

## Sample Scripts for Constant Time Delay

Constant Time Delay (CTD) is based on a stimulus-response cycle during which the teacher provides the stimulus and, ideally, the student provides the accurate response. However, when a student does not respond or does not respond accurately, the teacher uses a prompt to guide them. This sequence of events (stimulus-response or stimulus-response then prompt) is what makes CTD so effective.

**Stimulus:** Teacher holds up flash card with  $9 \times 8 = \underline{\hspace{2cm}}$  and teacher asks, "What is nine times eight?"

**Constant Time Delay:** Teacher waits 4 seconds /counts silently to 4.

**Response** (completed or started within 4 second delay): Student reads card and provides answer: "Nine times eight equals seventy-two."

**Reinforcement:** "That is correct. Nine times eight equals seventy-two. Nice job!"

Prompts are used when the student does not provide any response or the appropriate response.

**Stimulus:** Teacher holds up flash card with  $9 \times 7 = \underline{\hspace{2cm}}$  and teacher asks, "What is nine times seven?"

**Constant Time Delay:** Teacher waits 4 seconds /counts silently to 4.

**Response:** Student reads card but does not answer: "Nine times seven equals"

Note: If the student does not respond, states they do not know the answer, or provides an incomplete answer as in the example, the teacher uses a prompt. The teacher provides the prompt automatically after the 4 seconds if the student does not respond at all.

**Teacher demonstration as prompt:** Teacher: "Nine times seven equals sixty-three. What is nine times seven?"

**Response after prompt:** Student: "Nine times seven equals sixty-three."