BEHV 3770
BUILDING SKILLS with BEHAVIORAL TECHNOLOGY

Spring 2020

Instructor:

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Time and Place:

Monday, Wednesday & Friday  1-1:50 P.M.  BLB 060

Course Description:

In this course you will learn a behavior analytic approach to building skills.  We will review the paradigms, concepts and techniques derived from the principles of behavior as applied to building skills.  We will contrast the learning paradigms of programmed instruction, errorless learning and trial-and-error learning.  Particular emphasis will be given to the techniques used to program response topographies and their stimulus control.  You will also learn the basic composition of behavior intervention programs.

Students should enroll in this class only after they have taken BEHV 2300/3150, 2700, and 3440.

Course Objectives:

1. Describe behavioral approaches to the teaching of social, communicative, leisure, independent living, academic/conceptual, and other skills.
2. Describe techniques to establish behaviors.
3. Describe the basic components of behavioral programming.
4. Design and implement shaping programs to teach skills to both animals and people.
Class Materials:


You will also need to purchase a PORTL kit (or make your own).

** Article available in Canvas

Student Activities

Reading Summaries
Students should summarize the main points and concepts of the assigned readings. Students should also include any questions, generalizations, and opinions prompted by the readings. The summary is due the day the reading is assigned, but can be turned in up to a month after the due date for full credit. Readings turned in more than a month after the due date will be awarded half the points. The absolute last day to turn in readings is Apr 27. The reading report should include an outline of the reading, a question (if a concept is unclear), and a generalization, argument or opinion you may want to discuss. The summary will be used as a guide for discussion during class.

Video Reports
Students will write a page about a particular issue, procedure, behavior, etc. discussed in each of the videos. You may challenge or praise the usefulness of the facts, concepts, and analyses presented in the videos. You may also relate the videos to other issues and topics relevant to this course.
PORTL Class Activities
You will participate in PORTL activities during class on Wednesdays. Your grade will be based on attendance and participation.

Animal Training Project
You will teach several behaviors to a dog, cat, rat, fish, etc. If you do not have a pet, find a friend, neighbor, relative, etc. who has a pet that you can use. Instructions will be posted on Canvas and discussed in class.

Human Shaping Project
You will write a shaping plan and then teach a motor behavior to several classmates and/or friends. Instructions will be posted on Canvas and discussed in class.

Reflection Paper
A five page paper describing what you learned about building skills with behavioral technology. Some of the topics that you should include are the inter-relations between programmed instruction, errorless learning, the constructional approach, and shaping. You can also discuss what you learned from your projects and from PORTL.

Final Exam
Students will be tested at the end of the semester on the key definitions and procedures learned during the course.

Grades

<table>
<thead>
<tr>
<th>Student Activity</th>
<th>% of Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Readings summaries &amp; video reports</td>
<td>28%</td>
</tr>
<tr>
<td>2. PORTL class attendance</td>
<td>10%</td>
</tr>
<tr>
<td>3. Animal training project</td>
<td>20%</td>
</tr>
<tr>
<td>4. Human shaping project</td>
<td>16%</td>
</tr>
<tr>
<td>5. Reflection paper</td>
<td>11%</td>
</tr>
<tr>
<td>6. Final exam</td>
<td>15%</td>
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ADA Statement:
The Department of Behavior Analysis, in cooperation with The Office of Disability Accommodation, complies with the Americans with Disabilities Act. Please present your written accommodation request to me before the 4th class meeting.
Animal Training Project (ATP) Introduction

You will teach several behaviors to a dog, cat, hamster, fish, etc. Students in previous classes have said this is one of their favorite parts of the class. You will find this project challenging, but also enjoyable and a great way to improve your teaching skills. If you do not have a pet, find a friend, neighbor, relative, etc. who has a pet that you can use. You will want to have access to the animal at least once a week.

The project is divided into five parts. You and your pet will learn new skills in each part that will help you teach the behaviors required in the next parts. Instructions will be posted on Canvas and discussed in class.

**Project Parts:**
- Part 1: Find a reinforcer and teach a conditioned reinforcer  
  Due Feb 5
- Part 2: Teach targeting  
  Due Feb 26
- Part 3: Extend your targeting (go to a target or follow a target)  
  Due Mar 18
- Part 4: Plan out and start teaching your final behavior  
  Due Apr 8
- Part 5: Finish teaching you final behavior  
  Due Apr 29

**Project grading:**
Each part of the project will be graded on a four-point scale as follows:
- 4 points: Video meets criteria, all questions answered
- 3 points: Video meets grading criteria, but some questions not fully answered
- 2 points: Video doesn’t meet criteria and/or many questions need improvement
- 1 point: No video submitted (or other large parts of the assignment are missing)

** If you receive a score of a 1 or 2, you MUST resubmit that assignment before you can receive a grade for the next part of the assignment.

** Resubmissions and late submissions can earn a maximum of 3 points.

Human Shaping Project (HSP) Introduction

You will pick a behavior, analyze existing shaping plans, write your own shaping plan, and then teach the behavior to several other people. Further instructions will be discussed in class.

Each part will be graded on a four-point scale. Similar to the animal training project, if you receive a score of a 1 or 2, you MUST resubmit that assignment before you can receive a grade for the next part. Resubmissions / late submissions can earn a maximum of three points.

**Project Parts**
- Part 1: Planning - Write your objective, a test, and evaluate your learner  
  Due Feb 12
- Part 2: Analysis - Analyze two shaping plans and write your own plan  
  Due Mar 4
- Part 3: Shaping - Try out your shaping plan with one learner, evaluate  
  Due Apr 1
- Part 4: Shaping revised - Try out your new plan with two more learners  
  Due Apr 15

The final due date for turning in all parts of the projects is Friday, April 29.