

Additional Tips

Tip 1: Learner should thank the teacher

- Remember to teach the learner to thank the teacher for providing the desired attention. Thanking the teacher should be part of the training process.

Tip 2: Set Goals with the learner

- Work with the learner to set goals for recruiting reinforcement
- Example: The learner will attempt to recruit positive feedback from the teacher a minimum of two times a class period (Make sure the attempts are spaced out. See tip number 4)

Tip 3: Design a reinforcement system

- Allow the learner to earn tokens for each time the learner appropriately recruits the teacher's attention that could later be cashed in for a reward.
- Design a self-evaluation card the learner can take from class to class that can be checked off by the teacher at the end of class that confirms the learner met (or did not meet) the predetermined goal for recruiting reinforcement.

Tip 4: Teach the importance of spacing out the reinforcement

- The learner should be taught that recruiting reinforcement too frequently is not appropriate.
- Design a self-monitoring card that will allow the learner to document the recruiting attempts and what time the recruitment attempt was delivered.
- Establish how much time should pass before the learner recruits reinforcement from the prior attempt. The self-monitoring card will help the learner remember when the last attempt was delivered to ensure the attempts are spaced out appropriately.

Tip 5: Teach the difference between recruiting "reinforcement" vs. "help"

- Asking for help provides a different set of desired results than asking for positive feedback.
- Ensure the learner knows the difference so the learner doesn't count "asking for help" as part of the recruiting reinforcement attempts that are spaced out.