

Psychology 734: Applied Behavior Analysis
Text: Behavior Analysis & Behavior Modification
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GRADING POLICY: I hope your goal is to achieve an 'A' in the course, because my goal is to help each of you accomplish that result. Obviously, if this is not your goal, then I'm probably not going to be successful as your coach. Here are the rules by which we operate. [Rules 1-5]

- Rule 1. You'll earn a grade in five different areas: Basic Keys; Pronunciations, Class Answers, SAFMEDS, and Applications (which includes Standard Celeration Charting). [In how many areas of the course are you graded? What are the five areas?]
- Rule 2. Earn an 'A' in all five areas and you earn an 'A' in the course. Try not to mess up any of the five because the lowest of your five grades is your grade in the course. [How does one earn an 'A'? What happens if you earn 4 A's and a D?]
- Rule 3. We shall emphasize excellence over mediocrity. The coach has found that while students would rather "average" the five grades, many more students get 'A' when these grades are NOT AVERAGED. Since his goal is for students to get 'A', what should he do? Answer: He should choose the procedure that has produced the best results, even if it's not the most comfortable. [Are your grades in this course averaged across the five grading categories? Why not?]
- Rule 4. You can use the Final Exam to try to improve one (but only one) of the five grades. Work and get all 'A's and you won't need to take the Final! If you goof up on one task you can salvage your grade on the Final. Two or more low grades and the Final Exam isn't going to help you. [What happens if you have an 'A' in all five grade categories before the Final Exam? How many parts of the course can you improve on the Final?]
- Rule 5. You'll have opportunities to "remediate" the tasks that you haven't mastered, and these opportunities will occur virtually every time the class meets. If at first you don't succeed, try, try, try again. Success is often a result of practice and learning.

ATTENDANCE POLICY. Absences directly affect one task: the Class Answers, because if you're absent, you can't answer. So the answer to the question, "Does attendance count?", is "Yes". See CLASS ANSWER rules for more details. [Does attendance count?] [Rule 6]

- Rule 6. Try to come to class every class meeting. If you do, you'll probably have no trouble with the Class Answers. If you miss class a lot, or are late a lot, you could jeopardize your Class Answer grade.

SAFMEDS

The SAFMEDS for 734 are a set of cards in which you read or see the front and say the back. Each front contains a cue (definition) for a label (term) or abbreviation printed on the back. [Rules 7-8]

- Rule 7. Learn to see/say the SAFMEDS so that you can perform them at 50 correct per minute with 3 or fewer misses/skips per minute. That defines an 'A' performance. Note: See/say more than 60 correct/minute for an A+, and there is no penalty for misses/skips. For a 'B', you need 40-49 correct per minute with 3 or fewer misses/skips. For a 'C', you need 30-39 corrects per minute with 3 or fewer misses/skips. For a 'D', you need 20-29 corrects per minute with 3 or fewer misses/skips. In each case, every miss or skip beyond the third one lowers the grade by one category. On any particular day, you can try your SAFMEDS with the coach more than once, but a decrease in hits per minute finishes your opportunities for that day.
- Rule 8. You are NOT allowed to highlight nor underline single letters, letter combinations, nor words on the front of your SAFMEDS, nor are you allowed to draw pictures or symbols on the front of the cards. If you violate this rule, you will have to use Coach Graf's deck, which is unmarked.

CLASS ANSWERS

Assignments are made from the text and questions will be asked covering the assigned reading for that particular day. Weights have been given to each study question so that you won't have to guess about relative importance of the questions. There will also be questions which will involve

elaboration or extension of the study questions. These involve your attempts to understand the material, and include generating examples and non-examples, explaining definitions, and categorizing situations. Understanding or difficulty will be evidenced by your talking or writing behavior. [Rules 9-20]

- Rule 9. When you are called on, your task is to answer as best you can, without reference to book, notes or neighbors. You are expected to project your voice well enough so that it can be heard anywhere in the room, since everyone should hear what you said. While many of you will be uncomfortable about speaking in front of others, the Coach has found that such discomfort disappears with practice. Class answers are scored as follows. For each question that is answered, everyone present gets that number of "numerator points", also called "Team points". What happens if an answer is incorrect? There are several categories, and Coach Graf will give you feedback as to which category he judged your answer. A "skip" is when you don't answer, or say you don't know. "Out of the ballpark" is the category used when your answer gives no evidence that you have done any preparation for the question. "Try" is in the ballpark, but is incorrect. "Close" is partly correct with something wrong or missing. "Bulls-eye" is a complete answer that's right on target.
- Rule 10. Your grade in the Class Answers is determined by your Class Answer Ratio, or "CAR". A ratio is a number with two parts: a top and a bottom. The top part is called the numerator and the bottom part is called the denominator. The ratio is simplified by dividing the bottom into the top. In the Class Answers, everyone's numerator points are the same for everyone who's in class on that day. Denominator points are specific to each individual. Everyone starts out with one denominator point. Here's how more denominator points can be accumulated.
- Rule 11. Miss class and you get 10 denominator points and 0 numerator points for that day.
- Rule 12. Arrive late by less than 15 minutes (but after we've started the action) and you get 5 denominator points (but all the numerator points earned for that day).
- Rule 13. Arrive late by 15 minutes or more and you get 10 denominator points (but all the numerator points earned for that day).
- Rule 14. Skip an answer when you're called on and you get 10 denominator points (but all the numerator points for that day). The limit on denominator points for one day is ten.
- Rule 15. Answer "out of the ballpark" and you get 5 denominator points (but all the numerator points for that day).
- Rule 16. Look down or read an answer to a question and you get 3 denominator points (but all the numerator points earned for that day).
- Rule 17. Speak to or bother a neighbor while they're trying to answer a question and you get 3 denominator points (but all the numerator points earned for that day).
- Rule 18. Leave data off your scoresheet or your Learning Chart and you get 2 denominator points if the coach notices it. The data you're responsible for include numerator and denominator points for the day, total numerator and denominator points for the quarter, simplified CAR for the quarter, CAR grade, and dots and 'x's on your Standard Celebration Chart.
- Rule 19. Answer a question so softly that not everyone can hear it and you receive 3 denominator points (but all the numerator points earned for that day).
- Rule 20. When your CAR is 48 or more, your CAR Grade = A. If 24-47, your CAR Grade = B. If 12-23, your CAR Grade = C. If 6-11, your CAR Grade = D, and if <6, your CAR Grade = F.

PRONUNCIATIONS

- The Pronunciations task is to see a list of words taken from the 734 course and pronounce them correctly at a frequency of 60 per minute (or one per second). [Rules 21-22]
- Rule 21. You'll receive a sheet on which all the words are listed randomly. Be sure that Coach Graf gets your name before you begin. Speak loudly enough for the Coach to hear you plainly. You may tape record the class or the Coach practicing if you think it would be helpful. You'll receive feedback after you finish on how you performed.
- Rule 22. GRADING POLICY for the Pronunciation Task: As soon as you achieve one success with Coach Graf, you're finished with this part of the course. You receive:
- 'A' if you are successful on the first or second day in which you try.
 - 'B' if you are successful on the third day you try.
 - 'C' if you are successful on the fourth day you try.
 - 'D' if you are successful on the fifth day you try.

'F' if you are not successful after five days, or if you never try. You are permitted several tries per day, time permitting. Listen carefully in class when the words are being pronounced. Practice saying the words out loud, including when the whole team is practicing on this task. Reading them silently to yourself isn't so helpful in learning, because you don't hear what you read.

BASIC KEYS

- The Basic Keys consist of a list of principles for you to memorize. They can be considered as foundation "facts" on which you'll be building other facts. Memorizing them at the outset will help you later as you pick up other related facts. We'll be shooting for fluency on these Basic Keys, which means you'll need to be both fast and accurate in your recall. [Rule 23-27]
- Rule 23. There will be five opportunities for you to achieve two successes on the Basic Keys. Written opportunities are scheduled in advance. See your course calendar for the days on which the five will occur.
- Rule 24. You may choose to substitute an oral try for a written try. To do this you must sign the sheet reserved for this purpose BEFORE the written try begins. Oral tries will be done with Coach Graf before and after class or at other times if convenient.
- Rule 25. Scoring for the Basic Keys: No mistakes nor omissions and finished within the time limit=A; Slight mistake(s) of no major consequence finished within the time limit=B; Major mistake(s) finished within the time limit=M (no credit). Less than half unfinished in the time allowed=U (no credit). More than half unfinished in the time allowed=T (no credit).
- Rule 26. You need two credits on the Basic Keys with at least one 'A' for an 'A' on them. Either an 'A' or a 'B' will produce a credit. One credit (either an 'A' or a 'B') will give you a 'C' on the Basic Keys. No credits will give you an 'F'.
- Rule 27. In this course, you can try the Basic Keys on the final exam if they represents your lowest grade.

APPLICATIONS

- Applications consist of three small projects. The first involves learning to use the Standard Celeration Chart by tracking your own daily learning on Basic Keys, pronunciations, and SAFMEDS. The five-page booklet on charting will help you on this. For the second project, you'll be pinpointing several behaviors that you choose to change (one to increase and one to decrease), and charting and analyzing them. The third project consists of monitoring your learning on 4 chapters of a new behavior analysis book that is being written. You'll have a chance to work through these with a computer's assistance. Coach Graf will keep you informed of deadlines and how you're doing from a grade standpoint on these tasks. You will be given instructions in the step-by-step development of your applications. You'll also be given feedback as to what changes are needed or what to continue doing. [Rules 28-30]
- Rule 28. A failure to do any of the three projects produces a projects grade of 'F'.
- Rule 29. A project can be resubmitted for the final exam if that is your lowest grade, but projects cannot be submitted for the first time on the final.
- Rule 30. Projects are graded as "completed" or "revise". If all three are completed, your project grade is 'A'. If all are submitted and two completed, your project grade is 'B'. If all are submitted and one is completed, your project grade is 'C'. If all are submitted and none are completed, your project grade is 'D'.

Folders

You will have a folder provided which you pick up every day at the beginning of class and deposit before you leave class. In it will be an information sheet, a scoresheet, and feedback sheets (on which you write questions or comments that you have), and your Standard Celeration Charts. This folder serves as a communication link between you and the coach. It is intended that you know how you are doing in the course every day of the quarter.

I hope that you find this course in Applied Behavior Analysis full of facts, fun, and freedom.