

## **Programming for generalization involves:**

### ***Teaching the skill in a familiar setting with a familiar person, and then:***

- Practicing the skill with multiple people
- Practicing the skill in multiple settings
- Targeting the skill /concept using multiple materials, examples, stimuli, representations
- Practicing the skill across various tasks or activities
- Fading out your prompts, shifting attention to natural cues in the environment
- Interspersing practice opportunities
- Practicing the targeted skill in natural environments and under natural conditions
- Arranging reinforcing consequences that are likely to occur naturally in the generalized contexts
- Using visual supports (e.g. to-do lists, instructions, reminder cues) that will aid in generalization
- Doing trial runs with your student in the actual setting or with the actual person that they are likely to need the skill
- Reviewing strategies directly before the student is to use them (priming)
- Monitoring the student to ensure that generalization is occurring, making adjustments to your instruction when it is not