



AT TIP SHEET: Video Modeling



What is Video Modeling

- A process of learning a new skill through video rather than in person.
 - The learner is asked to watch a video prior to instruction in the skill
 - The target skill is modeled within the activity context.
 - The instructor provides prompts and reinforcers for the learner attending to relevant stimuli.
 - The learner then imitates the behavior when provided with the opportunity to perform the skill(s).

Target Population

- Children and adults
- Typically developing children
- ASD (currently the most researched population)
- Individuals with intellectual disabilities

Apps



iMovie (free- \$5.99)- Creates videos on your device to share

iModeling (13.99)- Uses video to teach new skills

ReelDirector (\$1.99)- Turns video clips into polished movies

Visual Impact (Free)- Library of pre-made stories to learn daily tasks

Skills

- ADL's
- IADL's
- Social participation
- Play
- Education
- Communication

Ready-Made Video Web Resources:

- ▶ [Model Me Kids](#) videos for purchase
- ▶ [Watch Me Learn](#) videos on demand
- ▶ [One-Handed Shoe Tying](#)
- ▶ [Easy Shoe Tie Method-Taught By a Kid](#)

Types of Video Modeling

- Basic: peer or adult models the behavior or skill
- Self-modeling: the primary model is the student themselves
- Point-of-View: targeted behavior is videoed as it would look through the student's eyes. Only the hands of the model & materials used are seen in video
- Video Prompting: task is broken down into parts to show sequence of task or behavior in different clips

Reference

TOTA. (2018, October 5). All about video modeling [PowerPoint slides].

<https://www.tota.org/assets/MCC/SessionHANDOUTS/HANDOUT%20305%20-%20All%20About%20Video%20Modeling.pdf>