

4. Using Unpredictable Timings To Catch In-Seat Behavior

Using this procedure the teacher informs his students that he wants them to stay in their seats unless they have permission to leave. He sets a timer to go off at an instant that students cannot predict. For example, if class begins at 8:45, the timer might go off at 9:02. Next it might go off at 9:35, and then at 9:37, and so forth. Each instance the timer rings, the teacher checks to see if all students are in their seats. If students are all in their seats, they receive a point toward some event such as a classroom party, which requires a stated number of points. The next day the teacher sets the timer to go off in a different sequence of times.

Certain conditions must be in effect for this procedure to work. First, students must not be able to predict when the timer will go off. The teacher should vary the sequence within and among days. Second, students should not be able to see the position of the timer, or they may beat the system by being in their seats just before the timer sounds but not at other times. Finally, the teacher needs to set some short intervals, lest students learn that the timer will not ring shortly following the previous instance.



Question 14

Distinguish between DRO and unpredictable timings.
