



Yes/No Program

Mand:

1. Gather 3 things the child likes and almost always wants and 3 things the child almost always does not want and will push away.
2. Ask “Do you want _____?” while holding one of the items up. Prompt the expected answer immediately by signing, shaking your head, or showing the word (don’t let the child answer incorrectly).
3. If the child says “no”, remove the item. If the child says “yes”, give the child the item.
4. Immediately ask the question again without a prompt.
5. If the child says “no”, remove the item. If the child says “yes”, give the child the item.
6. Once this is strong with 6 items (3 preferred, 3 non preferred), begin working on generalizing the skill to other items and the 6 items when they are out of sight.

Tact:

1. Show a picture of an item that the child has understanding of both as a tact and a listener response.
2. Ask “Is this a _____?” Ask questions requiring yes or no answers in random order.
3. If the child answers correctly, provide reinforcement. If not, use the error correction procedure (Ask the question again followed by a prompt for the correct answer. Do this 3 times in a row, then randomly throughout the session. The next day ask again without the prompt.)
4. Once tacting in this manner is mastered, also target acting yes or no by feature, function or class (ex. Does this have wheels?, Is this an animal?, Is this for eating?)