| **LTO:** | **To emit a set of 4 listener or speaker responses when presented with the SD condition that corresponds to a specific topic (e.g., for the topic of the zoo some SDs may be “What type of animals live at the zoo?”, “Who takes care of the animals in the zoo?”, “What do the animals at the zoo live in?”, “What foods do animals at the zoo eat?” in the context of a book or game about the zoo) for 25 different topics, for 4/5 (correct sets of responses) across 2 consecutive session(s).** |
| --- | --- |
| **Targets:** | **Topics of: Grocery store, farm, circus, zoo, airport …** *(to include a total of 25 topics here)***.** |

| **Short Term Objective:** | Intro’d: | Mast’d: | Additional Comments |
| --- | --- | --- | --- |
| A: Target the topic of the grocery store. Present the SD condition of the “grocery store” as items in the play area that are related to the grocery store, a book/game, or the natural environment of the grocery store. Present 4 appropriate SDs related to the topic (e.g., “Where do people pay for their groceries?”, “Who works at the grocery store?”, “What can you buy at the grocery store?”, “What do people put their groceries in while they are shopping?”). Use multiple exemplars for all components of the SD condition.   * Correct response is emitting the correct response to the question as a vocal verbal response or listener response (pointing) for a set of 4 questions. Provide verbal praise as the reinforcer only after all 4 questions were responded to correctly. Record a (+) for a set of correct responses. * Record a (-) for an incorrect response. * Graph the number of correct responses (+) out of 5 trials (a trial equals all 4 questions). * Criteria is 4/5 across 2 consecutive sessions. |  |  |  |
| B: |  |  |  |