

## Appendix 10. Operational Behavioral Definitions

Parent Behaviors	Operational Definitions	Examples
Communication Incentives (Dyad B)	<ul style="list-style-type: none"> <li>Preparing the natural environment with materials, people, activities, and routines that provide opportunities or new items to teach communication</li> <li>Incorporating motivation by using rewards, social praise; interspersing mastered skills, or affirming what child said “yes”</li> <li>Communicative temptations and/or routine interruptions</li> </ul>	<ul style="list-style-type: none"> <li>Parent places the child’s preferred items (e.g., toys or iPad) or provides new materials in his line of sight but out of his reach</li> <li>When the child requests, parent praises or reinforces him and provides the item he requests (e.g., agreeing with what the child said, “yes, that’s right!” “They are!” or “I see!”; praising for letting the other person speak (“thanks for letting me talk.”))</li> </ul>
Modeling (Dyad B and C)	<ul style="list-style-type: none"> <li>Modeling communication verbally without telling the child, “say ___.”</li> <li>Modeling communicative behaviors physically</li> </ul>	<ul style="list-style-type: none"> <li>Parent models how to request by saying “I want Mickey Mouse.”</li> <li>Parent taps the AAC device or demonstrate a gesture to request “I want Mickey Mouse.”</li> </ul>
Prompting (Triad A, Dyad B and C)	<ul style="list-style-type: none"> <li>Using a verbal, gestural, or physical prompt to redirect or prompt the child to use the appropriate communication skill</li> </ul>	<ul style="list-style-type: none"> <li>Parent directly tells the child “You say, I want Mickey Mouse.”</li> <li>Parent holds the child’s hand to tap the icons “I want” and “Mickey Mouse” on the AAC device to request</li> </ul>
Expanding (Triad A)	<ul style="list-style-type: none"> <li>Modeling new vocabulary, longer sentences or phrases, or conversational turns verbally or physically</li> <li>When the child uses voice or at least one word to request, the parent models longer sentences</li> </ul>	<ul style="list-style-type: none"> <li>When the child uses voice or at least one word to request (e.g., “Mouse”), the parent models longer sentences (e.g., “I want Mickey Mouse.”)</li> <li>Based on the child’s answer (e.g., “Yes!”), the parent asks for longer sentences or completed answers (e.g., “why?” or “tell me more!”)</li> </ul>