**PROGRAM: TALK PROGRAM**

**RATIONALE: PRIOR** beginning a formal verbal imitation program, this program is used to attempt to elicit sounds and determine future targets for a more formal verbal behavior program.

**Sd:**  “Talk \_\_\_\_\_\_\_\_\_” **THE CHILD DOES *NOT* HAVE TO MATCH**

Ex: “Talk ahhhh” **YOUR SOUND.**

“Talk mmmm”

“Talk eeee”

**TARGET:**  Any vocalization

matching sound

**PROCEDURE:** Before and during the *TALK* program, bounce the child on a big ball, trampoline, swing on swing, etc. These activities sometimes helps elicit vocalizations.

Provide Sd: (ex) “Talk mmmm” R: ahhhh

“Talk ahhh” R: NR

“Talk eeeee” R: oo

“Talk ahhh” R: ahhhh

* Bounce/swing child for a few seconds.
* Stop.
* Present Sd.
* Give child at least 5 seconds to respond.
* Reinforce ANY sound the child makes.
* If a sound should match, provide differential reinforcement. (Give the biggest R+)

Vary the sounds you model from trial to trial. A child may be more responsive to one sound over another. Take notice and model that sound more often.

If the child is producing an “ahh” sound, will want to use that same sound to model back to the child. The child may eventually begin to match the sound.

**TAKING DATA:**

Let’s record the above example:

ahh oo ahh

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| + | - | + | + |  |  |  |  |  |  |

* + for any vocalization
* - for no vocalization ... no response
* record the sound made above the box
* If the child matches your model, *circle* the sound above the box.

Once the child begins to match sounds on a fairly consistent basis, you will then begin a more formal verbal imitation program.

**The *TALK* program and *VERBAL IMITATION* program should not be run at the same time.**