## An Introduction to Verbal Behavior and the VB-MAPP

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### ABC Analysis/Teaching

Operant 3 Term Contingency:

Antecedent → Behavior → Consequence

Use to analyze behavior AND

All teaching interactions

- · Antecedent means before
- · Behavior is what the person does
- Consequence means after the behavior and as a result of the behavior

## Motivation



MO's momentarily alter the VALUE of the consequence and momentarily EVOKE (or abate) behaviors that have been followed by that consequence

#### **Books**

- The Verbal Behavior Approach by Mary Lynch Barbera
- Motivation & Reinforcement by Robert Schramm
- · Verbal Behavior by B.F. Skinner

## **Adding Motivation**









- There is a specific concept called Motivating Operations (MO)
- This creates a Four-term contingency:

Antecedent/MO → Behavior → Consequence



## Operant 4 Term Contingency A/MO BC

Antecedents (signals)+Motivating Operations (evokes) → Behavior→ Consequence

Antecedent is a discriminative stimulus that signals the availability of a certain consequence

For example: Evokes behaviors to access something (food, water, sleep, activity\*, etc.) because have not had it for some period of time OR Abates these behavior when satiated. Other examples – becoming too warm or too cold\*; engaging in behaviors to decrease pain\*

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#### Motivation

- Motivation for specific items can be altered by:
  - Creating a specific state (making thirsty)
  - · Limiting access to the specific item
  - · Signaling the availability of the item
- We must understand what motivates our learners
- Items our learners ask for or frequently play with
- Items can be pleasing, but not function as reinforcers

## **Reinforcing Consequences**

- ➤ Student example 1: Student really likes chips. When he does well, he gets 3 or 4 chips at a time. He gets chips for every 3 to 5 responses.
- ➤ When he has eaten a bag of chips, he will be full and no longer want the chips.
- ➤ And now he will need a drink (being thirsty).

  Reinforcer shifts to preferred beverage (could be water, milk, juice or pop whatever student likes) because of motivating operation.

#### Verbal Behavior

- Teacher: "What is it?" (antecedent)
- · Learner: "Juice"

"Juice" = labeled juice (response)

 Reinforcer/consequence = socially mediated, non-specific reinforcement, the child does not get the juice in this situation (this is a label or "tact").

Topography/form of verbal behavior is the same "juice," reinforcer is different

#### **Reinforcing Consequences**

- > Reinforcers SHIFT! And that is ok.
- What we want or like at one moment will change, especially when we are satisfied with it or satiated
- ➤ Adult example: Hard day at work. Don't want to cook. Go to favorite restaurant (S<sup>D</sup>; driving there and ordering are behaviors to get food). Then I'm full and done eating satiated. I go home and watch a movie or my favorite television show, read a book, or call a friend. I do not eat dessert because I am full/satiated.

# Verbal Operants Analysis of Verbal Behavior

- Basically, this approach takes into account the antecedents (As) and consequences (Cs) that surround different types verbal behavior
- Example:

Motivation: Students "wants" juice Teacher/parent (antecedent): Holds the juice and may say, "What do you want?" (and juice is available)

"Juice" = request (or mand) Juice (response)
Reinforcer = getting juice (consequence)

#### Verbal Behavior

Different functions of verbal behavior do not automatically generalize/transfer:

\*\*\*THIS IS THE KEY \*\*\*

**Essential functions:** 

to request,

label,

answer questions,

receive or give information.

This means: When children with autism learn a label, it does not transfer to requests

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#### Verbal Behavior - Skinner

- Any oral and non-oral forms of communication
- · Mostly maintained by social reinforcement
- Forms include: Speaking, signing, pointing, writing, gesturing, touching, Braille, texting, emailing, beeping your horn at someone to get out of your way, etc.
- Excludes: Typing on a typewriter

**Verbal Operants** 

versar operants				
A:	B:	C:	Verbal Operant	
Antecedent	Response	Consequence		
Want juice	"Juice"	Receive Juice	Request/Mand	
See/feel juice	"Juice"	Praise/light up toy*	Label/Tact	
Hear "juice"	"Juice"	Praise	Vocal Imitation/ Echoic	
"We drink"		Praise  *optional/makes praise a reinforcer Why not juice?	Conversation; answering questions about things out of sight/ Intraverbal	

## **Verbal Operants**

A: Antecedent	B: Response	C: Consequence	Verbal Operant
Want ball	"ball"	Receive ball	Request/Mand
See/feel ball	"ball"	Praise/pretzel*	Label/Tact
Hear "ball"	"ball"	Praise	Vocal Imitation/ Echoic
"We play with a "	"ball"	Praise *optional Why not the ball?	Intraverbal

### **Verbal Operants**

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A:	B:	C:	Verbal Operant
Antecedent	Response	Consequence	
Want car	"car"	Receive car	Request/Mand
See/feel car	"car"	Praise/juice or light up toy*	Label/Tact
Hear "car"	"car"	Praise	Echoic (Duplic)
"We ride in a" OR "Name a vehicle" OR	"car"	Praise	Intraverbals: Function Class
"Something with wheels is a"		*optional	Features

# Verbal Behavior - Additional Classifications of Language

Note: Focus on **function** not structure/form

- Receptive Language: Following instructions or the requests/mands of others (When told, "Touch dog," Learner touches the picture of dog)
- Imitation/Mimetic copying sign language
- · Copying Text
- Textual reading written words
- Writing write words you hear spoken

## **Overlapping Terms**

ВСВА	Speech/Language Pathologists
Mand	Request
Tact	Comment
Motivating Operations	Communicative Temptations
Echoic	Imitation
Intraverbal	Conversation/Exchanges
Generalization	Carry-over

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## An Introduction to the Verbal Behavior Milestones Assessment and Placement Program: The VB-MAPP

# Information from Mark Sundberg

#### The VB-MAPP

- Provides criterion referenced information regarding a child's current skills
- Can serve as a basis for the selection of educational objectives
- Provides a skills tracking system:
  - to observe and document a student's progress in the acquisition of critical skills and to identify skill areas that remain in need of further development

#### The VB-MAPP

- Based on typical language development milestones
- Identifies milestones for a sharper focus and clearer direction
- Field test data from approximately 75 typically developing children
- Field test data from over 200 children with autism

#### The VB-MAPP

- An assessment tool
- Curriculum guide
- Tracking system
- Based on the behavioral analysis of language as described by B. F. Skinner in his book Verbal Behavior (1957)

#### The VB-MAPP

- Has been designed to assess a variety of language skills
- Accounts for a student's motivation
- Accounts for the student to attend to both verbal and nonverbal stimuli
- Emphasizes generalization of skills
- Provides an extensive list of skills\*

## 5 Components of the VB-MAPP

- · VB-MAPP: Milestones Assessment
  - 170 verbal behavior milestones across 3 developmental levels (0-18 months, 18-30 months, 30-48 months) and 16 different verbal operants and related skills
- VB-MAPP: Barriers Assessment
  - 24 common learning and language barriers faced by children with autism
- VB-MAPP: Transition Assessment
  - Evaluates a child's ability to learn in less restrictive educational environment across 18 different skills

## 5 Components of the VR-MAPP

- · VB-MAPP: Skills Task Analysis and Tracking
  - Breakdown of the different skill areas
  - Checklist for skills tracking
- · VB-MAPP: Placement and IEP Goals
  - Recommendations for program development based on the student's VB-MAPP profile
  - Over 200 IEP objectives directly linked to the skills and barriers assessments

#### Rationale

- · Typical verbal milestones help to
  - avoid focusing on only minor steps
  - avoid targeting skills for intervention that are developmentally inappropriate
- By identifying milestones, as opposed to a task analysis of individual skills, the focus can be sharper and the direction clearer.

#### 16 Milestones Assessment

- Visual perceptual skills and matching-tosample
- · Grammatical and syntactical skills
- · Group and classroom skills
- · Beginning academic skills

#### The Milestones Assessment

- ➤ Identifies the child's existing language and related skills.
- ➤ Contains 170 measurable learning and language milestones that are sequenced and BALANCED across 3 developmental levels.
- ➤ IEP goals can match the milestones instead of individual skills

#### 16 Milestones Assessment

- The elementary verbal operants (e.g., echoic, mand, tact, intraverbal)
- · The listener skills
- Vocal output
- · Independent play
- · Social skills and social play

#### Milestones Assessment

- The milestones are broken into 3 developmental levels:
  - Level 1: 0 18 months (most children with autism are here)
  - Level 2: 18 30 months (significant developmental changes in typical children occur during this time)
  - Level 3: 30 48 months (Intraverbals and conversation develop)

## Additional Information About the Levels

- The goal is for the student to not only make progress upward – but also across areas.
- Level 1 should be filled in before really focusing on Level 2 – Achieve a BALANCE
- This ensures that foundation repertoires are developed prior to moving into higher level more complex areas.

#### Rationale

- Absence of skills and the presence of barriers are closely related.
- Intervention program should include both skills that need to be increased and behavior or barriers that need to be decreased.
- For some students the immediate program should focus on removing a particular barrier.

## Why look at the Barriers?

- For some children the immediate focus of the intervention program is on removing a particular barrier, rather than language instruction
- The most common immediate barriers to remove involve instructional control problems, or other behavior problems
- Focus: Increase manding, cooperation and waiting; decrease problem behavior

## The VB-MAPP Barriers Assessment

- ➤ It is important to find out what a child can do (the VB-MAPP Milestones Assessment), but also important to know what they cannot do and analyze why they cannot do it.
- It is designed to identify and score 24 learning and language acquisition barriers that might impede a student's progress.

#### **General Categories of Barriers**

- 1. Negative Behavior and Cooperation
- 2. Absent, Weak or Defective Verbal Operants
- 3. Social Behavior
- 4. Fundamental Barriers to Learning
- 5. Specific Behaviors that Compete with Learning
- 6. Physical Barriers

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