

SEPAG STUDENT SUPPORT **GLOUCESTER CITY SCHOOL** DISTRICT

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"Be the change you wish to see in the world"



GLOUCESTER CITY PUBLIC SCHOOLS



CLOUCESTER CITY SCHOOL DISTRICT





4 Main Functions of Behavior: Take a "S.E.A.T."

SENSORY

ATTENTION

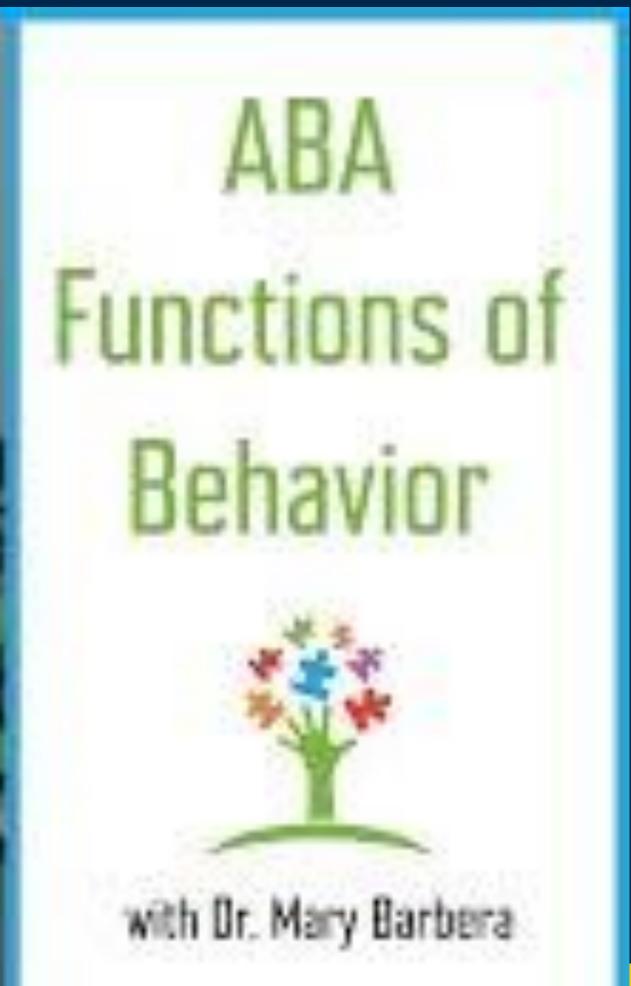




ESCAPE

TANGIBLE





4 Main Functions of Behavior: Take a "S.E.A.T." Sensory Stimulation S Can be both - Get something or get out of something Get out of something E Escape Get something A Attention T Tangible





VOLUME

Try to use prompting that is nonvocal when kids are expected to do something.





SUPPORTING ROLE Remain behind students Attempt to prompt students to sit in chair, hold hands, hold a fidget, orient and attend to teacher

Refrain from talking with students



3

WHAT TO DO Tell students what TO DO instead of what NOT to do.



ALONG WITH SAYING "No" OR "Wait" Immediately tell them 2 things/actions they can have.





5

IF / THEN

"If you want (preference), (demand for what to do)," or, "First (demand), then (preference)."



MINIMIZE REACTION DURING NONPREFERRED Try to maintain a neutral facial expression Move away or block if behaviors are aggressive. Try to avoid verbally acknowledging behavior and redirect.



NONPREFERRED BEHAVIOR If a student shows they want something with nonpreferred behavior, model a request for them to imitate BEFORE giving them what they want



LOW-TECH SYMBOL SYSTEM or STUDENT DEVICE Make sure it is easily accessible to the student wherever they go.





PRAISE/PRIVILEGE

Praise 4 times for every 1 redirection





PEER PRAISE Praise students who are making desired choices around kids that are not doing what is expected





ERROR CORRECTION When a student doesn't respond after the first time giving a demand, use an Error Correction (Repeat demand).





PROVIDE WARNING Warn students before they have to leave something preferred...



UNEXPECTED/NON-PREFERRED BEHAVIOR Be mindful of what is happening immediately before giving them something they want, or unexpected behavior could be rewarded.



USE VISUAL SUPPORTS Visual schedules, First____ Then___, Token boards





ENGAGEMENT TIME Engage with your student at least every 3 minutes.





HAVE A GREAT NIGHT