





Good Behavior Board Game

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Tiltaket er basert på det mer kjente "Good Behavior Game"

<p>Team Skinner</p> 	<p>Team Watson</p> 
<p>Team Catania</p> 	<p>Team Sidman</p> 

| = 1 regelbrudd Det laget med færrest poeng vinner.

Embry, D. D. (2002). The Good Behavior Game: A Best Practice Candidate as a Universal Behavioral Vaccine. *Clinical Child and Family Psychology Review*, 5, 273-297. doi: 10.1023/A:1020977107086

- "The Good Behavior Game as a Behavioral Vaccine"
- Montrose Wolf publiserte en studie om effektene av noe han kalte "the Good Behavior Game" (Barrish, Saunders, & Wolf, 1969).
- Virker over år, eller flere år etter avsluttet intervensjon; på impulsiv atferd, antisosial atferd, rus – virker best for de med mest problemer
- Virker langt bedre enn Steg for Steg, større effect size
- Fordi...

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- Inhibition – hindring/hemming av responser – egne responser – Self-Control – utsette umiddelbar liten S^R for å oppnå større men langsiktig S^R
- GBG går ut på å fremvise så få problematferder som mulig i løpet av spillperioden, eller ”å holde seg”, ”gjøre motsatt”
- Bygger på sosialisering fra gruppa, ”gruppepress”, for å avstå fra noen atferder (inhibition) og fremvise andre atferder (ønskede)
- Analogt til effekt av f eks metylfenidat (ritalin) ved ADHD
- Øker stopp-atferd, ved forsterkning i spillet og sosial forsterkning i gruppa – tilhørighet – dopamin/serotonin
- Skinner (1948/76); “Take the principle of 'Get thee behind me, Satan,' for example,” Frazier continued. “It's a special case of self-control by altering the environment. Subclass A 3, I believe. We give each child a lollipop which has been dipped in powdered sugar so that a single touch of the tongue can be detected. We tell him he may eat the lollipop later in the day, provided it hasn't already been licked. Since the child is only three or four, it is a fairly diff ---” (Chpt. 14, p. 98)

Metode:

Good behavior board game

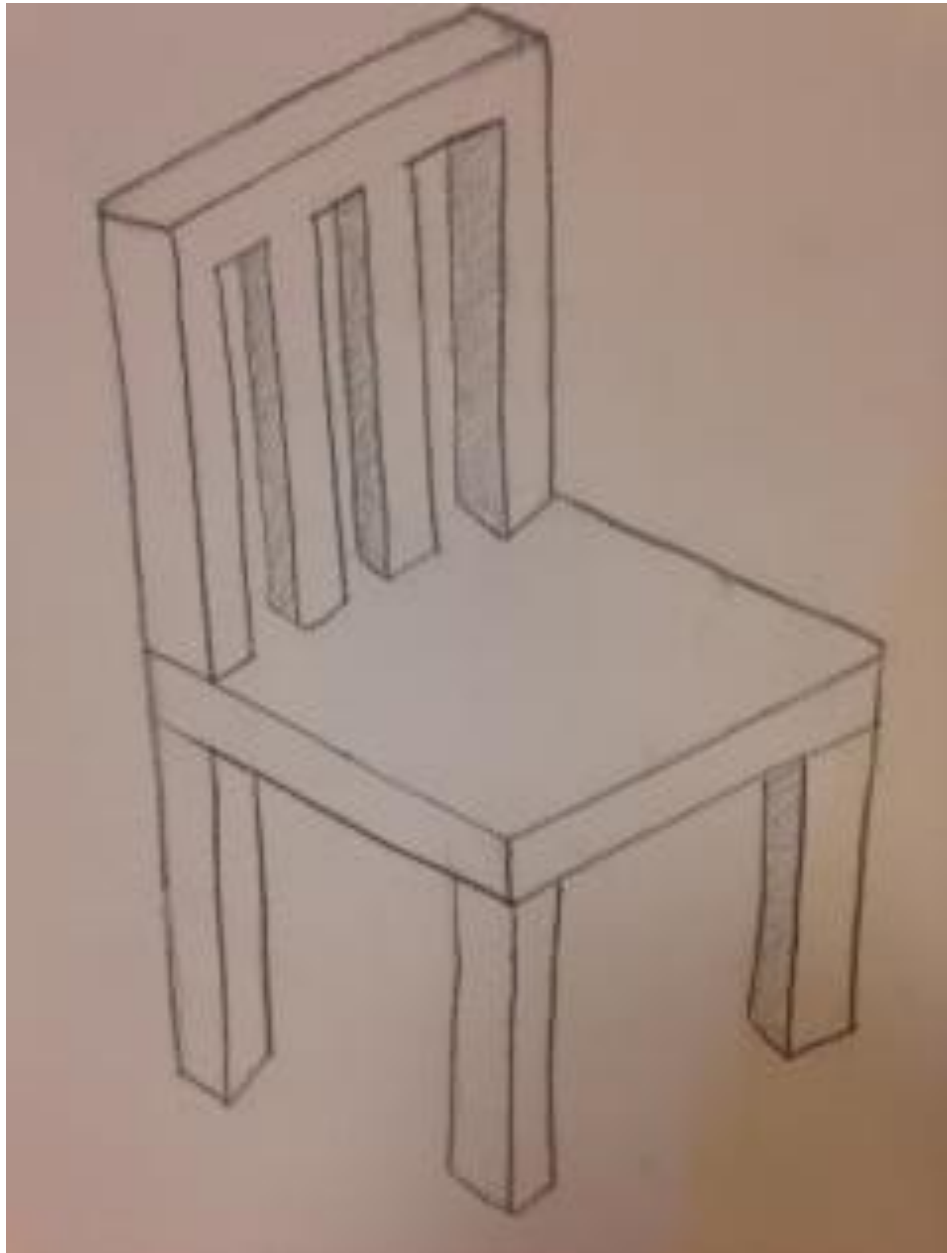
Til baseline trenger du:

- Nedtellingsur
- Blyant
- Ark
- Fire dager

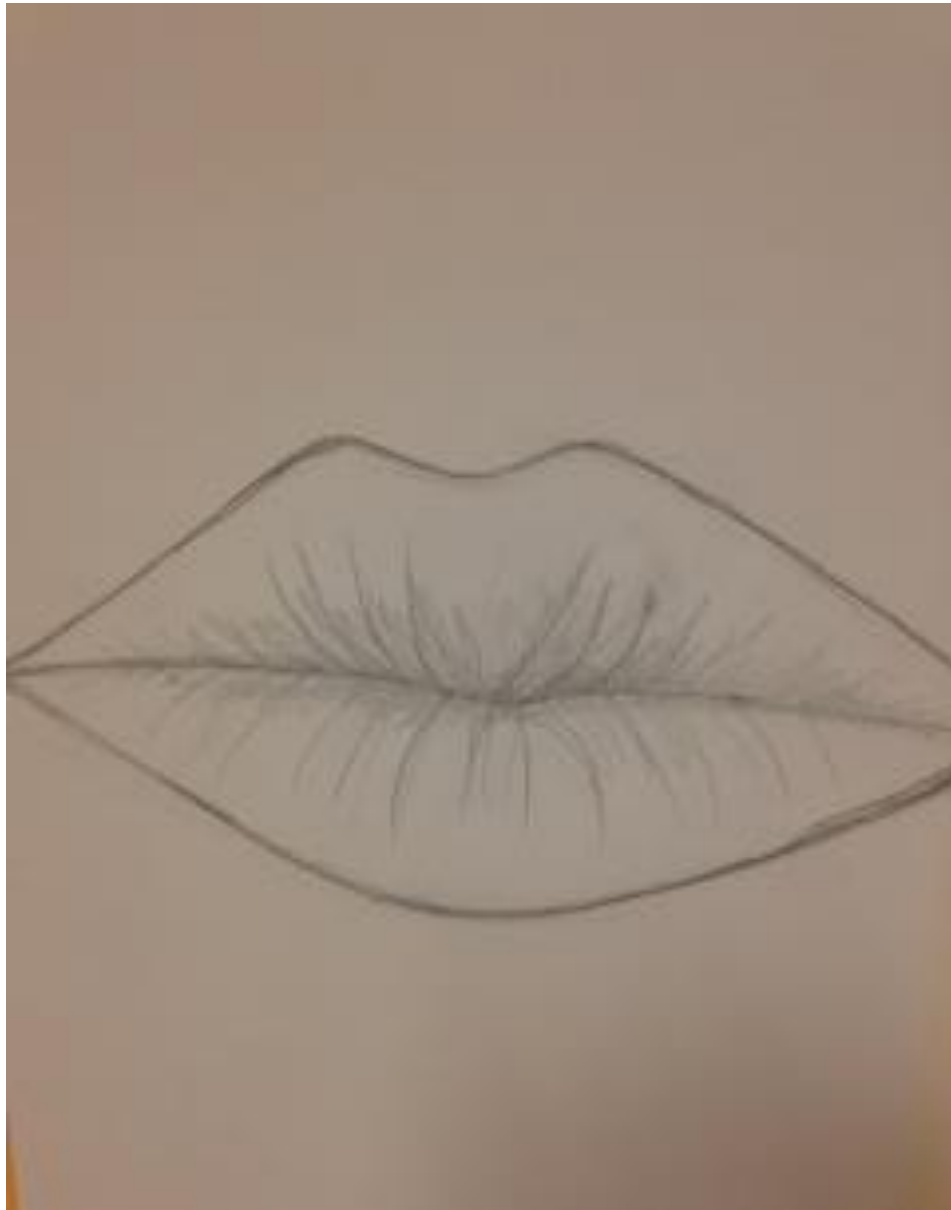
Good Behavior Board Game

For spillet trenger du:

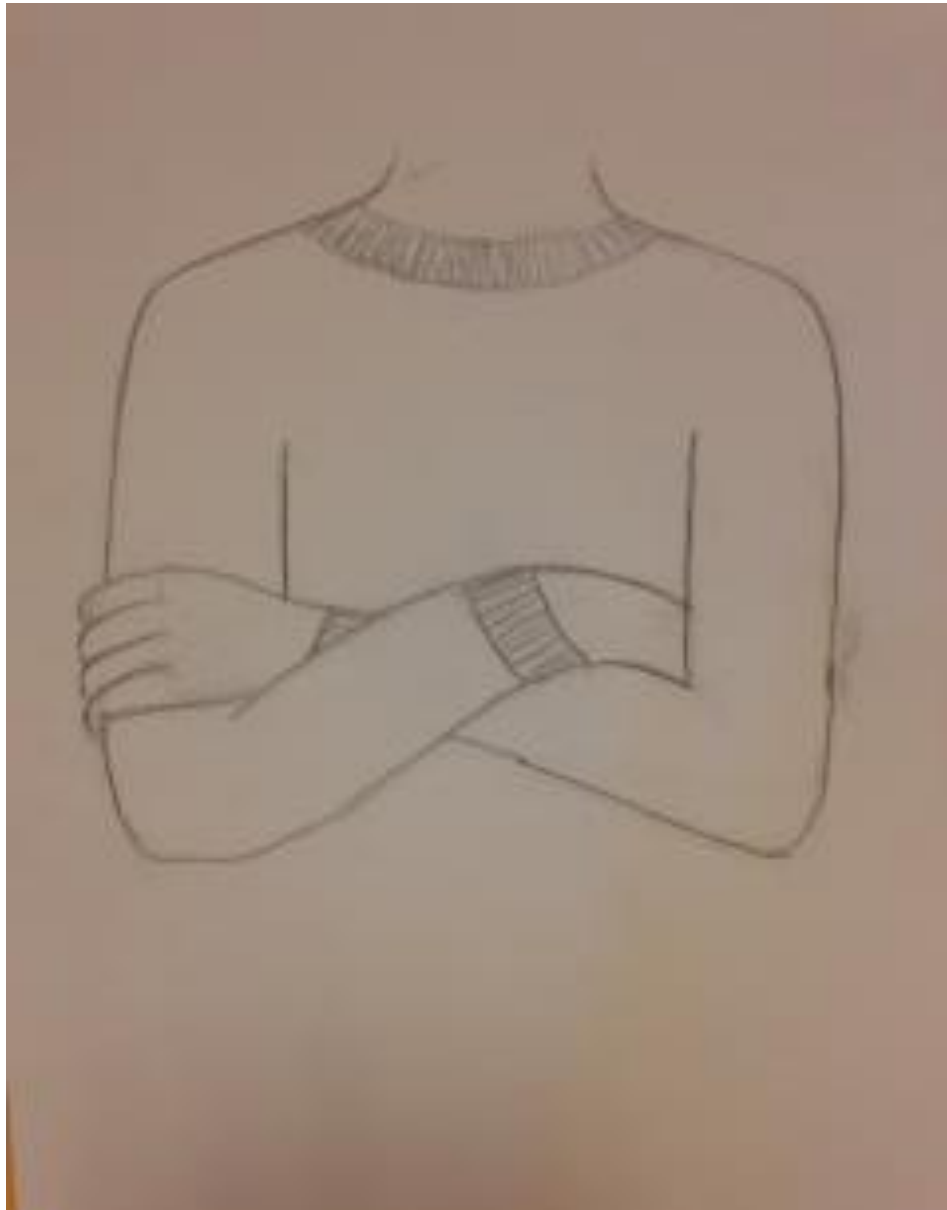
- Nedtellingsur
- Noe som viser antall regelbrudd
- Ti store klosser
- En "magisk skattekiste" med belønningslapper



Lauveng (2013)



Lauveng (2013)



Lauveng (2013)

Resultater:

Cohen's (1988) estimates of small, medium and large d values (.2, .5, .8) correspond to NAP (on a .5 to 1 scale) values of .56, .63, and .70, respectively. And ... the three NAP values correspond to R² values of .01, .06, and .14, respectively. (Parker & Vannest, 2009, p. 360).

- **Disruptive/forstyrrelser**
- **4B – NAP = 0.63**
- **7A – NAP = 0.97**
- **1A – NAP = 1**

Cohen's (1988) estimates of small, medium and large d values (.2, .5, .8) correspond to NAP (on a .5 to 1 scale) values of .56, .63, and .70, respectively. And ... the three NAP values correspond to R² values of .01, .06, and .14, respectively. (Parker & Vannest, 2009, p. 360).

- **Acknowledgement**

- **4B – NAP = 0.45**

- **7A – NAP = 0.8**

- **1A – NAP = 1**

Cohen's (1988) estimates of small, medium and large d values (.2, .5, .8) correspond to NAP (on a .5 to 1 scale) values of .56, .63, and .70, respectively. And ... the three NAP values correspond to R^2 values of .01, .06, and .14, respectively. (Parker & Vannest, 2009, p. 360).

- **Negative kommentarer**
- **4B – NAP = 0.17**
- **7A – NAP = 1**
- **1A – NAP = 1**

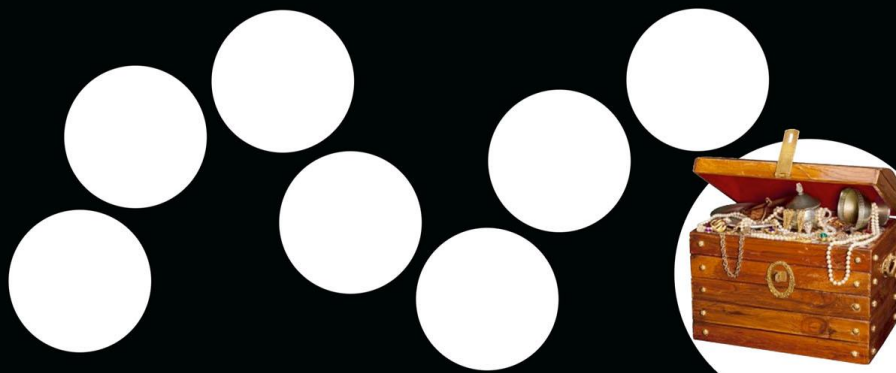
Cohen's (1988) estimates of small, medium and large d values (.2, .5, .8) correspond to NAP (on a .5 to 1 scale) values of .56, .63, and .70, respectively. And ... the three NAP values correspond to R^2 values of .01, .06, and .14, respectively. (Parker & Vannest, 2009, p. 360).

- **Positive kommentarer**
- **4B – NAP = 0.43**
- **7A – NAP = 0.72**
- **1A – NAP = 0.84**

Diskusjon

THE GOOD BEHAVIOR BOARD GAME

DATO	INTERVALL 10 MIN	1	2	3	4	5	PLUS MINUS
	1						
	2						
	3						
	4						
	5						
	6						
	7						
	8						
	9						
	10						
	11						
	12						
	13						
	14						



Siri Møller (2013)

Egner seg også til enkeltelever?

Refs

- Embry, D. D. (2002). The Good Behavior Game: A Best Practice Candidate as a Universal Behavioral Vaccine. *Clinical Child and Family Psychology Review*, 5, 273-297. doi: 10.1023/A:1020977107086
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Takk til:

Lærere og elever på ***** skole

Studentene

- Constanze Nordenstam
- Linda Esse
- Mia Magnusson
- Cecilie Kaaber

Tusen takk for oss.