## **High Probability Request Fidelity Checklist**

**Rationale:** High-probability request sequence is a nonaversive intervention commonly used to treat noncompliance by reducing escape-motivated behavior.

Step	Did I complete this step?
Preparation:	
<ol> <li>Identify the need for intervention.</li> <li>Does the student repeatedly lack compliance to adult requests?</li> <li>Does the student refuse to engage in certain activities?</li> <li>Does the student have difficulty transitioning between activities?</li> </ol>	YES/NO
2. Identify and define the low-probability request. Consider task demands or activities that the student typically complies with on no more than 4 out of 10 opportunities. The student may respond to these requests with challenging behavior.	YES/NO
3. Identify several (5-7) high-probability requests. High-probability requests include requests that the student completes at least 8 out of 10 times the request is given.	YES/NO
Implementation:	
<ul> <li>4. Deliver three to five high-probability requests at a rapid pace and immediately provide reinforcement after the student completes each request (i.e., give praise).</li> <li>If the student does not comply with high-probability requests, identify and remove materials associated with the low-probability request. Deliver different high-probability requests.</li> </ul>	YES/NO
<ol> <li>Deliver the low-probability request immediately following the compliance to the series of high-probability requests.</li> </ol>	YES/NO
<ol> <li>Provide reinforcement when the student completes the low-probability request. Select a reinforcer for the student that is specific and brief, such as praise or a token.</li> </ol>	YES/NO
<ol> <li>If more than one adult presents the low-probability request(s) to the student, each adult should implement high-probability requesting to increase compliance.</li> </ol>	YES/NO
8. Over time, reduce the number of high-probability requests given from three to five to one.	YES/NO
9. Record data on student response to the low-probability request to monitor progress.	YES/NO
Responses/	Percentages of Yes

