

Troubleshooting when Behavior does not Improve

Implementation Errors	Result	How to Fix
Giving warnings (“Do you want to lose minutes?”)	Kids won’t believe you, and won’t take consequences seriously.	<i>Precision Commands</i> 1. “Please” 2. “Need” 3. Consequence
Talking too much when giving directions and applying consequences	Kids ignore, tune out, argue, and try to distract adult from tasks.	<i>Precision Commands</i> 1. “Please” 2. “Need” 3. Consequence
Letting kids earn back lost privileges	Kids will not care about the loss; they will figure they can correct it.	Keep positive and negative consequences <i>separate</i>
Inadequate reinforcement	Kids will not be motivated to change behavior; they will settle for negative attention.	Deliver positives at a very high rate (this may be every 2-3 minutes, to begin)
Using only negative consequences	Kids get attention only for <i>misbehavior</i> , and settle for that type of interaction.	Choose a behavior to improve and add a positive
Treating each occurrence differently/applying consequences inconsistently	Kids feel resentment and begin to sabotage program.	Force yourself to be consistent

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