

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

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

*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