Using Prompts to Initiate Behavior

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Abstract
Using prompts to initiate behavior seems to be effective when employed as a component of a classroom behavior management system. Prompts can remind or guide an individual to perform a desired behavior. In the research, there are 7 different types of prompts, as well as 6 rules to follow when administering prompts. The seven different types of prompts are: 1) verbal, 2) written, 3) material, 4) imitative, 5) physical, 6) pictorial, and 7) gestural. The six rules are: 1) timing is everything, 2) select a location that facilitates good timing, 3) prompts should be specific, 4) the prompt should guide the behavior, 5) prompts should remind people of consequences, and 6) reinforce responding to the prompt. For the poster session we provided a scenario displaying a written prompt in the classroom setting. The research recommends using the system of least prompts. Using prompts in a classroom seems to improve appropriate behaviors and desired responses.
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References