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| SPA3472 Behavior Methods in Communication Disorders |  |  |
| When explaining reinforcement techniques, the professor emphasized the importance of \_\_\_\_\_\_. | During the workshop, we practiced a new behavior modification strategy using \_\_\_\_\_\_. | In a case study, a clinician successfully changed a patient's behavior by introducing \_\_\_\_\_\_. |
| Our group project challenged us to design a behavior plan that incorporated \_\_\_\_\_\_. | The textbook chapter on negative reinforcement surprisingly included a detailed discussion on \_\_\_\_\_\_. | The most unexpected therapy method introduced this semester involved \_\_\_\_\_\_. |
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| A debate arose over the ethical implications of using \_\_\_\_\_\_ in therapy sessions. | To illustrate the principles of classical conditioning, our professor used \_\_\_\_\_\_ as an example. | The final exam will likely include a question on the effectiveness of \_\_\_\_\_\_ in reducing speech disorders. |
| The most bizarre client reaction was attributed to the sudden introduction of \_\_\_\_\_\_. |  |  |
| Using interpretive dance to signal session changes | Incorporating reality TV show tactics for conflict resolution | Therapy sessions that look more like stand-up comedy routines |
| A surprisingly motivational playlist of 80s rock anthems | Excessive use of air horns as attention-getters | Reward systems based on the amount of coffee consumed |
| Client goals written entirely in emoji | Introducing a parrot as a co-therapist | Confusing behavior charts with astrology charts |
| Awkward silences used as a therapeutic technique | Using superhero costumes to empower clients | Applying Pavlovian techniques to manage coffee breaks |
| Flashcards that test the therapist's patience more than the client's skills | Misplacing the behavior log and improvising with a sketchpad | Behavioral contracts that include clauses for pizza parties |
| Sessions that end with a dramatic mic drop | A therapy dog who's just there for moral support | Using a fog machine to signal session transitions |
| Role-playing that accidentally becomes a costume party | Mood meters that are really just mood rings | Assigning homework that includes binge-watching favorite shows |
| Incentives that involve bizarre collectibles | A gavel to use when sessions become too chaotic | Therapeutic advice generated by a questionable AI |
| Reinforcers that are just various types of chocolate | A voice coach who is suspiciously good at ventriloquism | Implementing timeouts that the therapist also participates in |
| Behavioral techniques inspired by old sitcom plots | Pretending to have telepathic communications skills | Exaggerated tales of mythical speech legends |