Implementation Checklist for Least-to-Most Prompts

Neitzel, J., & Wolery, M. (2009). *Implementation checklist for least-to-most prompts.* Chapel Hill, NC: The National Professional Development Center on Autism Spectrum Disorders, FPG Child Development Institute, The University of North Carolina.

Instructions: The Implementation Checklist includes each step in the process of implementing use of least-to-most prompts. Please complete all of the requested information including the site and state, individual being observed/interviewed, and the learner's initials. To assure that a practice is being implemented as intended, an observation is *always* preferable. This may not always be possible. Thus, items may be scored based on observations with the implementer, discussions and/or record review as appropriate. Within the table, record a 2 (implemented), 1 (partially implemented), 0 (did not implement), or NA (not applicable) next to each step observed to indicate to what extent the step was implemented/addressed during your observation. Use the last page of the checklist to record the target skill, your comments, whether others were present, and plans for next steps for each observation.

Site: ______ State: ______

Individual(s) Observed: _____ Learner's Initials: _____

Skills below can be implemented by a practitioner, parent, or other team member

Planning (Steps 1 – 9)										
	Observation	1	2	3	4	5	6	7	8	
	Date									
	Observer's Initials									
Step 1. Identifying the Target Skill/Behavior			Score**							
1. Define the target behavior in terms that are observable and measurable.										
2. Identify the target behavior	as being either:									
a. a discrete task or b. a chained task.										

		Observation	1	2	3	4	5	6	7	8
		Date								
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St	ep 2. Identifying the Tar									
1.	Identify one of the following	g as the target								
	stimulus:	, C								
	a. a naturally occurring ev	vent,								
	b. completion of one even	t or activity, or								
	c. an external signal.									
	ç									
St	ep 3. Selecting Cues or	Task Directions								
	Select at least one of the fo									
	begin the teaching exchange	0								
	5 5 .	5 ()								
	a. material or environmen	tal manipulation.								
	b. task direction, or									
	c. naturally occurring even	nt.								
	,									
2.	Identify one of the following	as a time to give								
	the cue/task direction:	5								
	a. at the first prompt level	(independent level)								
	or									
	b. at each step of the pror	npt hierarchy.								
		, ,								
St	ep 4. Selecting Reinford	cers								
	When choosing reinforcers									
	ASD, identify:									
	, ,									
	a. what has motivated lea	rners in the past								
	and	•								
	b. learners' deprivation sta	ate (i.e., What do								
	they want that they can									
	,, .	J G - /								
2.	Identify a reinforcer that is	appropriate for the								
	target skill and instructiona									
	Capring Kayu Q implemented						at. N/A		onnlia	

		Observation	1	2	3	4	5	6	7	8
		Date	-	-	5	-T	5	5	- '	5
		Observer's Initials								
St	ep 5. Identifying Activiti									
	Times for Teaching		Score**							
1.	Before implementing the in				[-			
	all the times during the day									
	may need to use the target									
2.	Before embedding prompti	ng procedures,								
	identify specific routines ar									
	prompting procedures can									
	teach target skills.	•								
	U U									
3.	Identify when and where th	e direct instruction								
	will occur.									
St	ep 6. Selecting the Num	ber of Levels in								
	the Hierarchy									
1.	When selecting the numbe	r of prompt levels,								
	consider:									
				-				-		
	a. task characteristics,									
	b. learner characteristics,	and								
	c. time available for instru	ction.								
St	ep 7. Selecting the Type	es of Prompts to								
	Be Used									
1.	Select at least one of the fo									
	each level of the prompting) hierarchy:								
	a. gestural,									
	b. verbal (e.g., clues, hints									
	questions, rule stateme									
	c. visual (e.g., pictures, ol									
	d. model (full, partial), and	d/or								
	e. physical (full, partial).									

	Observation	1	2	3	4	5	6	7	8
	Date Observer's Initials								
Step 7. Selecting the Typ			1	1		1		1	
be Used (cont.)		Score**							
2. Choose prompt types base	ed upon:								
a. learner characteristics	and								
b. skill characteristics.									
Step 8. Sequencing Prom to-Most Assistance	-		<u> </u>	<u> </u>	L	1	1	1	
 When sequencing the pror determine which type of pr learner with: 									
a. the least amount of as	sistance,								
b. more information, and									
c. the most amount of as	sistance.								
Step 9. Determining the Lo Response Interval	ength of the		<u> </u>	<u> </u>	<u> </u>	I	I	I	
 When selecting a response long it takes the learner to skills/tasks. 									
2. When determining the leng interval, consider:	th of the response		<u>. </u>	<u>. </u>	<u>.</u>	<u> </u>	<u> </u>	<u> </u>	
a. learner characteristics,									
b. task characteristics, ar	d								
c. the amount of time a le allowed to begin and c									
3. Identify an initial response seconds.	interval of 3 to 5								

		ps 1	- 4)							
						-				6
		Observation Date	1	2	3	4	5	6	7	8
		Observer's Initials								
Sten	1. Establishing Lear					I				
Step	Delivering the Sti	-								
	Providing the Cue					See	ore**			
1 5	stablish the learner's atte					300				
1. 🖂		ention by.								
	delivering the target st									
b.	using an attention-get	ting strategy (e.g.,								
	saying learner's name									
	having the learner tou	ch the stimulus), or								
C.	presenting the cue or	task direction.								
Step	2. Waiting for the Le	earner to								
-	Respond									
1. W	ait for the learner to res	pond using the								
id	entified response interva	al before providing								
in	creased support.									
Step	3. Responding to Le	earners' Attempts								
1. If	the learner's response is	s correct,								
im	nmediately provide positi	ive feedback by:								
		-								
a.	offering reinforcement	(e.g., praise, access								
	to materials, break) an	nd								
b.	stating what the learne	er did (e.g., "You								
	said, 'More.' Here's m	ore snack.")								
		-								
2. If	the learner's response is	s incorrect,								
	interrupt the incertant	rooponoo and			1		1			
a.	interrupt the incorrect	response and								
h	deliver the payt grant	t in the bierereby								
D.	deliver the next promp	ot in the hierarchy.								

				-	-	-	-	-		-
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St	ep 3. Responding to Le	arners' Attempts								
	(cont.)	•	Score**							
3.	 If the learner does not respond, use the prompt in the next level of the prompting hierarchy. 									
4.	4. Continue through the prompting hierarchy until a correct response (prompted correct response) occurs, and deliver the reinforcer.									
		Progress Monitori	ng (S	tep 4	4)					
St	ep 4. Monitoring Learn	er Outcomes								
1.	Record each type of respo	onse that occurs.								
2.	2. Review data to determine if progress is being made.									
**Scoring Key: 2 = implemented; 1 = partially implemented; 0 = did not implement; NA = not app								applic	able	

Prompting (Least-to-Most): Implementation Checklist National Professional Development Center on ASD 10/2010

Date	Observer	Target Skill/Behavior, Comments, and Plans for Next Steps
	Initials	
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