

# **Positive Reinforcement/ Structured Feedback, Errorless Learning, and Co-Treatment**

Nicole Chandonnet, M.S. CCC-SLP



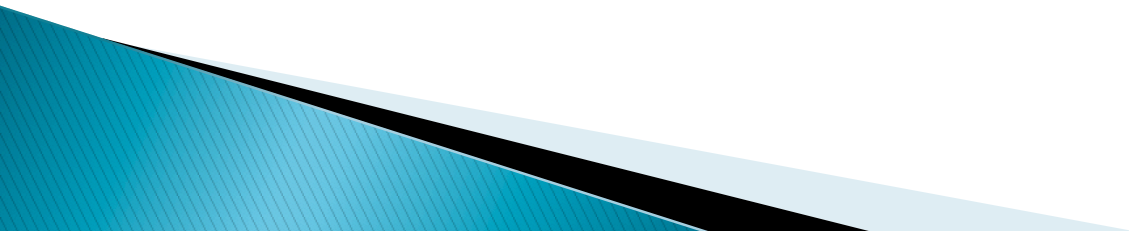
# Therapy is both an art and a science

▶ “...that is, interventions/treatments can be

- Artfully implemented science

OR

- Scientifically informed art”



# Therapy is both an art and a science

- ▶ The SCIENCE part
  - Evidence-based research
  - Good assessment
  - PATIENTS GET BETTER
- ▶ The ART part
  - Leadership of a session
  - Choosing treatment activities
  - MAKING IT FUN

# Therapy is a team effort

- ▶ Team rounds
- ▶ PT, OT, Speech, Vocational Therapy, and Counseling work separately AND together

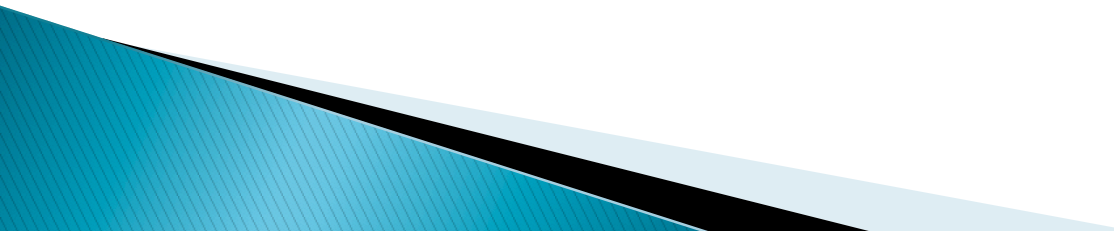
# Therapy teaches skills

- ▶ Neuroplasticity: The potential of the nervous system to be modified in response to stimulation and activation and it is experience dependent.
- ▶ Therapy following TBI and its ability to teach skills relies on neuroplasticity and behavioral principles.

# Positive Reinforcement/Structured Feedback

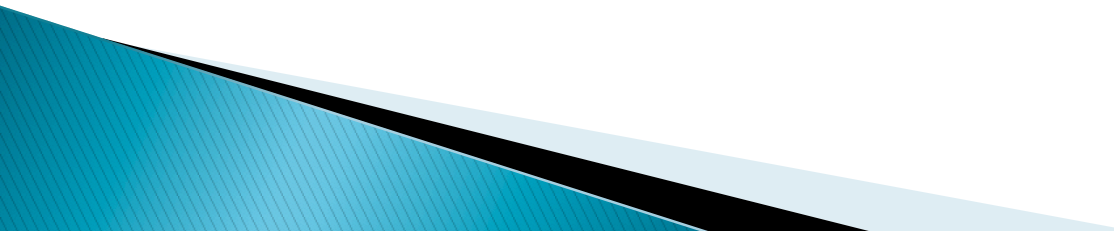
- ▶ positive reinforcement: Any event following a response that increases the probability of that response under similar circumstances.
  - Phone rings → Pick up receiver → Friend says “hello”
- ▶ negative reinforcement: The operation of removing a stimulus following a response that increases the probability of that response under similar circumstances.
  - Shark fin in water → Swim faster → Reach shore

- ▶ structured feedback: Feedback is a response following an event, especially when designed to correct a situation. Structured means there is a specific method to the feedback.

- ▶ Using structured feedback
  - ▶ 1.) Positive general statement
  - ▶ 2.) Overall performance-specific feedback and praise
  - ▶ 3.) Review errors in teaching skills
  - ▶ 4.) Describe how skills should be performed
  - ▶ 5.) Solicit questions from the patient
  - ▶ 6.) Preview further training plans as needed
  - ▶ 7.) Complete session with a positive statement
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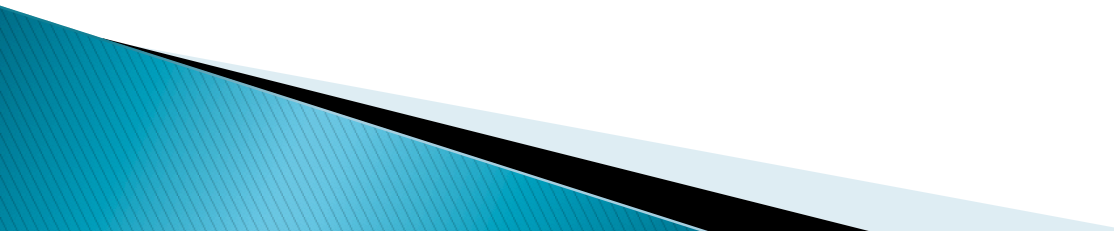


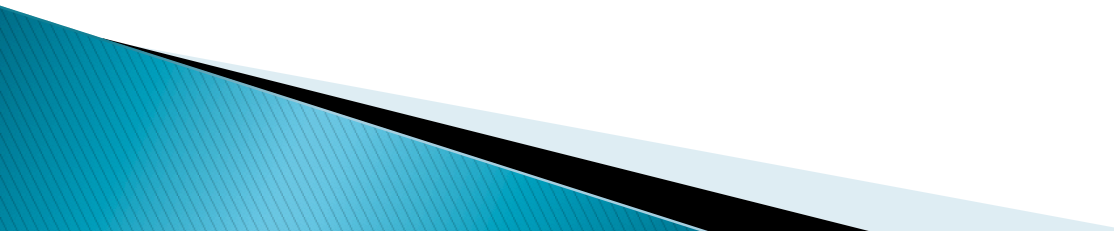
- ▶ Shaping: A procedure in which differential reinforcement of successive approximations occurs. The form of an existing response is gradually changed across successive trials toward a desired target behavior by rewarding exact segments of behavior.

- ▶ Sidman's Five Pre-Requisites for Learning
  - ▶ 1.) Safe environment
  - ▶ 2.) Praise without cueing
  - ▶ 3.) Who delivers praise
  - ▶ 4.) Praise for actions following cues
  - ▶ 5.) Start training
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## ▶ Create a positive learning environment in therapy by

- Using mostly positive feedback
- Choosing activities the patient CAN do

- ▶ The therapist should work to set him/herself up as a positive reinforcer for the patient
  - ▶ The therapist should work to build behavioral momentum
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- ▶ Increasing the Probability of Success
  - ▶ How to teach the skill(s) in question
    - 1.) Be clear in your instructions and expectations
    - 2.) Use a hierarchy of cues to teach the skill
    - 3.) Give the patient structured feedback so that shaping and learning can occur
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## ▶ Being clear

- Give direction slowly
- Allow extra time
- State it in a different way **ONLY** if you've done the first two first!

- ▶ Using a hierarchy of cues

Independent

Minimal to Maximal Verbal, Visual, or  
Gestural Cues

Total Assist

Min to Max = Ongoing assessment

Max to Min = Errorless Learning

- ▶ Using structured feedback
- ▶ 1.) Positive general statement
  - “You did a really great job in therapy today, we got a lot done.”
- ▶ 2.) Overall performance-specific feedback and praise
  - “Nice job following directions.”
  - “Good job checking all your work on those math problems.”
- ▶ 3.) Review errors in teaching skills
  - “I know it’s really hard for you not to interrupt when you feel you have something important to say; we’ll have to work on that.”
- ▶ 4.) Describe how skills should be performed
  - “Be sure to keep your feet straight when you’re walking.”
- ▶ 5.) Solicit questions from the patient
- ▶ 6.) Preview further training plans as needed
- ▶ 7.) Complete session with a positive statement

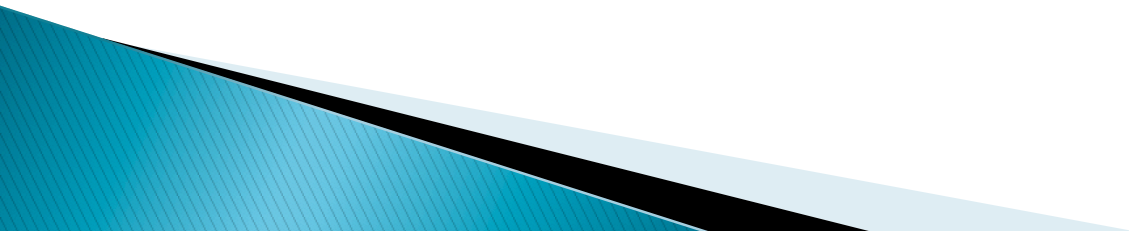


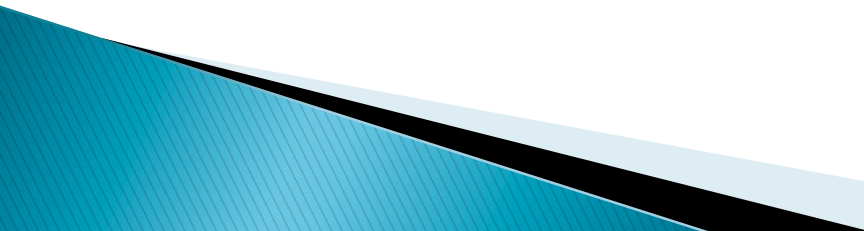
# Errorless Learning

- ▶ NO ONE LIKES TO BE WRONG!!!!


But, don't give your patient the answer.

Show the patient how to get there instead.

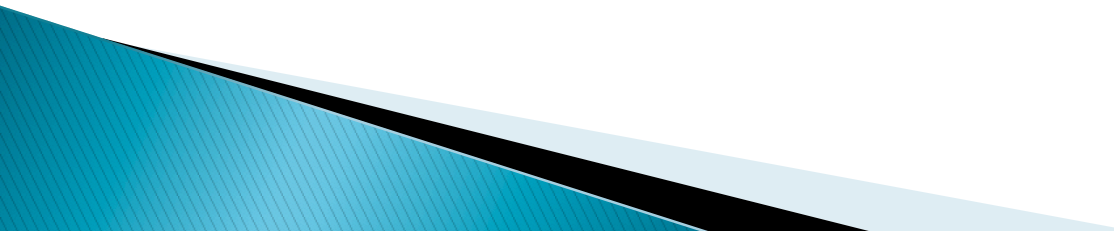


- ▶ B.F. Skinner discussed errorless learning in the 1930s
  - ▶ Errors are not necessary for learning to occur.
  - ▶ Errors are a function of:
    - poor analysis of behavior
    - a poorly designed shaping program
    - moving too fast from step to step in the program
    - lack of the prerequisite behavior necessary for success in the program.
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## ▶ Errorless learning reduces

- Errors
  - Anxiety
  - Feelings of inadequacy
  - Escape and avoidance
  - Aggression
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Errorless learning: A teaching procedure designed by the instructor in such a way that the learner does not make mistakes. It is in contrast with trial and error learning, in which the learner attempts a task without benefit of feedback, whether the attempt was wrong or not.

- ▶ Hierarchy of cues is ongoing assessment – min to max cues
  - ▶ “Error-LESS” learning is just that, no errors – max to min cues
  - ▶ The trick to implementing errorless approaches in TBI is during assessment
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- ▶ Fading: When stimulus conditions are gradually adjusted and removed while the learned behavior remains intact.

- ▶ Backward chaining: Breaking down the steps of a task and teaching them in reverse order.
  - Gives the patient the experience of success
  - Therapist fades back as patient is successful

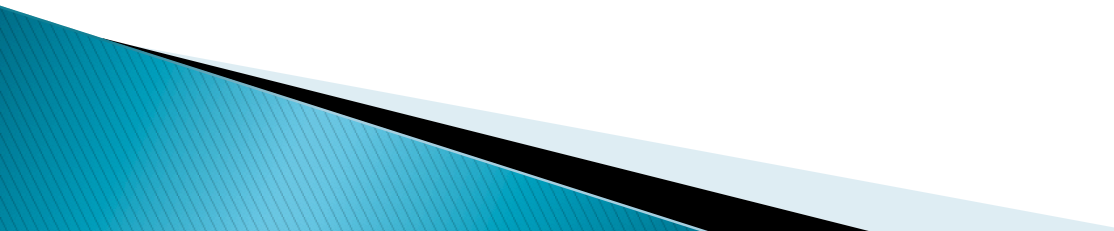
- ▶ Errorless techniques work with pigeons, with rats, and with my dog!
- ▶ Yes, animal models do teach us a lot about human behavior
- ▶ Examples of errorless techniques with people:
  - 1.) Teaching someone to tie shoes
  - 2.) Teaching a kid to ride a bike




- ▶ Examples of errorless techniques with people with TBI:
  - 1.) Spaced Retrieval
  - 2.) Correcting a “tic”

# Co-Treatment

Co-treatment: When two or more therapists work together with a patient at the same time and approach learning and improvement from his/her own therapeutic perspective.



- ▶ Co-Treatment has many advantages
    - 1.) Patient can make good progress faster
    - 2.) Positive reinforcement is more constant
    - 3.) Reinforcement is distributed more evenly among therapists
    - 4.) Patient gets practice at different skills at shorter intervals.
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## Co-Treatment = QUALITY OVER QUANTITY

- Possibility of better outcomes

- No increase in cost

- More time to provide quality therapy to other patients

Not appropriate for every patient, but it can work effectively for the right patient

# THE LSNI-W REHABILITATION TEAM

- ▶ Linda Morgan, PT
  - ▶ Rich Morgan, PT
  - ▶ Becky Cady, OT
  - ▶ Marcia Floom, Community Re-Entry
  - ▶ Jeanette Kirschbaum, LPC
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