

Graf Course Outline

Goal for the course

Learn **facts** about how behavior operates, have **fun** learning under a different teaching style, experience the **freedom** one has to make choices which ultimately determine one's own success or failure.

Facts How does behavior develop, continue, and change? Answers to these questions make up the facts of the course, and part of your job will be to study, practice, learn and perform such facts quickly and accurately.

Fun Learning facts takes work. Performing facts after you've learned them is fun (sort of). Trying to perform facts when you haven't learned them is agony. After you get used to what's happening, Coach hopes you'll enjoy the different routine of this course.

Freedom The Coach aims for everyone to earn a grade of 'A' for the course. You have the freedom to make this happen, but you also have the freedom to make it not happen. 'Making it happen' involves a commitment to following the day-to-day guidelines the Coach sets. Ignoring these guidelines - or putting off getting control of your behavior - greatly increases the likelihood of making the 'A' not happen.

NAME	BRIEF DEFINITIONS
Player	You in your role as a student'
Team	The Players... each of you are Team members of Professor Graf's 560 class
Coach	Professor Graf in his role of providing rules, directions & rewards for you
Referee	Professor Graf in his role of assessing your performance on the Tasks
Task	Assignment on which your action will be measured & rated daily until done
Rating	Assessment of your performance on a Task by self, Referee, or other player
Event	Task on which your performance produces a rating from the Referee. Event ratings, once achieved, can't go down, but can sometimes go up Missing an Event has specific penalties.
Account	Ongoing Task on which rating is updated daily Unlike Event ratings, Account rating can go down - it can go down or up
Grade	Summary of ratings: lowest rating pulls grade down to that level

Grading Policy

You have four Tasks to complete during the quarter. There are guidelines for each Task and deadlines for each, which appear in the **PLAYER GUIDE**. Three are Events and one is an Account.

4 TASKS	TYPE	DESCRIPTION	ACTION
Basic Keys	Event	22 psychology statements to memorize	Write [say] all accurately in 5 min [1 min.]
Pronunciations	Event	34 psychology words to pronounce	See and say all accurately in .5 min.
SAFMEDS	Event	100 psychology cards to learn	See front and say back for 1 minute
Team Answers	Account	Read & prepare text chapter(s) daily	Come to class; answer questions daily

Lowest Task Rating produces Grade

- Your actions on the four Tasks produce four Ratings
- Each Rating is separate from the other Ratings
- Your **lowest** Rating from the four Tasks determines your Grade.
 - Not a popular arrangement with the Players
 - But gets some Players working hard immediately instead of procrastinating
 - And keeps some Players from "letting up" after a good start

Awards Day

- Last day of class before Final Exam is "Awards Day"
- All players having 'A' on all four Tasks by this day...
 - Make the "All-Star Team of Champions"
 - Receive a certificate and ovation in recognition of the accomplishment
 - Finish the course without having to show up for or take the Final

Final Exam

- If **one** Rating is less than the other three on Awards Day...
- Player may attempt one Task on the Final to improve this lowest Rating
 - if Basic Keys: may try one **oral** one-minute timing with the Referee (one chance to restart if needed)
 - if Pronunciations: may try one 30-second timing with the Referee
 - if SAFMEDS: may try up to 3 one-minute timings with the Referee (depending on how many tries previously used)
 - if Team Answers: may try two one-minute oral timings with the Referee

If more than one Rating is less than 'A'

- but one rating is lower than the others...
 - Player may attempt to improve this lowest Rating the same as above
 - But improvement possible is limited by the other low Ratings
 - Since only one Task may be attempted on the Final

If more than one Rating is less than 'A'

- and both or all are the same Rating...
 - Player is stuck with whatever the low Rating is
 - Because only one Task may be attempted on the Final
 - And improving one would still leave other Rating(s) lower

Attendance Policy

Here is the Attendance Policy which applies in this course

TERM	REFERS TO
Team Session	The class period- officially begins when folders have been distributed
Folder	Manilla folder with seat number that each Player gets and returns each day
Timing	Coach times Players practicing an Event Task
Absent	Player misses Team session, or comes but doesn't pick up folder
0-points Late	Player picks up folder before any Timings
Team Answers	Task involving Referee, Players, and study questions from text
5-points Late	Player picks up folder before Team Answers start, but after Timings start
10-points Late	Player picks up folder after Team Answers start
Team Points	The reward & penalty process in effect each day the Team meets
Ratio	A numerator divided by a denominator
TAR	Abbreviation for Team Answer Ratio
Team Answer Ratio	Season reward points divided by season aversive points
Season Reward points	Total of daily reward points up to the present
Daily Reward points	Daily add-on to each Player's TAR numerator based on Team Answers that day
Season Aversive points	Total of daily aversive points up to the present
Daily Aversive points	Daily add-on to each Player's TAR denominator if absent or late
Daily Penalty points	Daily add-on to a Player's TAR denominator if they "skip" when called to answer

PRESENT Player will receive Daily Reward points

- No Daily Aversive points if on time with folder
- 5 Daily Aversive points if picks up folder after any Timings
- 10 Daily Aversive points if picks up folder after Team Answers start

Number of Daily Reward points depends on Team Answers score that day

- Players keep track of Daily & Season points & TAR in folder

ABSENT Player will receive 10 Daily Aversive points each day absent

- No Daily Reward points that day
- Coach expects Player had a reason to be absent
- No excuse necessary
- Team has always scored enough Reward points to cover 4 absences

Exceptions Player who provides appropriate advance letter of out-of-town YSU team contest

- Receives 0 Reward points and 0 Aversive points for those days

After completion of Text and SAFMEDS Event:

- High-performing Player may earn exemption from further attendance until Award Day (See Player Guide for details)

The Basic Keys to Understanding Behavior

LABEL	DEFINITION
1. Psychology	studies inner & outer behavior
2. Determinism	assumes act has cause
3. Frequency	counts act over time
4. Celeration	draws trend of frequency over time
5. Contingency	links act and result
6. Analysis	finds contingencies
7. Cue	signals contingency
8. Rule	describes contingency & setting
9. Analogue	substitutes rule for result
10. Application	controls conditions to produce acts
11. Behavior Mod	applies new result to old acts
12. Feedback	provides info about prior act
13. Reward	accelerates act when presented contingently
14. Relief	accelerates act when removed contingently
15. Punisher	decelerates act when presented contingently
16. Penalty	decelerates act when removed contingently
17. Empiricism	tries looking over guessing
18. Parsimony	tries simplest ways first
19. Remediation	tries again if wrong or slow
20. Purposivism trap	says future causes present
21. Reification trap	makes abstraction concrete
22. Rationalization trap	rewards faulty thinking

More about Basic Keys in Player Guide There are five opportunities to write (or say) the Basic Keys

- A missed opportunity is a missed opportunity (no make-ups)
- You'll receive a sheet of lined paper with the numbers 1-22
- Spell (or pronounce) words correctly
- Use ditto marks below a word when writing to duplicate same word from above
- Written time limit = 5 minutes [Oral time limit = 1 minute]

Practice using the time limits!!

- Countdown timer (such as microwave digital) or a stopwatch
 - Make a tape recording of 5 minute or 1 minute silence
 - **Practice at least once every day!!**
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Event Dates for Writing Basic Keys

1.	4 October	1991
2.	11 October	1991
3.	18 October	1991
4.	25 October	1991
	5.1 November	1991
