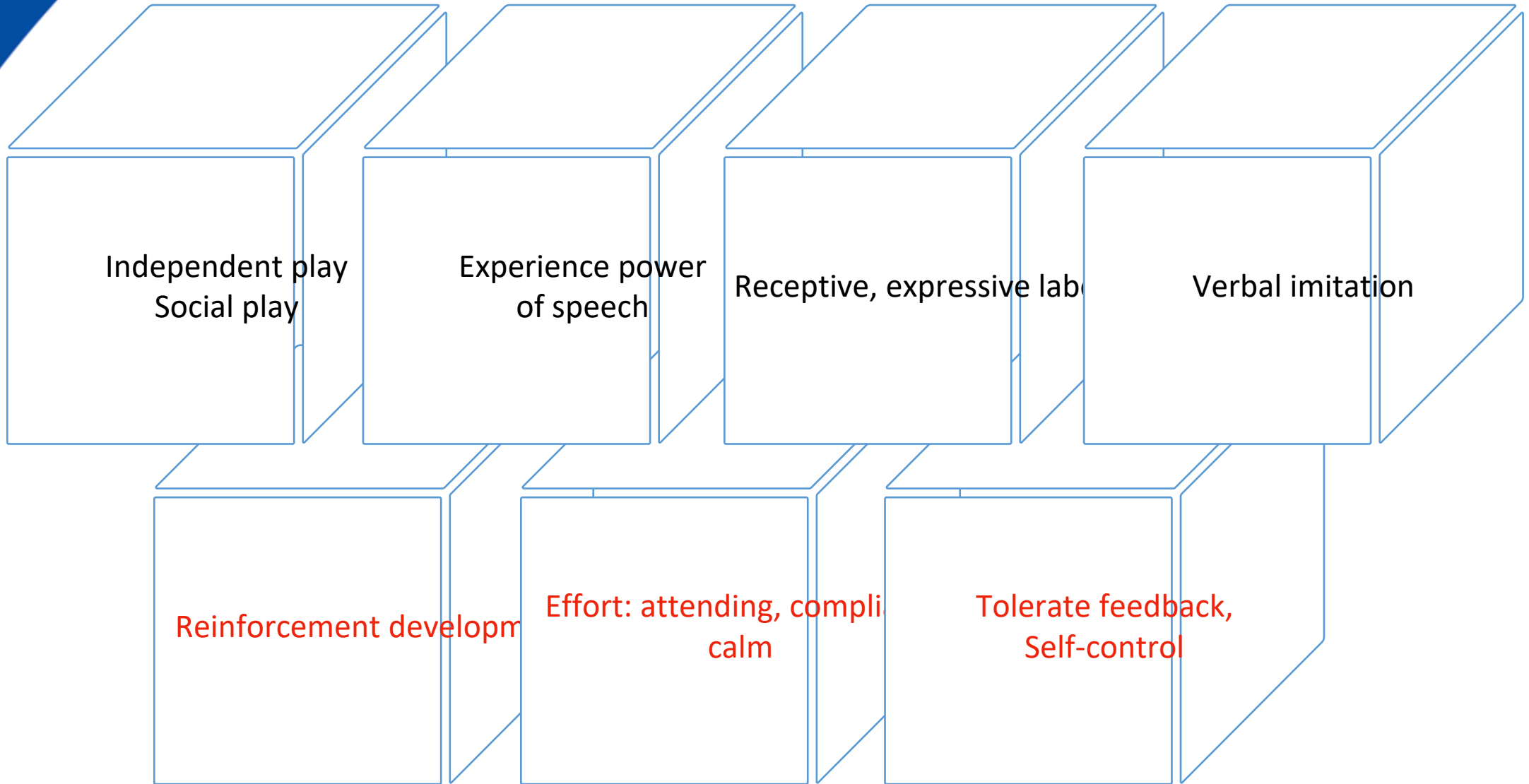
Learning How to Learn

- . Attending
- . Staying calm
- . Waiting
- . Hands still
- . Compliant
- . Learning from prompt
- . Respond to feedback
- . Persistence
- . **Effort**

# Tasks



- Clear objectives
- Age-appropriate
- Functional



# Behavioral Momentum

## Objectives:

- Get to learning state to learn difficult task
- Reduce frustration



Successf  
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# Maintain a high success rate

75-80 %

- Warm up tasks (high probability instruction)
- More prompt and reinforcement at the beginning
- Use effective prompt to avoid prolonged failure
- Intersperse difficult tasks with easy tasks / non-preferred tasks with preferred tasks

# Rhythm

- Have the teaching materials and reinforcers organized and prepared, good lesson planning
- Optimal downtime and appropriate pacing
- Optimal inter-trial interval\*
- Optimal duration of breaks or reinforcement\*
- Appropriate session length, ended work session on a pattern of success\*

# Approach is engaging

- Setting
- Location
- Position
- Instruction
- Material
- Feedback
- Tone
- Facial expression
- Reinforcement
- Program
- Task
- Prompt
- People
- Pace
- Distance
- Session length
- Structure
- Themes/Activities



**Fun**

**Token**

Sitting

Eye contact

Effort

Correctness

**Task**

Touch head

Touch mouth

Open mouth

Say 'ah'

**System**

Token

Completion

Timer

Self monitoring

**Setting**

Sitting in room

On floor

Other room

Outdoor

**Reinforcement**

Immediate

Delay

Tangible

Social







**Token**



No token

**Task**



Any task according to student's functioning level

**System**



No explicit system

**Setting**



Group, school, community

**Reinforcement**



Natural outcome, social, embedded, intrinsic



Respect



- Strengths
- Weaknesses
- Preference
- Choices