**Behavior objective:** In a situation that requires the student to get himself/herself or someone else something to drink, he/she will pour the liquid from a container into a glass.

**Functional association:** Domain: Self Help  
Function: independent living, fine motor skills, eye-hand coordination

**Current lesson status [acquisition, fluency, maintenance]:** acquisition  
**(trials/set; # data-points collected per week):** 1-2 trials/set, 4 data points per week  
**Target Criterion (specify type of data: %, frequency, rate, duration, etc.):** <90% accurate, 3 different containers

**Current Stimulus Control:** Needs full physical prompting  
**Long-term cue:** Container of liquid, empty glass

**Prompt Strategy:** Fade prompt at target step  
**Pause interval (for hierarchy or delayed):**

**Error Correction:** Backstep if not on target step

**Natural or additional completion R+:** natural: gets a drink, praise  
**2nd R+ (during task):** praise (“Terrific pouring the juice.”)

**Generalization (stimulus factors):**  
[Vary staff, location, containers, size of containers, liquid in containers and glasses, size of cups/glasses, fade proximity]

**Generalization (response factors):**  
[Reduce the rate at which the task is completed]

**Parametric details:** Fully prompt the student through the task analysis until the last step. Use the necessary prompt for teaching the target step. Once he/she has 3 independent trials on the target step, add the second to last step to the sequence. Allow the student to complete the remaining step(s) independently. Continue with this pattern for the entire task analysis.

**Note:** partial verbal and verbal prompts are not options in the 'prompt level key'.

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### Task Analysis Data Collection

<table>
<thead>
<tr>
<th>Steps</th>
<th>Date:</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Open the container to pouring position</td>
<td></td>
</tr>
<tr>
<td>2. Pick up the container with 2 hands.</td>
<td></td>
</tr>
<tr>
<td>3. Pour liquid into a glass</td>
<td></td>
</tr>
<tr>
<td>4. Stop pouring once you reach the top of the glass</td>
<td></td>
</tr>
<tr>
<td>5. Put the container down</td>
<td></td>
</tr>
<tr>
<td>6. Close the top of the container so that no liquid will get out</td>
<td></td>
</tr>
</tbody>
</table>

**Total:**

**Staff:**

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### Response key

Correct = +  
Incorrect = -  
No response = nr

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### Prompt level key

FP = full physical  
PP = partial physical  
M = model  
G = gesture