PARAPROFESSIONAL TRAINING EVENTS

vs from 2pm -

REINFORCEMENT

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- Types of reinforcement, including positive reinforcement & token economy.
- How to support learners by using reinforcement.
- Activity-based scenarios that promote real-world application of reinforcement.

PROMPTING

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- What is least-to-most prompting, including when to use least-to-most prompting.
- How to support learners by using prompting.
- Activity-based scenarios that promote real-world application of prompting.

SUPPORTING PEER INTERACTIONS

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- What is in the EBP toolkit.
- When & how to support peer interactions.
- Activity-based scenarios that promote real-world application of supporting peer interactions.

TIME DELAY

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- What is time delay, including when & how to use constant or progressive time delay.
- How to support learners by using time delay.
- Activity-based scenarios that promote real-world application of time delay.

VISUAL CUES

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- What are visual cues, including when & how to use specific types of visual cues.
- How to support learners by using visual cues.
- Activity-based scenarios that promote real-world application of visual cues.

