EVALUATION OF A STRANGER SAFETY TRAINING PROGRAM FOR ADULTS WITH WILLIAMS SYNDROME

Marisa H. Fisher Vanderbilt Kennedy Center Gatlinburg Conference March 2013

WHAT IS WILLIAMS SYNDROME?

- Identified in 1961 by cardiologists
- Deletion of genes on Chromosome 7
 - 1 in 7,500 live births
 - One of the 1,200 known genetic causes of intellectual disability
 - borderline to moderate levels of ID



MEDICAL ISSUES IN WS

- Deletion on one of the chromosome 7's (7q11.23) that includes approximately 20 genes, including gene for elastin
- Insufficient elastin likely responsible for cardiac disease (aortic stenosis) —the major artery going to the heart is very stiff-can become constricted over time.
- High blood pressure very common in this groupalso high resting heart rate

PHENOTYPE OF WS

- Attraction to faces, facial memory, reading emotion from faces,
 - Remember people they have met/have great memory for highly emotionally charged events
 - Easily affected by other emotions both happy and sad
- Heightened empathy, interest in others, sociability, "cocktail party speech"
- Need to help keep emotions in check

WILLIAMS SYNDROME AND SOCIABILITY

- overly friendly, socially disinhibited, too trusting of other people
- strong desire to make friends & to please
- o indiscriminate towards strangers
 - Parents report: pervasive & difficult to inhibit desire to approach and engage strangers

WILLIAMS SYNDROME AND SOCIABILITY

- Parent- report questionnaire studies
 - More social than other disabilities and people without disabilities
 - excessive interest in others
 - seek social interactions
 - no inhibition toward approaching others
- Experimental studies
 - Rating photos of unfamiliar faces
 - WS rates happy faces as more approachable than no disability



WILLIAMS SYNDROME AND SOCIABILITY

- Past research suggests:
 - Hard-wired to be socially-oriented
 - More likely to judge strangers as trustworthy and approachable
- Increase risk of social victimization
- Caregivers concerned
 - approach and engage strangers in conversation





WHAT HAS BEEN DONE?

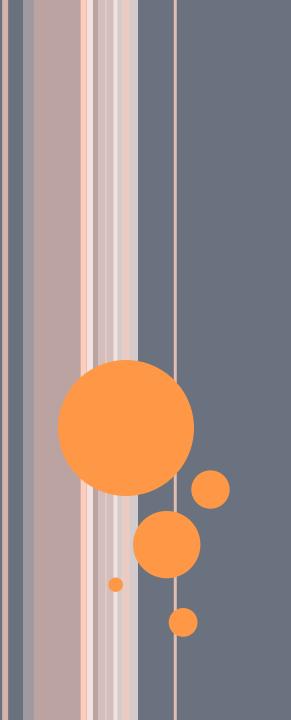
- Direct examination of social behaviors in real world settings?
 - No
- Interventions to teach appropriate responses to strangers?
 - No

AIMS

- 1. Directly examine how individuals with WS currently respond to lures from strangers
- 2. Determine if individuals with WS can increase use of appropriate responses to lures from strangers

RESEARCH QUESTIONS

- 1. Prior to training, do adults with WS display the stranger safety skills of saying "no" and walking away when approached by a stranger?
- 2. Can adults with WS learn the stranger safety skills during three days of group behavior skills training?
- 3. Will adults with WS use the stranger safety skills in response to a stranger lure after training?



METHOD

PARTICIPANTS- INDIVIDUALS WITH WS

	TOTAL	Group 1	Group 2	t
N	21	10	11	
% Male	81%	60%	100%	
Mean Age	25.71 (9.67)	27.30 (10.79)	24.27 (8.79)	0.71
KBIT Verbal SS	78.62 (13.47)	77.10 (11.41)	80.00 (15.54)	-0.48
KBIT Non Verbal SS	69.16 (16.22)	64.30 (14.86)	73.64 (16.78)	-1.34
Mean FSIQ	70.90 (13.53)	67.40 (11.11)	74.09 (15.55)	-1.14



PARTICIPANTS- STRANGERS

0 N = 14

 \circ Age: mean = 31.43 (6.80), range 23-47 years

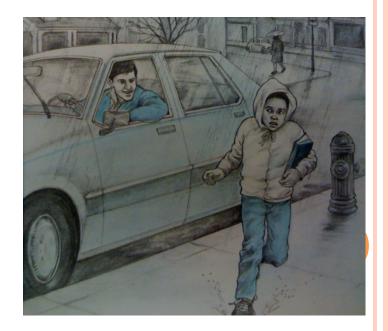
• Gender: 50% male

• Race; 79% Caucasian

Unknown to participants

• From a graduate Special Education program, and

word of mouth



DESIGN

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
Group 1	Time 1					
	BST	BST	BST			
			Time 2			Time 3
Group 2	Time 1		Time 2			
			BST	BST	BST	
						Time 3

SETTING

Training

- common area of the university dormitories
- Role plays in dorms and common grounds around dorms

In situ assessments

- various community settings
 - o areas outside the dorms
 - o music rehearsal building
 - o camp cafeteria
 - o local restaurant
 - hair salon

PROCEDURE- IN SITU ASSESSMENT

- o up to 3 times: Time 1, Time 2, and Time 3
- Confederate stranger provided with specific lure and "termination" phrase
- Participant left alone at specified location
- Confederate stranger approached and presented lure
 - agreed to go→ stranger terminated interaction and walked away
 - did not agree to go→ stranger said "okay" and walked away

LURES

- General: "Would you like to go on a walk around campus with me?"
- Incentive: "I will buy you an ice cream if you come with me"
- Assistance: "Can you help me carry this to my car?"
- Authority: "Your mom said you should come with me"

OUTCOME MEASURE- IN SITU ASSESSMENT

- 0 = agreed to leave with the stranger
- 1 = did not go with the stranger but failed to say "no"
- 2 = said "no", did not walk away or report
- 3 = said "no", walked away, did not report
- 4 = said "no", walked away, and reported
- Criterion = score of 3 or higher

PROCEDURE- INTERVENTION

- o 3 consecutive days of 30-min BST sessions
 - Instruction
 - Modeling
 - Role Play
 - Feedback

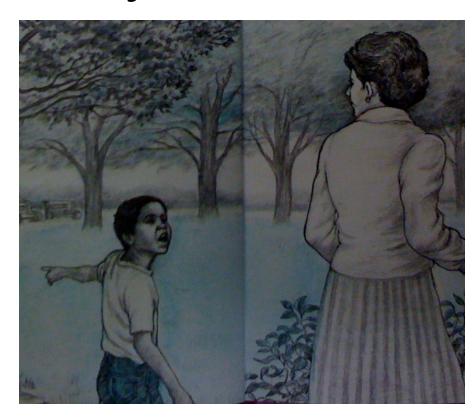
Instruction

When you go out...

- It is always important for someone you know and trust to know where you are
- You should always let that person know if you are walking away from them or going somewhere else from where they thought you were
- That way they know you are safe and they don't have to worry about you

Who should you tell if you are walking away?

- You should tell the person you went out with
- This person can be your mom or dad, your aunt or uncle, your grandparents, your friend's parents, your teacher, your boss
- This person is not someone who works at the place where you are or someone you have just met



You should never walk away with a stranger without telling someone you know where you are going

What is a Stranger?

- You see strangers all the time when you are out
 - Sometimes they even talk to you or your parents
 - You may see the same strangers over and over
 - If they work at the places you go, or they shop there too
- But you still do not know them



- A stranger is someone you don't know
- Even if you recognize people and they are friendly, they are still strangers

It doesn't matter what they look like

- They can be
 - a man or a woman
 - young or old
- Can dress in any outfit
 - wear jeans and a t-shirt
 - dress up in a suit and tie







Would you walk away with these people without telling the person you were with?

– Man who checks you out at the grocery store?



- Lady who cuts your hair?
 - Your boss at work?
- Teenager running at the park?





What about with these people?



- The cashier at the store?
- Your best friend's mom?
- The person who works at the bookstore?
- Your waiter at a restaurant?
- Your teacher?





So a stranger is someone you do not know

- But a stranger might come up to you and ask you to go somewhere
- They might have different ways of trying to get you to go

Sometimes a stranger might ask for **HELP**



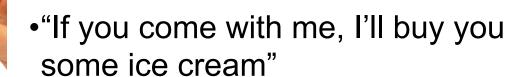
- "I lost my puppy, can you help me find him?"
- "Can you help me look for where the milk is?"
- "This is too much for me to carry, will you take these bags to my car with me?"
- "I lost my keys. Can you help me look for them?"







Sometimes a stranger might promise to give you something



- •"I saw a really cute shirt over there.

 Come with me and I'll show you"
- •"I'll give you \$5 if you help me"





Sometimes a stranger might say someone told them that you should **go with them**

- •"Your sister wants you to go with me"
- "Your boss said you should come work with me today"





- "Your dad told me to come pick you up"
- "Your teacher said class is in a different room and I should take you there"

Sometimes a stranger might just tell you to go with them without a reason



- "Would you like to take a walk with me?"
- "Would you like a ride in my car?"



- "I'll give you a ride home"
- "Come with me"
- "I want to show you something over here"



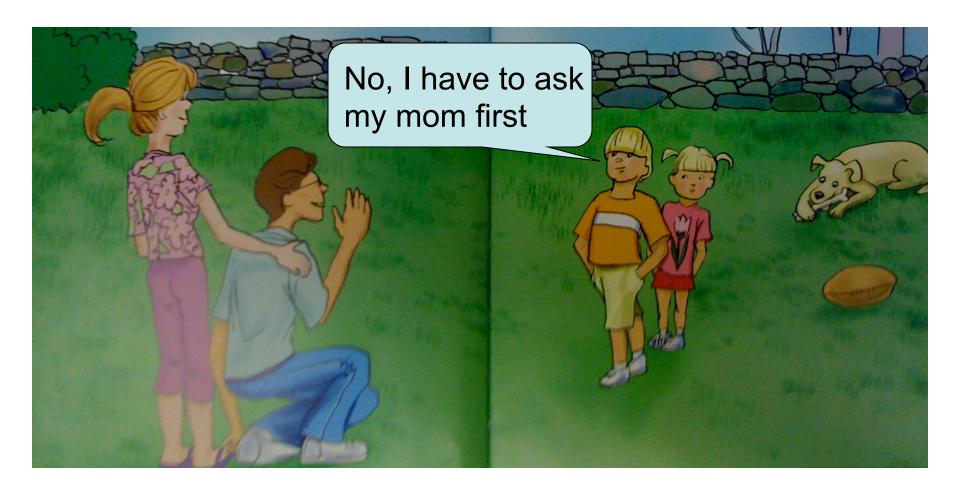


What Should You Do if A Stranger Asks You to Go Somewhere?

You should never go somewhere alone without telling your parent or someone you know

- even if it is in the same store

- FIRST,
 - You should say "no" and give a reason



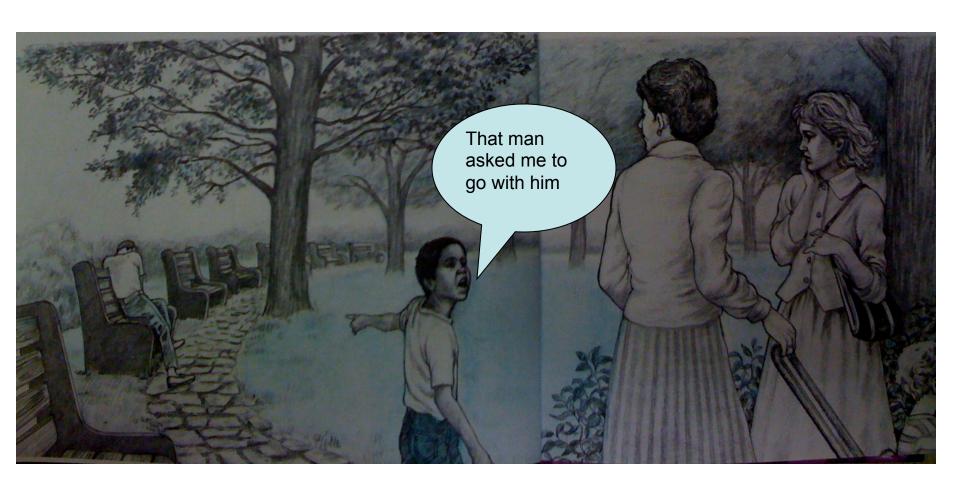
- SECOND,
 - –You should walk away from the stranger



- Toward the person you came with
- –The person you know and trust

THIRD

You should find the person you came with and tell them about the stranger



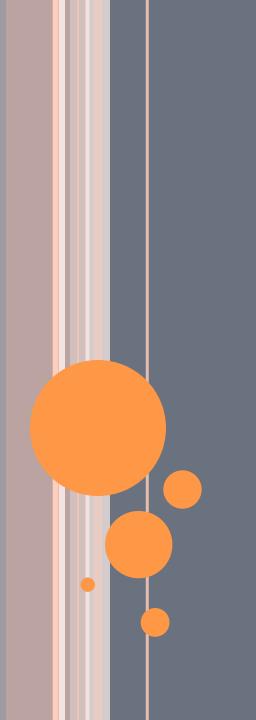
 Can you tell me what you should do if a stranger comes up to you?

- Right! You should
 - Say "no" and give a reason
 - Walk away
 - Tell the person you came with about the stranger

 Now, why don't you watch as we act out what you should do if a stranger comes up to you

OUTCOME MEASURE- ROLE PLAY

- Percentage of points earned throughout role play
- o 5 role plays per session
- 1 point for each independent behavior
 - say "no"
 - walk away
 - tell an adult
- Up to 15 points per session



RESULTS

RESEARCH QUESTION 1

- Prior to training, do adults with WS display the stranger safety skills of saying "no" and walking away when approached by a stranger?
- Score at Pretest (N=32 assessments)

Score	Pretest
0	13 (41%)
1	2 (6%)
2	14 (44%)
3	3 (9%)
4	

- 41% participants agreed to go at least once
 - 1 agreed to go 2 times
- 9% participants said no and walked away

RESEARCH QUESTION 1: SUMMARY

- 18 of 21 (86%) did not display safety skills *at least* once prior to training
- Use of skills was inconsistent within individuals
- Adults with WS are an at risk group
 - could benefit from stranger safety BST

RESEARCH QUESTION 2

• Can adults with WS learn the stranger safety skills during three days of group behavior skills training?

	Range	Average
Day 1	67% to 100%	96%
Day 2	80% to 100%	97%
Day 3	93% to 100%	99%

RESEARCH QUESTION 2: SUMMARY

- Quickly learned the skills during training
- Independently displayed skills during role play

RESEARCH QUESTION 3

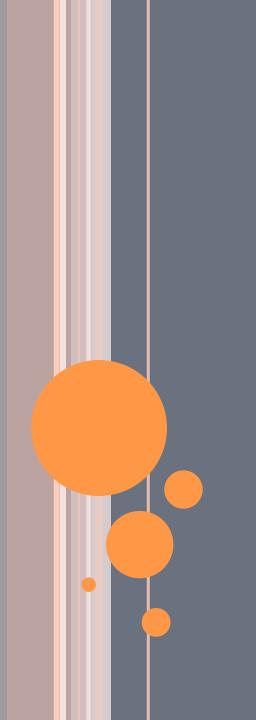
- Will adults with WS use the stranger safety skills in response to a stranger lure after training?
- \circ Score at Posttest 1 (N = 28 assessments)

	Pretest	Posttest
Score		
0	13 (41%)	3 (11%)
1	2 (6%)	
2	14 (44%)	10 (36%)
3	3 (9%)	6 (21%)
4		9 (32%)

- 3 participants agreed to go with the stranger
- 54% participants said "no" and walked away

RESEARCH QUESTION 3: SUMMARY

- Following intervention
 - use of safety skills increased
 - was still variable
 - only 3 participants (14%) agreed to leave with the stranger
- 13 of 21 (62%) met criterion at least once
- Of those who did not meet criterion
 - 5 (71%) increased from baseline performance
 - o said "no"



DISCUSSION

DISCUSSION

- Examined real life behaviors of WS response to stranger lures
 - Adults with WS need stranger safety training
- First intervention to teach adults with WS to appropriately respond to lures from strangers
 - Rapid acquisition of skills in role play
 - Use of skills increased after training- still variable

FUTURE DIRECTIONS

- Why did some say "no" at the beginning?
 - Need to see what they do in real life, instead of what parents say they do
- This year
 - Ask them if they would go with a stranger
 - Ask parents if they would go with a stranger
 - Watch them interact with strangers

ACKNOWLEDGEMENTS

- Study Participants and their families
- Collaborators and Mentors at the Vanderbilt Kennedy Center & Department of Special Education
 - Elisabeth Dykens, PhD
 - Joseph Wehby, PhD
 - Carolyn Shivers, PhD
 - Meghan Burke, PhD
 - Miriam Lense, MS
 - Elizabeth Roof, MS
 - All camp counselors and camp personnel
 - Vanderbilt Kennedy Center ACM Lifting Lives Music Camp

THANK YOU!

Marisa H. Fisher, PhD, BCBA Vanderbilt Kennedy Center Marisa.fisher@vanderbilt.edu

