

## Glossary of TAGteach Terms and Phrases

### **Applied Behavior Analysis**

The field of science from which TAGteach and other reinforcement-based teaching and training technologies have been developed.

### **Conditioned Reinforcer**

Any stimulus that has acquired positive reinforcing properties through association with other reinforcers such as food, praise or success. [The tagger is a conditioned reinforcer - providing a positive stimulus that occurs simultaneously with a desired act or response.]

### **Focus fatigue-**

Mental fatigue that occurs when a tag session is too long for a particular learner.

### **Focus Funnel**

A technique used in planning and teaching. Beginning with a broad lesson, information is reduced into more concrete directions and then reduced again to a precise tag point. (Also see reverse focus funnel)

### **Incompatible behavior**

Short for differential reinforcement of incompatible behavior (DRI). Eliminate a designated behavior by strengthening other behaviors that are incompatible with it.

### **Operant Conditioning**

Any procedure by which a response becomes more or less likely to occur, depending on its consequences. [In TAGteach, the consequences are always positive and desired responses become more likely to occur.]

### **Peer Tagging**

Student to student tag configurations and activities.

### **Point of Success**

A place to start or a place to return to where the student is guaranteed a tag.

### **Positive Reinforcement**

A procedure in which a response is paired with a desired stimulus or event that will increase the chance of the behavior happening again in the future.

### **Reverse Focus Funnel**

Deliver the least amount of information necessary for success first (tag point). Once the behavior has been accomplished, and the learner is more confident, additional information can be delivered. This is useful in situations where too much information may overwhelm the learner and cause a loss of concentration.

**Shaping (Successive Approximation)**

An operant learning procedure in which small increments of a desired response are reinforced. By reinforcing some small response, and then selecting stronger or longer occurrences, one can 'shape' or build a more elaborate behavior.

**Stimulus**

Something in the environment that can be sensed - a sound, an object, a color, etc. Something the learner can perceive which causes something else to happen (for example a red light is a stimulus to step on the brake)

**Marker**

Something which "marks" or identifies a desired action. Typically a TAGteach marker emits a brief, distinct, uniform stimulus used to pinpoint movement as it is happening; a click from a ball point pen, a clicker, hand clap, a finger snap and now with smart phones there are applications that provide appropriate marker tones.

**Tag**

as a verb, the action of marking someone's correct behavior (as in "tag for each blink"). As a noun, it means the mark that is placed on a correct behavior (as in "You got 5 tags today!"). (see Marker)

**Tag phrasing**

The wording used for preparing and delivering tag points (see WOOF)

**Tag point**

The absolute part of a behavior that when/as performed will receive the audible mark (tag). (see WOOF for tag point criteria)

**Tag triangle**

The three components of the TAGteach process: Identify, Mark and Reinforce

**TAGteach**

TAGteach is a protocol that promotes positive interactions for increased productivity and success. The acronym TAG stands for Teaching with Acoustical Guidance and refers to the audible marker, a key tool used in the system designed to highlight success. The TAGteach protocol also includes tools to deliver information, reduce inefficient language, assess performance, create confidence and deliver positive reinforcement.

**Tagulator**

A device made from beads that slide on a string that allows the teacher or learner to keep track of the number of tags they have earned

**Three try rule**

If a learner fails to perform the designated tag point three times, the teacher creates and delivers a more achievable tag point. The three try rule is more of a guide than a rule. Some learners want to work things out for themselves and will try several times without getting discouraged. Others would rather take very small steps forward and succeed nearly every time.

**Value Added Tag Point**

A single tag point in which more than one problem may be resolved. [e.g., The tag point "Put keys in pocket", would keep the keys from being misplaced *and* from being locked in the car.)

**WOOF**

The acronym defining the four criteria for a tag point: What you want, One criterion, Observable and definable, Five words or less

(Some technical definitions are adapted from *Learning and Behavior*. Third Edition, by Paul Chance, Ph. D. Brooks Cole, Pub. Pacific Grove, CA. 1994)