

6/13/2023 DATE

☐ REQUIRED COURSE  
☒ ELECTIVE COURSE

SSE \_\_\_\_\_ DIVISION \_\_\_\_\_  
☐ NEW COURSE  
☒ REVISION

# Lake Land College

## Course Information Form

COURSE NUMBER:	HSP-102		TITLE: (30 Characters Max)		Behavior Management						
SEM CR HRS:	3	Lecture:	3	Lab:	0	SOE/ Internship:		0	ECH:	3	
Course Level:	<input type="checkbox"/> Gen Ed / IAI <input checked="" type="checkbox"/> Baccalaureate /Non-IAI		<input type="checkbox"/> Career/Technical <input type="checkbox"/> Dev Ed/ Not in Degree Audit		Clinical Practicum:	0	SOE/ Internship:		0	SOE ECH:	0
COURSE PCS #	11 42.2706		IAI Code				Contact Hours (Minutes Per Week)				
Repeatable (Y/N):	N	Pass/Fail (Y/N):	N	Variable Credit (Y/N):	Min:	Max:	16 Wks	150	8 wks	300	
Prerequisites:											
Catalog Description: (40 Word Limit)	This course introduces the learning principles of behavior modification, measurement and strategies to change human behaviors in educational and clinical settings.										

List the Major Course Segments (Units)	Contact Lecture Hours	Contact Lab Hours	Clinical Practicum	Non-Clinical Internship/ SOE
Introduction Behavior Modification	3			
Recording and Graphing Behavior	3			
Principles of Operant Conditioning	6			
Respondent Conditioning	3			
Procedures to Establish New Behavior	6			
Functional Analysis	2			
Extinction and Reinforcement	1			
Antecedent Control Procedures	3			
Punishment	3			
Promoting Generalization	6			
Self Control and Habit Reversal	3			
Token Economy and Behavioral Contracts	2			
Cognitively-Based Treatment	4			
TOTAL	45	0	0	0

## EVALUATION

QUIZZES	<input checked="" type="checkbox"/>	EXAMS	<input checked="" type="checkbox"/>	ORAL PRES	<input type="checkbox"/>	PAPERS	<input type="checkbox"/>
LAB WORK	<input type="checkbox"/>	PROJECTS	<input checked="" type="checkbox"/>	COMP FINAL	<input checked="" type="checkbox"/>	OTHER	<input type="checkbox"/>

## COURSE MATERIALS

TITLE:	Behavior Modification: What It Is and How To Do It
AUTHOR:	Garry Martin and Joseph Pear
PUBLISHER:	Prentice Hall-Pearson Education
VOLUME/EDITION/URL:	9th
COPYRIGHT DATE:	2011

MAJOR COURSE SEGMENT	HOURS	LEARNING OUTCOMES
		<i>The student will be able to:</i>
Introduction Behavior Modification	3	Demonstrate an understanding of the purpose and function of behavior modification.
Recording and Graphing Behavior	3	Define target behavior and record and graph the behavior.
Principles of Operant Conditioning	6	Identify and describe principles of operant conditioning in relationship to behavior modification.
Respondent Conditioning	3	Identify and demonstrate understanding of respondent conditioning.
Procedures to Establish New Behavior	6	Demonstrate implementation of a behavior modification program to establish a new behavior.
Functional Analysis	2	Demonstrate understanding of functional analysis from assessment to intervention.

Extinction and Reinforcement	1	Identify and describe extinction, positive and negative reinforcement concepts.
Antecedent Control and Fear Reduction	3	Demonstrate use of antecedent control, relaxation and desensitization.
Punishment	3	Define and demonstrate punishment techniques effectively and ethically.
Promoting Generalization	6	Demonstrate strategies used to promote generalization of change.
Self-Control and Habit Reversal	3	Define and demonstrate use of Self-Control and habit reversal techniques.
Token Economy and Behavioral Contracts	2	Demonstrate an understanding of the steps of implementation of a token economy and negotiate behavioral contracts.
Cognitively-Based Treatment	4	Identify and utilize cognitive methods in behavior modification.
45		

COURSE OUTCOMES*	At the successful completion of this course, students will be able to:
	<ul style="list-style-type: none"> <li>• Students will be able to understand concepts of behavior management taught in class.</li> </ul>
	<ul style="list-style-type: none"> <li>• Students will be able to understand the importance of and apply the process of obtaining functional assessments.</li> </ul>
	<ul style="list-style-type: none"> <li>• Students will be able to define and explain how behavior contracts are used to change behavior.</li> </ul>

\* Course Outcomes will be used in the Assessment Software for Outcomes Assessment. Limit to 3 - 5.