

# Group Contingency Builder

1. Is a group contingency the most appropriate intervention? <i>Students must be experiencing a <u>motivation</u> rather than skill deficit.</i>					
2. When would be the best time to use the group contingency? <i>Specify the most challenging, but feasible time/activity/location.</i>					
3. What is the time period of the contingency? <i>Specify how often the students will have opportunities to earn.</i>	<input type="checkbox"/> Period	<input type="checkbox"/> Daily	<input type="checkbox"/> Weekly		
4. What behavior do you want to change? <i>Define in observable and measurable terms.</i>					
5. How will you measure the behavior? <i>Frequency, duration, or length of time? Who will record it?</i>					
6. Determine the initial goal by collecting 3-5 baseline points.					
7. What is the goal for earning? <i>Using baseline data, establish an earning criteria that will guarantee early access to success. (e.g., would have met 60-80% of the time).</i>	<input type="checkbox"/> Goals will be randomly selected after sessions.				
8. What type of group contingency is most appropriate? (Circle one and check appropriate variations)					
1. <b>Independent</b> ("To Each Their Own")					
2. <b>Dependent</b> ("One for All") – Select A or B					
A. <b>Individual</b> (select all that will apply)			B. <b>Small Group</b> (select all that will apply)		
<input type="checkbox"/> The "hero" will be alternated across sessions			<input type="checkbox"/> The "heroes" will be alternated across sessions		
<input type="checkbox"/> A "hero" will be randomly chosen before each session.			<input type="checkbox"/> "Heroes" will be randomly chosen before each session.		
3. <b>Interdependent</b> ("All for One") – Select A or B					
A. <b>Class-Wide</b> (select one evaluation option)			B. <b>Team-Based</b> (select one evaluation option)		
<input type="checkbox"/> All students in the class must meet goal to earn.			<input type="checkbox"/> All students in each group must meet goal to earn.		
<input type="checkbox"/> The class as a whole must meet the goal to earn.			<input type="checkbox"/> The group as a whole must meet the goal to earn.		
<input type="checkbox"/> A random student will be evaluated against the goal.			<input type="checkbox"/> A random student per group will be evaluated.		
			<i>(select one option)</i>		
			<input type="checkbox"/> Groups <u>compete</u> to be the "top group" to earn.		
			<input type="checkbox"/> All groups that meet criteria are <u>included</u> in earning.		
9. What will students earn? <i>How will you determine this? Consider student input and perceived motivation of the behavior you're wanting to change.</i>	<input type="checkbox"/> Rewards will be randomly selected when earned.				
10. What happens if students don't earn? <i>Consider neutral activities that involve re-teaching necessary skills.</i>					
11. Plans for teaching expectations and how to earn. <i>Prepare students for success and clarify concerns about the goal.</i>					
12. Plans for recording and monitoring student performance. <i>Consider feasibility as learned from baseline data collection.</i>					
13. Plans for reviewing fidelity data and troubleshooting. <i>Consider 1<sup>st</sup> day feedback with your team and 1<sup>st</sup> week review.</i>					
14. Plans for reviewing performance data and adjusting criteria. <i>Consider indicators that students can meet increased rigor (e.g., met criteria twice in a row).</i>					

## Group Contingency Comparison

	Independent	Dependent	Interdependent: Class-wide	Interdependent: Groups
	"To Each Their Own"	"One for All" "Hero Procedure" "Consequence Sharing"	"All for One"	"All for One" "Good Behavior Game"
Based on whose behavior?	Individual	Individual or small group	Whole class	Group of students
Who's rewarded?	Individual	Whole class	Whole class	Groups meeting criteria
Variations		<ul style="list-style-type: none"> <li>○ Individual ("hero")</li> <li>○ Small group ("heroes")</li> </ul>	<ul style="list-style-type: none"> <li>○ All students must perform</li> <li>○ Class total/average (count)</li> <li>○ Randomly select earner</li> </ul>	<ul style="list-style-type: none"> <li>○ All students must perform</li> <li>○ Group total/average (count)</li> <li>○ Random representative</li>   <li>○ Competitive ("top group")</li> <li>○ Inclusive ("any group")</li> </ul>
Pros	<input type="checkbox"/> No "heroes" or "saboteurs"	<input type="checkbox"/> Group members may encourage "hero" to meet goal and may stop reinforcing problem behavior	<input type="checkbox"/> <b>Class</b> members may encourage each other to meet goal and may stop reinforcing problem behavior <input type="checkbox"/> <i>Average performance: Class</i> members persist towards goal when some underperform <input type="checkbox"/> <i>Random selection:</i> All members work harder	<input type="checkbox"/> <b>Team</b> members may encourage each other to meet goal and may stop reinforcing problem behavior <input type="checkbox"/> <i>Average performance: Team</i> members persist towards goal when some underperform <input type="checkbox"/> <i>Random representative:</i> All members work harder
Cons	<input type="checkbox"/> Measuring each individual students' behavior	<input type="checkbox"/> Frustration/retaliation towards "hero" not earning <input type="checkbox"/> Peers may put too much pressure on "hero"	<input type="checkbox"/> <i>All students perform:</i> Measuring each individual students' behavior <input type="checkbox"/> <b>Class</b> members give up when they see others underperform <input type="checkbox"/> Frustration/retaliation towards those that "spoil"	<input type="checkbox"/> <i>All students perform:</i> Measuring each individual students' behavior <input type="checkbox"/> <b>Team</b> members give up when they see others underperform <input type="checkbox"/> Frustration/retaliation towards those that "spoil"
Potential Solutions		<input type="checkbox"/> Alternating the "hero" <input type="checkbox"/> Randomly selecting a "hero" before the intervention period	<input type="checkbox"/> Free riders can be redirected by random selection during performance evaluation	<input type="checkbox"/> Free riders can be redirected by random selection during performance evaluation

Other Notes: