

The R.E.A.L. Model Planning for Generalization: Skill (Chain of Responses or Steps)

Skill: _____ **Child:** _____ **Supervisor:** _____ **Date:** _____

Training SD:

Controlling Stimuli:

Portions of Matrix where the skill will be used:

Response:

Prompts: See below for each generalization level

Consequence: (+)

(-) error correction procedure specific to each generalization level and the child's performance

Level 1 – Generalization Across Trainers		Train topography of skill: attach task analysis	
Materials specific to skill:		Teaching Methods:	
		Error Correction (EC):	
General Steps of Skill			
SP1:	R1:	Prompt Strategy (PS):	
Generalization Notes:			
Level 2 – Generalization Across Stimulus Classes		PS: Least-to-most EC: Backstep or anticipatory prompt	
Instructional (SP) control first; vary verbal instructions		Varied Materials (shape, color, texture, size)	
SP2:	R2:	M2:	R2:
SP3:	R3:	M3:	R3:
SP4:	R4:	M4:	R4:
SP5:	R5:	M5:	R5:
Level 3 – Generalization Across Settings and Time		Note: Child-specific PS and EC procedures	
<p>a. Randomize materials across settings (familiar/unfamiliar):</p> <p>b. Systematically add environmental distractions:</p> <p>c. Reinforcement more natural and vary schedule:</p> <p>d. Maintenance or persistence of skill across settings and intermittently throughout day</p> <p>e. Other:</p>			
Level 4 – Generalization to the Natural Environment (Target Skills Should Coincide With Child's Matrix)			
Routines (complex sequencing tasks) where skill be chained as part of the routine		Generalization opportunities for use and persistence of skill in daily life	Generalization opportunities when bridging concepts across functional activities
PS:	EC:	PS:	EC:
Level 5 – Generalization to the Verbal Community			
<p>a. Situations where behavior will be under the control of social contingencies (include, self-talk about own behavior and others, empathy, etc.):</p> <p>b. Play/social skills:</p> <p>c. Rule following/Group/Community skills:</p> <p>d. Response generalization in novel situations:</p>			