

Supplemental Material S2. Procedural reliability checklist for baseline phase: initiating requests behavior.

Code Name:
Peer/Experimenter (Circle/Highlight one)
Coder's Name:
Date:

Directions: Place a check in the box if the step was completed. Place an X in the box if the step was not completed.

Prior to Beginning of Session

☐ iPad opened to home page on Proloquo2Go

Session Intro

☐ Peer or experimenter starts session by using aided modeling to state, "I want to play a game"

☐ Peer/experimenter selects participant's preferred game/activity

Probe #1

☐ Peer/experimenter takes one turn

☐ Peer/experimenter waits 5 s without giving cues

☐ Peer/experimenter gives participant turn irrespective if the peer responds correct/incorrect

☐ Peer/experimenter uses aided modeling to state, "I want ACTION"

Probe #2

☐ Peer/experimenter takes one turn

☐ Peer/experimenter waits 5 s without giving cues

☐ Peer/experimenter gives participant turn irrespective if the peer responds correct/incorrect

☐ Peer/experimenter uses aided modeling to state, "I want ACTION"

Probe #3

☐ Peer/experimenter takes one turn

☐ Peer/experimenter waits 5 s without giving cues

☐ Peer/experimenter gives participant turn irrespective if the peer responds correct/incorrect

☐ Peer/experimenter uses aided modeling to state, "I want ACTION"

Probe #4

☐ Peer/experimenter takes one turn

☐ Peer/experimenter waits 5 s without giving cues

- ☐ Peer/experimenter gives participant turn irrespective if the peer responds correct/incorrect
- ☐ Peer/experimenter uses aided modeling to state, "I want ACTION"

Probe #5

- ☐ Peer/experimenter takes one turn
- ☐ Peer/experimenter waits 5 s without giving cues
- ☐ Peer/experimenter gives participant turn irrespective if the peer responds correct/incorrect
- ☐ Peer/experimenter uses aided modeling to state, "I want ACTION"

End of Session

- ☐ No cues were given for the duration of the sessions