




# BUILDING INDEPENDENCE IN OUR STUDENTS

Prompting and Fading



**“What can students do  
more independently today  
than they could  
yesterday?”**



## **Learning Target**

I know how to help my students build independence by using prompts particularly visual prompts.

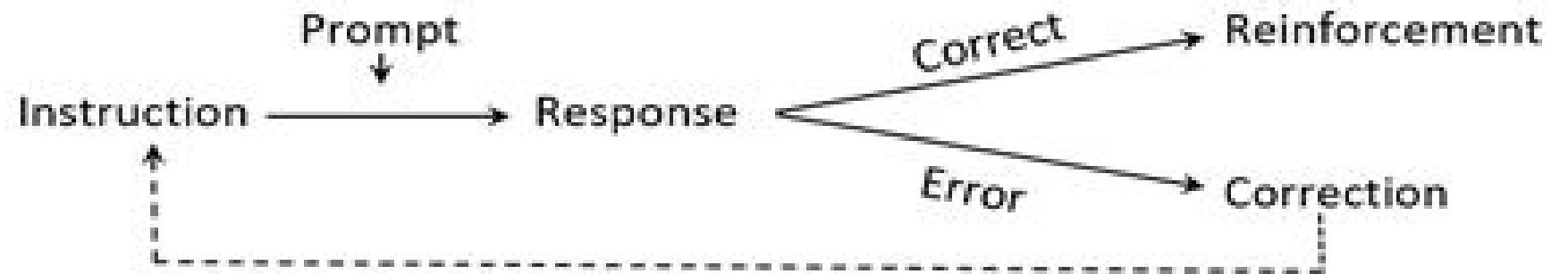


# Small Group Instruction

“It’s always the same kids”

- Re-teaching vs. “surrogate frontal lobe”
- Learned dependence
- Skills for academic help seeking

# Prompting and Fading



# WHAT IS A PROMPT

Increase the effectiveness of teaching by decreasing the likelihood of incorrect responses.

But when we do them too much...



Why do you need to know about Prompts:

To promote students independence and reduce staff dependency



# **Differentiating Prompts**

Not all prompts are equal.



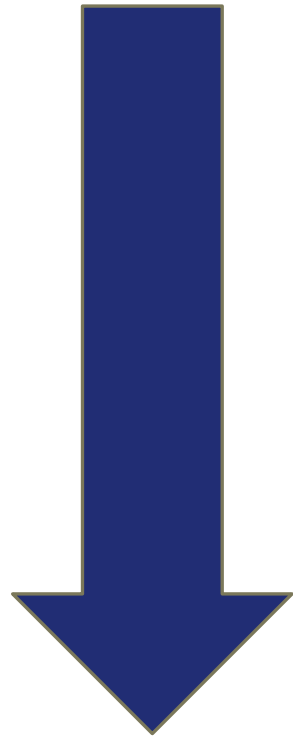
# Determine What Part of the Task Should Be Prompted...

Task Analysis:

Is the process of breaking a skill into smaller, more manageable steps in order to teach that skill. As the smaller steps are mastered, the learner becomes increasingly independent in their ability to perform the larger skill.



# HIERARCHY OF PROMPTS



Full Physical

Partial Physical

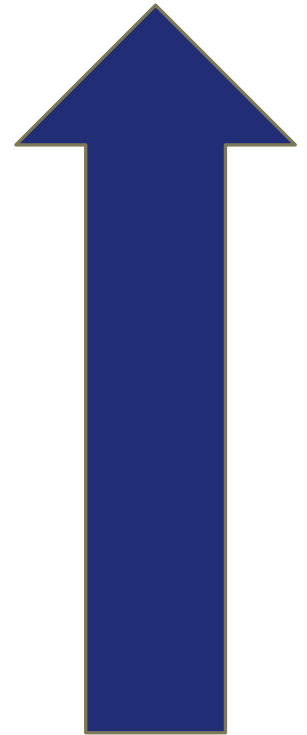
Verbal

Model

Gestural

Visual

Positional





# PHYSICAL PROMPT

The most intrusive, restrictive type of prompt.

Ranges from full physical guidance to partial physical prompt

Full: Hand over Hand: person does the entire action with the child

Example: PE Instruction

Partial: guide hand to the object: physical prompt that directs the child toward the action.

Example: Teaching child to raise his/her hand, the person would tap the child on the elbow to prompt hand raising.

# MODEL PROMPT

Demonstration of the behavior to be performed

Example:

Do the behavior you want to see.

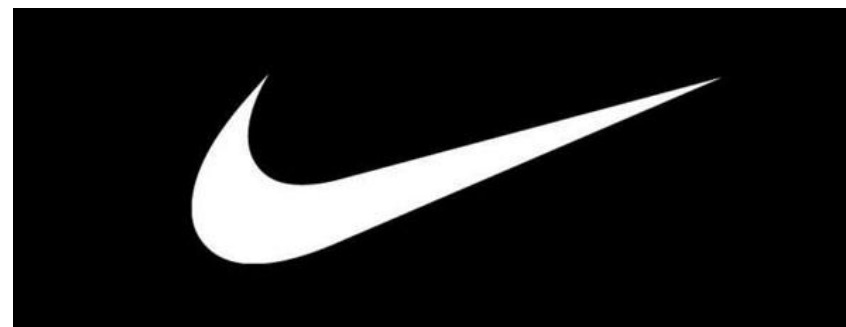
Simon Says 😊

Art Class

Model a math example

Videos

JUST DO IT



# VERBAL

Verbal cues which give information to help the student to respond correctly.

Examples:

Teacher gives the direction (verbal prompt)

Kid sits down, looks at the staff and says “what do I do”

Staff then restates the direction.



2<sup>nd</sup> Example: teaching an independent skill

You verbally prompt the student “get something out of your bag”



# GESTURAL PROMPT

- ☐ Can include pointing, nodding, or any other type of action the learner can watch his teacher do
- ☐ Example: Teacher asks the student “what is something you drink from?” Teacher then “prompts” the student by pointing to the cup
- ☐ Example: What is the next step in solving the problem?” Teacher then “prompts” the student by pointing to the next step.



# VISUAL/PICTURE PROMPT

A visual prompt can include a video, photograph or drawing on a medium like paper, a whiteboard, or an electronic device.

Examples:

## Task Lists:

Classroom expectations poster in the front of the room

Visual Schedule

Take a picture of what the kiddos desk will look like when they are ready for math.



# Task List

## Math

To Do:	I did It!	My Teacher Agrees!
Get Math Materials out		
Page 2 #1-7		
Page 3 # 6-10		
Check in with teacher		

Names:  
Date:

First:

Task Steps:	I did it!
Get <sup>Math</sup> materials att: Pencil book Ruler	
Pg 13 # 1-7	
Have teacher check #1-7	
Pg 13 # 8-12	
Have teacher check #8-12	

Then:

Task: Math

Task Steps:	I agree	My teacher agrees
Get <sup>math</sup> materials		
Pg 13 #1-12		
Check in with teacher		

Math is finished.

Task: Math

Task Steps:	I agree	My teacher agrees
math		
reading		
Snack		

\_\_\_\_\_ is finished.





# Behavior Momentum

Compliance of 3 high probability requests prior  
to asking a low probability request

=

High rate of Compliance.



# Task Analysis

- Assessment Tool
- Visual Prompt

Example: double didget multiplication problem.

# Task Analysis for 2 Digit by 2 Digit Multiplication

<u>Strategies</u>	<u>Skills Required</u>
<input type="checkbox"/> Multiply 1s column	<input type="checkbox"/> Knowledge of place value <input type="checkbox"/> How to multiply 1 digit numbers
<input type="checkbox"/> Bring down the 1s digit part of the answer	<input type="checkbox"/> Knowledge of place value <input type="checkbox"/> Where to write answers to vertically written math problems
<input type="checkbox"/> Carry the 10's digit part of the answer	<input type="checkbox"/> Knowledge of place value <input type="checkbox"/> How to carry numbers
<input type="checkbox"/> Multiply across, the bottom 1's digit to the top 10's digit	<input type="checkbox"/> Knowledge of place value <input type="checkbox"/> How to multiply 1 digit numbers
<input type="checkbox"/> To that answer add the number that you carried and write that down	<input type="checkbox"/> How to add <input type="checkbox"/> Where to write answers to vertically written math problems
<input type="checkbox"/> Under that answer write a 0 in the 1s column	<input type="checkbox"/> Knowledge of place value
<input type="checkbox"/> Multiply the bottom 10's digit to the top 1's digit	<input type="checkbox"/> Knowledge of place value <input type="checkbox"/> How to multiply
<input type="checkbox"/> Bring down the 1s digit part of the answer put it in the 10s column	<input type="checkbox"/> Knowledge of place value <input type="checkbox"/> Where to write answers to vertically written math problems
<input type="checkbox"/> Carry the 10s digit part of the answer	<input type="checkbox"/> Knowledge of place value <input type="checkbox"/> How to carry numbers
<input type="checkbox"/> Multiply the 10's digit column	<input type="checkbox"/> Knowledge of place value <input type="checkbox"/> How to multiply
<input type="checkbox"/> To that answer add the number that you carried and write that down	<input type="checkbox"/> How to add <input type="checkbox"/> Where to write answers to vertically written math problems
<input type="checkbox"/> Add your two answers; the number that you get is the ANSWER	<input type="checkbox"/> How to add
<input type="checkbox"/> Write it down	<input type="checkbox"/> Where to write answers to vertically written math problems



# **Within Stimulus Prompts**

Usually part of a visual prompt.

Examples: text (larger/colored)



Ospreys are good problem solvers!

Ask what the problem is

Brainstorm solutions

Choose a solution

Do it

A  
B  
C  
D

**MORNING ROUTINE**

- ✓ Empty backpack
- ✓ Hand in Homework  
Notes (dismissal)  
Parent forms
- ✓ Snack Drink & Bag Breakfast
- ✓ Attendance Stick
- ✓ Read Message
- ✓ Follow Directions in morning  
Spelling  
Practice

**DIVISION**

**Dividend:** the number being divided  
 $7 \overline{) 630}$

**Divisor:** the number that divides the dividend  
 $7 \overline{) 630}$

**Quotient:** answer to a division problem  
 $7 \overline{) 630}$

**FRACTIONS**

$6 \div 7 = \frac{6}{7} = 7 \overline{) 6}$

numerator = dividend  
denominator = divisor

**Topic Sentence**

**Detail 1** \*facts  
should  
connect\*

**Detail 2**

**Detail 3**

**Detail 4** \*Transition  
words

**Closing Sentence**

**Informational Paragraphs**

Use  
key  
words Stretch  
sentences

**Techniques for Informational Leads**

**Draw in questions:** How you ever had a dog? How do you feel? What you like to give it a big? Food or not you will have about the shoes.

**Fact + Detail:** Tap shoes don't always have metal on the sides but they do now. The metal is what the tap and it's the most important part of the shoe.

**Comparison:** Ballet shoes are quiet. Tap shoes are not. This piece will tell you about tap shoes.

**Connection to the audience:** If you have ever been to a show you know how wonderful tap shoes are.

**OUR SPACE SHOULD LOOK LIKE THIS...**

**558**

1. Spell it
2. Expanded Notation
3. Estimate #4
4. Add **78**
5. Estimate #6
6. Subtract **49**
7. Next even and next odd
8. Double It
9. A
- 10.

**Techniques for Informational Conclusions**

**Encouragement:** Using tap shoes can be a lot of fun. You might want to give it a try.

**Question:** After learning about tap shoes do you think you would like to give it a try?

**Summary:** As you can see, tap shoes are a fun way to keep your feet moving and make some rhythmic beats.

**Senses:** Sound Palatop tap. Click clack. When you wear tap shoes you won't be able to keep your feet quiet.

**Fact Strategy Wall**

Strategies for equal groups problems

**Groups:** ○○○○○○

**Arrays:**

**Skip Counting:** 2, 4, 6, 8, 10, 12

**Repeated Addition:** 2 + 2 + 2 + 2 + 2

**2's:** Think of doubles for addition.

**10's:** Skip count by 10's; add 10 more and two.

**5's:** Skip count by 5's; add 5 more and two. Find half of the answer + 10 problem.

**0's:** A number times zero is always the product zero.

**1's:** A number times one is the product that number.

**Math Vocabulary**

<b>Numerator</b> The number of parts in a fraction or decimal.	<b>Denominator</b> The number of equal parts a whole is divided into.	<b>Mixed Number</b> A number that is a whole number and a fraction or decimal.
<b>Equivalent Fraction Rule</b> If you multiply or divide both the numerator and denominator by the same number, the fraction stays the same.	<b>Whole - One - Unit</b> A whole is made up of one unit.	
<b>Decimal</b> A number that has a decimal point.		
<b>Prime Number</b> A number that can be divided evenly by only 1 and itself.	<b>Composite Number</b> A number that can be divided evenly by more than 1 number.	<b>Multiples</b> A number that is the product of two or more numbers.
<b>Perimeter</b> The distance around a 2-D shape.	<b>Formula</b> A rule that tells you how to find an answer.	<b>Factor Pair</b> Two numbers that multiply to give a product.

**Addition Strategies**

**Partial Sums:** 145

$$\begin{array}{r} 100 + 300 \rightarrow 400 \\ 40 + 20 \rightarrow 60 \\ 5 + 2 \rightarrow 7 \\ \hline 467 \end{array}$$

**Column Addition:** 248

$$\begin{array}{r} 248 \\ + 187 \\ \hline 31215 \\ 3135 \\ \hline \end{array}$$

*In your head*

**Flow Map**

**Main Idea:** Birds are great flying machines.

**Detail:** Streamlined body makes it easy to fly fast.

**Detail:** Many bones that make them lightweight.

**Detail:** Strong chest muscles allow them to fly fast and soar.

**Main Idea:** Birds fly in many different ways.

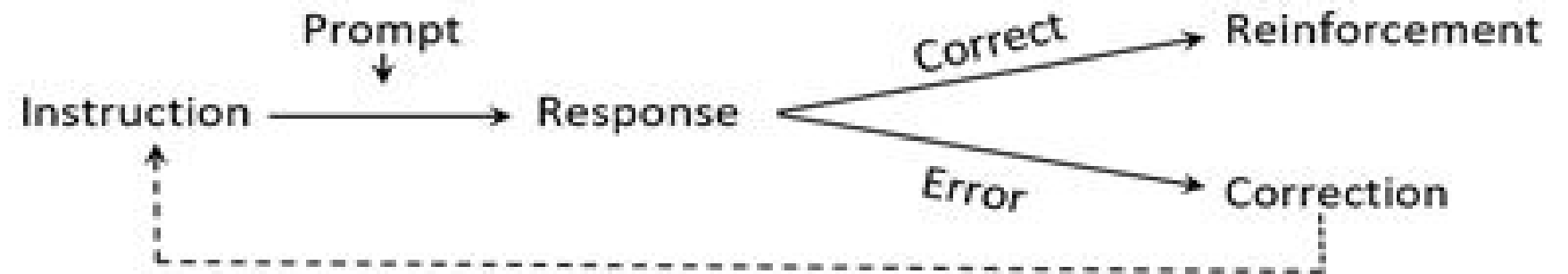
**Detail:** Birds can flap their wings to fly.

**Detail:** Birds can glide through the sky without flapping their wings.

**Detail:** Birds can soar through the sky using rising warm air.

**Footnote:** I can determine the main idea of a text. I can find key details.

# Prompting and Fading



# VISUAL SCHEDULE





# VISUAL PROMPT IDEAS





WHAT a clean desk looks like?



A clean desk looks like...





# Pairing Verbal and Visual Prompts

Verbal = More Verbal Talking

Verbal + Visual Prompts  $\longrightarrow$  Verbal — Visual  
Prompts = Visual Prompts

# POSITIONAL PROMPT

Placing materials in a location or sequence that ensures successful completion of an activity.

Ex: Place all the chairs in the room facing the screen

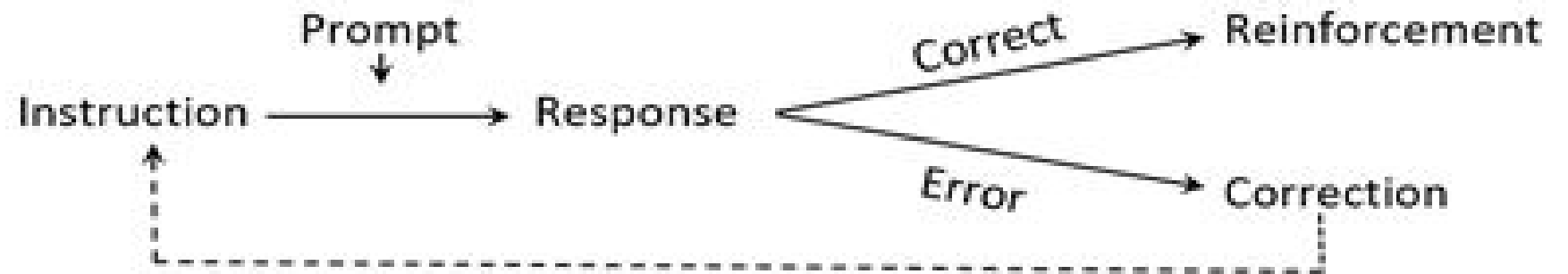




# Learning Target

I know how to fade prompts effectively.

# Prompting and Fading



# Prompting=Feedback

Where am I going? (Learning Target)

Where am I now? (what have I completed?)

How can I close the gap? (what is next?)

“When students are doing assignments to comply with teacher directions, feedback becomes just more directions to follow.”

- Susan Brookhart





# Prompting=Feedback

- Describe the strength (I notice that you...)
- Remind student of the learning target
- Ask focused question (find out what the child is thinking)
- Make ONE positive suggestion to move the learning forward. Use models or examples to scaffold.

*When feedback is effective, student AND teacher both learn something.*





# Pairing Verbal and Visual Prompts

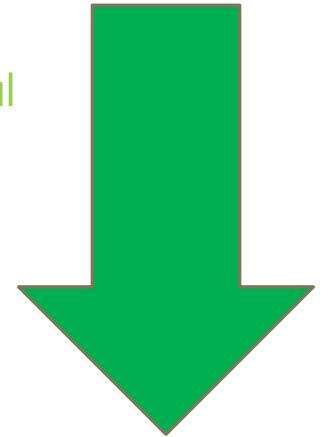
Verbal = More Verbal Talking

Verbal + Visual Prompts  $\longrightarrow$  Verbal — Visual Prompts = Visual Prompts

# MOST TO LEAST PROMPTING

- Use when the student has minimum influence over one behavior (adult maintains maximum control over behavior)
- Minimizes error (errorless learning)
- When used with physical prompting: Referred to as Graduated Guidance
- High risk of prompt dependency
- Majority of Kids start at needing Verbal

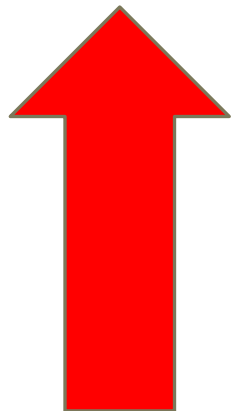
Full Physical  
Partial Physical  
Verbal  
Model  
Gestural  
Visual  
Positional



# LEAST TO MOST PROMPTING

- Allows the student maximum influence over behavior
- Student may experience more errors
- May need to increase level of prompting if errors continue
- Lower risk of prompt dependency

Positional  
Visual  
Gestural  
Model  
Verbal  
Partial Physical  
Full Physical





# SOME RULES FOR PROMPTING

- Highly reinforce all unprompted, correct responses
- Do not allow students to fail repeatedly
- Fade prompts gradually (this should be part of the instruction plan)



# PROMPT DEPENDENCY


What is it:

Occurs when too many prompts are in place or are not being faded quickly enough.

How do you know:

When the student is able to do the skill 80% of the time with the prompt then it's time to fade

\*\*\*Important\*\*\* to monitor the student's performance when fading to determine whether supports are being withdrawn too quickly or not quickly enough.



# WHAT IT LOOKS LIKE TO FADE TOO QUICKLY

Student may begin to make errors.

Go back to the last prompt level the student was successful with and continue to support the success.



# STEPS IN FADING

**1. Force**

**2. Time**

**3. Space**



# FORCE

The magnitude of what the prompt looks like  
(how intrusive is the prompt)

Hand over hand, tap their elbow

Escorting the student to the time away space

Holding the student's hand to the time away space

Giving the verbal prompt to walk to the time away space





# TIME

The time between instruction and prompt.

## Example:

You may immediately prompt the student to prompt correctly

As he learns the task, you wait for gradually longer periods of time before prompting

Instruction is given by the teacher, student says “what am I supposed to do”, After student is successful following the prompt so you would give more time before giving the prompt as success is built.



# SPACE

The space between the student and the educator

Example:

Sitting right next to the student at his desk.

Kids lining up at the teacher's table or desk to ask for help

Over time as the student is successful then you move away from the student over time.



**Force:**

Low ← High

**Timing:**

Delayed ← Immediate

**Spatial Distance:**

Behind & Away ← Beside



# Next...

- Make a Goal for yourself: Pick a case study  
OR choose one area for your own practice
- Make a Goal for a student
  - Pick one area
  - make sure they are ready
  - Go slow
- Ask Jayme for help