

## Implementation Procedure: Rewarding the Absence of Challenging Behavior

Written On: 5/18/15

Authored by: Amanda Teweleit, M.Ed., BCBA

Learner: Nigel Burns

Skill Area: Behavior

Relation to IEP Goals:

- Self Regulation

Learning Goal: During the school day, Nigel will exhibit protest behavior during <20% of measured intervals and will exhibit dangerous behavior during 0% of measured intervals for 5 consecutive school days, as measured by 10 minute partial interval recording.

Data Collection: Use partial interval recording on the "Behavior and Communication Data Sheet" to record when Nigel engages in protest behavior and dangerous behavior.

- Instructions for data collection can be found on the data sheet.

Instructional Materials:

- Variety of identified reinforcers
- Data sheet
- Pencil
- Safe Body visual with reinforcer picture icons
- Safe Hands social story
- Written definitions of protest and dangerous behavior

Generalization & Maintenance:

- *Generalization:*
  - This program should be taught and reinforced across multiple settings and with multiple educators.
  - The variable durations of time in each interval supports generalization.
  - Transporting the "Safe Body Visual" and a timer from the instructional setting (IMS conference room) to generalization settings (e.g., Eastlake HS, hallway, playground, etc.) will support generalization.
- *Maintenance:* Over time, as the frequency of challenging behavior decreases, the average length of the interval will increase in duration.

Teaching Procedures:

1. Read the "Safe Hands" social story at the start of the school day.
2. After reading the social story and at the end of each time interval, review the "Safe Body Visual" with Nigel. Be sure that Nigel is attending to the visual and the speaker when reviewing the visual.
  - a. The teacher should point to the visual while stating the expected behavior listed on the visual.
  - b. After reading expectations, allow Nigel to choose his reinforcer. Do this by laying out 3 picture icons of potential reinforcers and allow Nigel to point to and/or vocally state the reinforcer he wants to earn.
3. The teacher should set a timer for the amount time designated on the "Interval Schedule."

4. If Nigel doesn't engage in any dangerous or protest behavior (as defined in the BIP) for the entire time interval, provide him with the reinforcer he chose on the visual. When providing the reinforcer, reference back to the "Safe Body Visual" and deliver behavior-specific praise.
5. If Nigel engages in any forms of protest or dangerous behavior (as defined in the BIP) during any time during the time interval, stop the timer and reference back to the "Safe Body Visual."
  - a. With a gentle and neutral tone of voice, tell Nigel that he did not have a safe body and model what a safe body looks like (e.g., folded hands, quiet feet, etc.)
  - b. Reset the timer and complete step 2 again.
6. Complete these procedures for the entire school day, everyday.

**Teaching Sequence:**

Use the interval schedule to determine how long to set the timer during an interval. When averaged together, the "Sequence of Interval Lengths" will equal the "Average Length of Interval."

When setting the timer, do so as described in the "Sequence of Interval Lengths;" repeat the 5 sequenced interval lengths over and over. For example, as you finish the 5<sup>th</sup> sequenced interval length, loop back to the first interval length and repeat. Use the mastery criteria described below to determine when to move onto the next level in the "Interval Schedule."

- **Mastery Criteria:** During the entire school day, Nigel will exhibit dangerous behavior during 0% of measured intervals for 3 consecutive days before moving onto the next level.

INTERVAL SCHEDULE		
Level	Average Length of Interval	Sequence of Interval Lengths
1	4 minutes <del>30</del> seconds	5 min 30 sec → 5 min 15 sec → 2 min → 5 min 10 sec → 4 min 35 sec
2	5 minutes ✓	5 min 30 sec → 3 min → 6 min → 4 min 45 sec → 5 min 45 sec
3	5 minutes 30 seconds ✓	6 min → 3 min 45 sec → 5 min 30 sec → 5 min 15 sec → 7 min
4	6 minutes ✓ <i>6/15/15</i>	6 min 30 sec → 4 min 15 sec → 6 min → 5 min 45 sec → 7 min 30 sec
5	6 minutes 30 seconds	7 min 30 sec → 6 min 30 sec → 6 min 15 sec → 5 min 30 sec → 6 min 45 sec
6	7 minutes	8 min → 6 min → 7 min → 6 min 45 sec → 7 min 15 sec
7	8 minutes	9 min → 7 min → 8 min → 7 min 45 sec → 8 min 15 sec
8	10 minutes	12 min → 8 min → 10 min → 9 min 45 sec → 10 min 15 sec
9	12 minutes	14 min → 11 min → 10 min → 13 min → 12 min
10	14 minutes	16 min 30 sec → 10 min → 13 min → 15 min 30 sec → 15 min
11	16 minutes	18 min → 15 min 30 sec → 16 min → 17 min → 13 min 30 sec
12	18 minutes	19 min → 17 min 30 sec → 18 min → 19 min 30 sec → 16 min
13	20 minutes	19 min → 20 min 30 sec → 22 min → 21 min → 17 min 30 sec

14	22 minutes	20 min → 22 min 30 sec → 24 min → 19 min → 24 min 30sec
15	24 minutes	22 min → 24 min → 26 min → 23 min → 25 min
16	26 minutes	23 min → 26 min 30 sec → 28 min → 25 min 30 sec → 27 min
17	28 minutes	25 min → 28 min 30 sec → 30 min → 27 min 30 sec → 29 min
18	30 minutes	27 min → 30 min 30 sec → 32 min → 29 min 30 sec → 31 min

## Instructional Program: Functional Communication Training (FCT) for a Break

Written On: 3/5/15

Authored by: Amanda Teweleit, M.Ed., BCBA

Learner: Nigel Burns

Skill Area: Communication

Skill: Functional communication for termination of a non-preferred/less-preferred activity as a functionally equivalent replacement behavior to challenging behavior (e.g., aggression).

Relation to IEP Goals:

- Functional Expression, One to One
- Requesting a Break

Learning Goal: When presented with a diverse variety of non-preferred or low-preferred activities, Nigel will request termination ("mand") of the activity using multiple communication modalities (vocal speech & speech-generating device) with 90% independence across 10 consecutive learning trials.

Data Collection: Per each trial during an instructional session, the following data should be collected. A data sheet is attached describing data collection in further detail.

- Presence or absence of the establishing operation.
- Presence or absence of a behavioral indicator.
- Nigel's request (mand):
  - Percentage of trials with independent requesting.
  - Prompt level used during each trial.
- Whether or not Nigel's request was honored with a break (presence or absence of negative reinforcer as consequence to Nigel's mand).
- Presence or absence of challenging behavior during the trial.

Instructional Materials:

- Variety of non-preferred and less-preferred activities and their necessary materials.
- Data sheet
- Pencil
- Nigel's speech generating device with the "break card" on the home page of the device. The home page should be open.

Generalization & Maintenance:

- *Generalization:* FCT should be taught across multiple settings, with multiple educators , and with a variety of task demands as to promote generalization.
- *Maintenance:* To promote maintenance, plans to increase the time delay between the communicative response (request for a break) and the reinforcer (given access to a break) will be included. Initially however, Nigel's communicative response (requesting a break) should be reinforced on a continuous schedule of reinforcement (CRF). Meaning, that **every time** Nigel requests a break, he **immediately** receives one.

Teaching Procedures:

-Carr & Durand (1985), Durand & Carr (1992)

Teaching FCT:

1. Initially teach Nigel how to request a break in neutral, contrived settings with limited distractions.
2. Present Nigel with an academic or other less-preferred task.
3. Immediately state, "Nigel, if you want a break, touch the break card, like this;" as you state the instruction, model how to touch the break card on Nigel's SGD with your own hand. If Nigel immediately touches the break card, without additional prompting, then remove the task demand and allow a 1 minute break from the task. Nigel can engage in mild/moderately preferred activities, but limit high preferred activities as to control for competing reinforcers (motivation for escape versus motivation for access to tangible). It is not required that Nigel engage in the mild/moderate activities; engagement in these activities is Nigel's choice.
  - a. It is not required that you state the instruction to touch the break card and model the action for every trial. Use professional judgment to determine when this teaching model is appropriate throughout the instructional session.
4. If Nigel does not touch the break card after approximately 15 seconds of engagement in the non-preferred activity, use most-to-least prompting in the following order until Nigel successfully touches the break card:
  - a. Full physical prompt: Use hand-over-hand to guide Nigel in touching the break card on his speech-generating device.
  - b. Partial physical prompt: gently push Nigel's elbow to guide him to touch the break card.
  - c. Gestural prompt: Point to the break card.
  - d. Previous prompts (verbal prompt paired with modeling)
5. Immediately after Nigel touches the break card, remove the task demand, praise Nigel for requesting a break, and allow a 1 minute break as described above. Set the timer for one minute.
6. When the timer sounds, re-present the task demand, "Nigel, time to work. If you want a break, touch the break card."
7. Repeat steps 3-5 until the instructional session is over. A minimum of 10 trials should be conducted per instructional session.
8. Take data on the frequency of the communicative response (touching the break card) and the level of prompting when teaching the skill (see data collection above). *This data is to determine if Nigel has acquired the skill. Once the skill is acquired, data on prompting is not required, only take data on the frequency of requests for a break.*
9. When Nigel successfully requests a break with 90% independence (without prompting) for 10 consecutive learning trials, introduce the break card into less neutral settings and follow the above instructions.

#### Introducing a Time Delay:

If Nigel is requesting a break excessively, introduce a time delay between Nigel's request for a break and when the request is honored. Initially, the time delay needs to be short (e.g., 10 seconds). As Nigel successfully tolerates shorter durations of time delay, the time delay can be increased (e.g., 10 seconds, 20 seconds, 30 seconds, 45 seconds, 1 minute, 1 minute 30 seconds, 2 minutes, 3 minutes 30 seconds, 5 minutes, etc.). To implement a time delay, use the same procedure as listed above with minor adjustments:

1. Nigel touches the break card.
2. Teacher responds with praise for requesting a break and says, "You can have a break when the timer sounds."
3. The teacher sets a timer for 10 seconds (or current time delay). The timer should be in Nigel's clear view and close enough for him to hear the sound.
4. Immediately after the timer sounds, remove the task and allow Nigel a one minute break.
5. The suggested criteria for increasing time delay: When Nigel successfully tolerates the given time delay for 3 consecutive trials, increase the time delay.

#### Important Notes about FCT:

- Do not reinforce Nigel's challenging behavior by allowing him a break when he engages in the target behaviors. Ignore minor disruptive behavior as much as possible, and prompt Nigel toward use of his break card as needed.
- If Nigel does engage in in the target behaviors, use most-to-least prompting to gain compliance in requesting a break before removing task demands. After his break, the task should be re-presented to Nigel. If he again requests a break, give him a break.
- If Nigel makes a vocal request for a break, be sure to praise/honor those requests.

### Data Collection: Functional Communication Training

Created: 3/5/15

Authored by: Amanda Teweleit, M.Ed., BCBA

Earner: Nigel Burns

Data Collected By: \_\_\_\_\_

Date: \_\_\_\_\_

Instructions: Mark a slash over each item as it occurs during each instructional trial. A trial begins with the presentation of the establishing operation and terminates when the break ends.

### Operational Definitions:

- Establishing Operation: The presentation of non-preferred or less-preferred activity to Nigel.
- Behavior Indicator: Nigel's eye gaze and body orientation stray from the location of the task for more than 5 seconds and/or Nigel walks away.
- Prompted or Independent Request/Mand: Mark a slash over the type of prompt used or if Nigel requested a break (manded) independently.
  - FP: Full Physical
  - PP: Partial Physical
  - G: Gestural
  - V: Verbal
  - I: Independent
- Vocal or SGD Request: Record if Nigel makes his request vocally (V) or through use of his speech-generating device (SGD).
- Negative Reinforcer Delivered: Nigel is given a break.
- Presence of Challenging Behavior: Nigel engages in any form of challenging behavior (as defined in the FBA/BIP) during the instructional trial.
- Task Completion: Nigel finishes the task presented.

<i>Trial Number</i>	<i>Presence of Establishing Operation</i>	<i>Behavior Indicator</i>	<i>Prompted or Independent Request</i>	<i>Vocal or SGD Request</i>	<i>Negative Reinforcer Delivery</i>	<i>Presence of Challenging Behavior</i>	<i>Task Completion</i>
1	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
2	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
3	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
4	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
5	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
6	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
7	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
8	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
9	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
10	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC

*Percentage of Independent Requests:*

**Percentage of Prompted Requests:**

**Percentage of Completed Tasks:**

### *Percentage of Trials with Challenging Behavior:*

**Data Collection: Functional Communication Training**

Created: 3/5/15

Authored by: Amanda Teweleit, M.Ed., BCBA

Learner: Nigel Burns

Data Collected By: \_\_\_\_\_

Date: \_\_\_\_\_

<i><b>Trial Number</b></i>	<i><b>Presence of Establishing Operation</b></i>	<i><b>Behavior Indicator</b></i>	<i><b>Prompted or Independent Mand</b></i>	<i><b>Mand: Vocal or SGD</b></i>	<i><b>Negative Reinforcer Delivery</b></i>	<i><b>Presence of Challenging Behavior</b></i>	<i><b>Task Completion</b></i>
1	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
2	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
3	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
4	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
5	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
6	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
7	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
8	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
9	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
10	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
11	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
12	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
13	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
14	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
15	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
16	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
17	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
18	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
19	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
20	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
21	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
22	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
23	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
24	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC
25	EO	BI	FP PP G V I	V SGD	SR-	CHBX	TC

***Percentage of Independent Mand:***

***Percentage of Prompted Mand:***

***Percentage of Completed Tasks:***

***Percentage of Trials with Challenging Behavior:***



## High School Transition Plan/Data

Learner: Nigel Burns

*Authored by: Amanda Teweleit, M.Ed., BCBA, Tessa Beckett, Leslie Kyle, & Laura Genuardi*

Setting: Eastlake High School

### Materials Needed:

- Portable first/then schedule with all necessary picture icons
- High school social story
- Variety of reinforcers (e.g., gum, laptop, etc.)
- Read aloud book
- Nigel's lunch
- Touch Math worksheets
- Yoga video

Mastery Criteria: Nigel moves onto the next set within the scope and sequence once he successfully completes **3 consecutive trips to the high school without engaging in any form of aggression.**

### Scope and Sequence:

1. Go to Nigel's desk in the high school classroom and read one read aloud story.
2. Go to Nigel's desk in the high school classroom and read one read aloud story. Then, go for a walk around the track.
3. Go to Nigel's desk in the high school classroom and read one read aloud story. Then, go for a walk around the track. Lastly, take Nigel to the school cafeteria to heat his lunch and eat in the cafeteria.
4. Go to Nigel's desk in the high school classroom and read one read aloud story. Then, go for a walk around the track. Next, take Nigel to the school cafeteria to heat his lunch and eat in the cafeteria. Lastly, have Nigel complete one 5 minute session of Yoga.
5. Go to Nigel's desk in the high school classroom and read one read aloud story. Then, go for a walk around the track. Next, take Nigel to the school cafeteria to heat his lunch and eat in the cafeteria. After lunch, have Nigel complete one 5 minute session of Yoga. Lastly, complete Nigel's Touch Math program in his classroom.

### Procedure:

1. While at the middle school and before getting into the van, read Nigel his high school social story.
2. Use the first/then portable schedule to show Nigel that first, he is getting into the van, then he will be at the high school classroom. Continue use of the first/then schedule throughout the entire outing.
3. Take the van to the high school and use the social story to check off the "van icons" as Nigel nears the high school.
4. Upon arrival to the high school, complete the steps outlined in the scope and sequence. Provide frequent opportunities for Nigel to receive reinforcement.
5. Once finished with all of the activities at the high school, get back into the van and return to the middle school. Use the social story to check off the "van icons" as Nigel nears the middle school.
6. Collect data (see instructions).

## Instructional Program: Functional Communication Training (FCT) for Attention/Interaction

Written On: 5/19/15

Authored by: Amanda Teweleit, M.Ed., BCBA

Learner: Nigel Burns

Skill Area: Communication

Skill: Functional communication to request interaction with and attention from other people as a functionally equivalent replacement behavior to challenging behavior (e.g., genital rubbing and elopement).

### Relation to IEP Goals:

- Functional Expression, One to One

Learning Goal: When Nigel has time to himself and peer or adult attention is diverted, Nigel will request interaction with and attention from others using multiple communication modalities (vocal speech & speech-generating device) with 90% independence across 10 consecutive learning trials.

Data Collection: Per each trial during an instructional session, the following data should be collected. A data sheet is attached describing data collection in further detail.

- Presence or absence of the establishing operation.
- Nigel's request (mand):
  - Percentage of trials with independent requesting.
  - Prompt level used during each trial.
- Record whether or not Nigel's request was honored by being given attention from others (presence or absence of positive reinforcer as consequence to Nigel's mand).
- Presence or absence of challenging behavior during the trial.

### Instructional Materials:

- Data sheet
- Pencil
- Nigel's speech generating device with the "break card" on the home page of the device. The home page should be open.

### Generalization & Maintenance:

- Generalization: FCT should be taught across multiple settings, with a variety of people.
- Maintenance: To promote maintenance, plans to increase the time delay between the communicative response (requesting attention) and the reinforcer (being given attention) will be included. Initially however, Nigel's request for attention should be reinforced on a continuous schedule of reinforcement (CRF). Meaning, that every time Nigel requests attention/interaction, he immediately receives it.

### Teaching Procedures:

Carr & Durand (1985), Durand & Carr (1992)

Comment [AT1]: Check references

### Teaching FCT:

1. Initially teach Nigel how to request a attention/interaction in neutral, contrived settings with limited distractions.
2. One preferred staff (Staff A) should divert their attention from Nigel by stand a few feet away and turning their back to Nigel.

3. Another staff (Staff B) should stay in closer proximity to Nigel to support prompting.
4. If Nigel does not touch the picture icon on his SGD after approximately 15 seconds of having Staff A's attention diverted away, Staff B should use most-to-least prompting, with neutral affect, in the following order until Nigel successfully touches the break card:
  - a. Full physical prompt: Use hand-over-hand to guide Nigel in touching Staff A's picture icon on his speech-generating device (SGD).
  - b. Partial physical prompt: Gently push Nigel's elbow to guide him to touch the picture icon of Staff A.
  - c. Gestural prompt: Point to Staff A's picture icon.
  - d. Verbal: Staff B should say, "Nigel, if you want [state Staff A's name], touch their picture."
5. Immediately after Nigel touches Staff A's picture icon, Staff A should turn around and provide attention/interaction to Nigel for approximately 10-20 seconds. Attention/interaction should be provided with a cheerful affect (e.g., praise, soft tickles, high-fives etc.). Staff B should step aside and continue to keep neutral affect.
6. After Staff A delivers attention, repeat steps 2-5 until the instructional session is over. A minimum of 10 trials should be conducted per instructional session.
7. Take data on the frequency of the communicative response (touching Staff A's picture icon) and the level of prompting when teaching the skill (see data collection above). *This data is to determine if Nigel has acquired the skill. Once the skill is acquired, data on prompting is not required, only take data on the frequency of requests for attention/interaction.*
8. When Nigel successfully requests attention/interaction from multiple staff, with 90% independence (without prompting) for 10 consecutive learning trials, introduce the picture icons into less neutral settings and follow the above instructions.

#### Introducing a Time Delay:

gel is requesting attention/interaction excessively, introduce a time delay between Nigel's request for a attention/interaction and when the request is honored. Initially, the time delay needs to be short (e.g., 10 seconds). As Nigel successfully tolerates shorter durations of time delay, the time delay can be increased (e.g., 10 seconds, 20 seconds, 30 seconds, 45 seconds, 1 minute, 1 minute 30 seconds, 2 minutes, 3 minutes 30 seconds, 5 minutes, etc.). To implement a time delay, use the same procedure as listed above with minor adjustments:

1. Nigel touches Staff A's picture icon on his SGD.
2. Staff A responds with brief praise for requesting attention and says, "I can play when the timer sounds."
3. The teacher sets a timer for 10 seconds (or current time delay). The timer should be in Nigel's clear view and close enough for him to hear the sound.
4. Immediately after the timer sounds, Staff A should deliver high quality attention/interaction to Nigel (e.g., high-fives, praise, soft tickles, playing together).
5. The suggested criteria for increasing time delay: When Nigel successfully tolerates the given time delay for 3 consecutive trials, without engaging in challenging behavior, increase the time delay.

#### Important Notes about FCT:

- Do not reinforce Nigel's challenging behavior by providing high quality attention/interactions when he engages in the target behaviors. Ignore minor disruptive behavior as much as possible, and prompt Nigel toward use of the picture icons on his SGD as needed.
- If Nigel does engage in in the target behaviors, use most-to-least prompting to gain compliance in requesting a attention/interaction before delivering the attention/interaction.
- If Nigel makes a vocal request for attention/interaction, be sure to praise/honor those requests.

**Data Collection: Functional Communication Training for Attention**

Created: 5/19/15

Authored by: Amanda Teweleit, M.Ed., BCBA

Learner: Nigel Burns

Data Collected By: \_\_\_\_\_

Date: \_\_\_\_\_

Instructions: Mark a slash over each item as it occurs during each instructional trial. A trial begins with the presentation of the establishing operation and terminates when the break ends.

Operational Definitions:

- **Establishing Operation:** Attention is diverted away from Nigel.
- **Prompted or Independent Request/Mand:** Mark a slash over the type of prompt used or if Nigel requested attention/interaction (manded) independently.
  - FP: Full Physical
  - PP: Partial Physical
  - G: Gestural
  - V: Verbal
  - I: Independent
- **Vocal or SGD Request:** Record if Nigel makes his request vocally (V) or through use of his speech-generating device (SGD).
- **Attention Delivered:** Nigel is given attention from the staff/person whose attention was diverted away.
- **Presence of Challenging Behavior:** Nigel engages in any form of challenging behavior (as defined in the FBA/BIP) during the instructional trial.

<i><b>Trial Number</b></i>	<i><b>Presence of Establishing Operation</b></i>	<i><b>Prompted or Independent Request</b></i>	<i><b>Vocal or SGD Request</b></i>	<i><b>Attention Delivered</b></i>	<i><b>Presence of Challenging Behavior</b></i>
1	EO	FP PP G V I	V SGD	SR+	CHBX
2	EO	FP PP G V I	V SGD	SR+	CHBX
3	EO	FP PP G V I	V SGD	SR+	CHBX
4	EO	FP PP G V I	V SGD	SR+	CHBX
5	EO	FP PP G V I	V SGD	SR+	CHBX
6	EO	FP PP G V I	V SGD	SR+	CHBX
7	EO	FP PP G V I	V SGD	SR+	CHBX
8	EO	FP PP G V I	V SGD	SR+	CHBX
9	EO	FP PP G V I	V SGD	SR+	CHBX
10	EO	FP PP G V I	V SGD	SR+	CHBX
<i><b>Percentage of Independent Requests:</b></i>					
<i><b>Percentage of Prompted Requests:</b></i>					
<i><b>Percentage of Trials with Challenging Behavior</b></i>					



# **Data Collection: Functional Communication Training for Attention**

Created: 5/19/15

Authored by: Amanda Teweleit, M.Ed., BCBA

Learner: Nigel Burns

Data Collected By: \_\_\_\_\_

Date: \_\_\_\_\_

<i><b>Trial Number</b></i>	<i><b>Presence of Establishing Operation</b></i>	<i><b>Prompted or Independent Request</b></i>	<i><b>Vocal or SGD Request</b></i>	<i><b>Attention Delivered</b></i>	<i><b>Presence of Challenging Behavior</b></i>
1	EO	FP PP G V I	V SGD	SR+	CHBX
2	EO	FP PP G V I	V SGD	SR+	CHBX
3	EO	FP PP G V I	V SGD	SR+	CHBX
4	EO	FP PP G V I	V SGD	SR+	CHBX
5	EO	FP PP G V I	V SGD	SR+	CHBX
6	EO	FP PP G V I	V SGD	SR+	CHBX
7	EO	FP PP G V I	V SGD	SR+	CHBX
8	EO	FP PP G V I	V SGD	SR+	CHBX
9	EO	FP PP G V I	V SGD	SR+	CHBX
10	EO	FP PP G V I	V SGD	SR+	CHBX
	EO	FP PP G V I	V SGD	SR+	CHBX
12	EO	FP PP G V I	V SGD	SR+	CHBX
13	EO	FP PP G V I	V SGD	SR+	CHBX
14	EO	FP PP G V I	V SGD	SR+	CHBX
15	EO	FP PP G V I	V SGD	SR+	CHBX
16	EO	FP PP G V I	V SGD	SR+	CHBX
17	EO	FP PP G V I	V SGD	SR+	CHBX
18	EO	FP PP G V I	V SGD	SR+	CHBX
19	EO	FP PP G V I	V SGD	SR+	CHBX
20	EO	FP PP G V I	V SGD	SR+	CHBX
21	EO	FP PP G V I	V SGD	SR+	CHBX
22	EO	FP PP G V I	V SGD	SR+	CHBX
23	EO	FP PP G V I	V SGD	SR+	CHBX
24	EO	FP PP G V I	V SGD	SR+	CHBX
25	EO	FP PP G V I	V SGD	SR+	CHBX
26	EO	FP PP G V I	V SGD	SR+	CHBX
27	EO	FP PP G V I	V SGD	SR+	CHBX
28	EO	FP PP G V I	V SGD	SR+	CHBX
<i><b>Percentage of Independent Requests:</b></i>					
<i><b>Percentage of Prompted Requests:</b></i>					
<i><b>Percentage of Trials with Challenging Behavior</b></i>					

**DAILY DATA SHEET-Academic Programs**

Student: Nigel Burns

Data Collector: Tessa Beckett

Date: 5/20/15

Instructional Program	Slice/ Level	Correct/Incorrect/Prompted	Percentage Correct/Independent
Addition/Subtraction		PPP++P++P 4/9 =	
Next Highest Dollar	<u>level 3</u>	++++P++	70%
Public v. Private			
Functional Expression-Group			# Independent Requests:
Clicker 6 Sentences	4 words		%: Avg. Prompt Level:
	5 words		%: Avg. Prompt Level:

**FCT-Requesting a Break or Interaction**

Communication Modality	Functional Request		Communication Modality Percent Independent
	Requesting a Break	Requesting Attention or Interaction w/ Others	
SGD	Time: ++P++ 80%		
GESTURE/ASL			
VOCAL			
Functional Request Percent Independent			

<b>Turn Taking</b>	# Consecutive Turns (tally):	Total # Turns:
--------------------	------------------------------	----------------

**Leisure Activity**

Activity	Duration Engaged	# Redirections (tally)	Rate of Redirections

**Personal Information**

<u>level 1.5</u>	Name	Address	Phone Number	Communication Modality: Percent Correct
Communication Modality	SGD	++ 100	++ 100	
	Vocal	++ 100	P+++ 75	
Personal Information: Percent Correct				

**Sustained Attention**

Activity	Duration (min.) of Engagement	Latency (min.) to Escape Behavior
EdMark		
Touch Math		
Time		
Read Aloud		
Other		
<b>Waiting for Preferred Items/Activities</b>		Level/Set:
Item/Activity	Duration of Waiting (minutes)	Latency to Protest/Dangerous Behavior

**ecdotal Notes:**

**DAILY DATA SHEET-Academic Programs**

Student: Nigel Burns

Data Collector: AT

Date: 5-19-15

Instructional Program	Slice/Level	Correct/Incorrect/Prompted	Percentage Correct/Independent
Addition/Subtraction			
Next Highest Dollar		<u>0 # time</u>	
Public v. Private		<u>++</u>	
Functional Expression-Group	<u>time</u>	<u>+++++ - 1 - +++++ 10/13</u>	# Independent Requests: <u>11/10</u> ✓
Clicker 6 Sentences	4 words		%: Avg. Prompt Level:
	5 words		%: Avg. Prompt Level:

**FCT-Requesting a Break or Interaction**

		Functional Request		Communication Modality Percent Independent
		Requesting a Break	Requesting Attention or Interaction w/ Others	
Communication Modality	SGD			
	GESTURE/ASL			
	VOCAL			
Functional Request Percent Independent				
Turn Taking		# Consecutive Turns (tally): <u>14/19 (Soccer)</u>	<u>74%</u> ✓	Total # Turns: <u>19</u>

**Leisure Activity**

Activity	Duration Engaged	# Redirections (tally)	Rate of Redirections
<u>Guitar</u>	<u>2m</u>		
<u>Soccer</u>	<u>4m</u> ✓		

**Personal Information**

		Name	Address	Phone Number	Communication Modality: Percent Correct
Communication Modality	SGD				
	Vocal				
Personal Information: Percent Correct					

**Sustained Attention**

Activity	Duration (min.) of Engagement	Latency (min.) to Escape Behavior
EdMark		
Touch Math		
Time <u>9:23-28</u>	<u>5m 30s</u>	
Read Aloud		
Other <u>job 10:20-10:31</u>	<u>11m</u>	<u>money 10:43</u>
Waiting for Preferred Items/Activities		Level/Set:
Item/Activity	Duration of Waiting (minutes)	Latency to Protest/Dangerous Behavior

**anecdotal Notes:**

bowling (138-) +++++ 75%  
recycle score on back

**DAILY DATA SHEET-Academic Programs**

Student: Nigel Burns

Data Collector: AT

Date: 5/18/15

Instructional Program	Slice/ Level	Correct/Incorrect/Prompted	Percentage Correct/Independent
Addition/Subtraction			
Next Highest Dollar		11/13 85% ✓	
Public v. Private			
Functional Expression-Group			# Independent Requests:
Clicker 6 Sentences	4 words		%: Avg. Prompt Level:
	5 words		%: Avg. Prompt Level:

**FCT-Requesting a Break or Interaction**

		Functional Request		Communication Modality Percent Independent
		Requesting a Break	Requesting Attention or Interaction w/ Others	
Communication Modality	SGD			
	GESTURE/ASL			
	VOCAL			
Functional Request Percent Independent				
Turn Taking bowl		# Consecutive Turns (tally): <del>TA TA TA TA</del> + + + + PPT + 75% ✓		Total # Turns: 8 ✓

Leisure Activity			
Activity	Duration Engaged	# Redirections (tally)	Rate of Redirections
guitar 756-800	4m ✓		
bowl 140-2	20m ✓		

Personal Information				
	Name	Address	Phone Number	Communication Modality: Percent Correct
Communication Modality	SGD			
	Vocal			
Personal Information: Percent Correct				

Sustained Attention		
Activity	Duration (min.) of Engagement	Latency (min.) to Escape Behavior
EdMark		
Touch Math	14m	
Time		
Read Aloud 10:13-23	10m	
Other FCT 11:55-12:15	20m exercise (1:00-1:05-5m) ✓	
Waiting for Preferred Items/Activities		Level/Set:
Item/Activity	Duration of Waiting (minutes)	Latency to Protest/Dangerous Behavior

**anecdotal Notes:**

Shred 100% ✓



**DAILY DATA SHEET-Academic Programs**

Student: Nigel Burns      Data Collector: Tessa Beckett      Date: 5/15/15

Instructional Program		Slice/ Level	Correct/Incorrect/Prompted	Percentage Correct/Independent																															
Addition/Subtraction		points on both	P + + + + + P + + *	80%																															
Next Highest Dollar			+ P + P + + + + +	78%																															
Public v. Private			+ + P + + + P P + 6/9	67% stuck																															
Functional Expression-Group				# Independent Requests:																															
Clicker 6 Sentences		4 words	P + P P +	%: Avg. Prompt Level:																															
		5 words	PPP P +	%: Avg. Prompt Level:																															
<p align="center"><b>FCT-Requesting a Break or Interaction</b></p> <table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2"></th> <th colspan="2">Functional Request</th> <th>Communication Modality</th> </tr> <tr> <th colspan="2"></th> <th>Requesting a Break</th> <th>Requesting Attention or Interaction w/ Others</th> <th>Percent Independent</th> </tr> </thead> <tbody> <tr> <td rowspan="3" style="writing-mode: vertical-rl; transform: rotate(180deg);">Communication Modality</td> <td>SGD</td> <td colspan="2">Time : + + + + P</td> <td rowspan="3" style="vertical-align: middle; text-align: center;"> <div style="font-size: 2em;">}</div>           8/14 57%            stickers on 15/45         </td> </tr> <tr> <td>GESTURE/ASL</td> <td colspan="2">+ + + PPP</td> </tr> <tr> <td>VOCAL</td> <td colspan="2">P P +</td> </tr> <tr> <td colspan="2">Functional Request Percent Independent</td> <td colspan="2">           Addition (points on 2nd) - + P P + + + + + P +         </td> <td>70% ✓</td> </tr> <tr> <td colspan="2">Turn Taking</td> <td colspan="3">           # Consecutive Turns (tally): <u>1111</u> - soccer [bowling - <u>1111</u>] Total # Turns: <u>4</u> </td> </tr> </tbody> </table>							Functional Request		Communication Modality			Requesting a Break	Requesting Attention or Interaction w/ Others	Percent Independent	Communication Modality	SGD	Time : + + + + P		<div style="font-size: 2em;">}</div> 8/14 57% stickers on 15/45	GESTURE/ASL	+ + + PPP		VOCAL	P P +		Functional Request Percent Independent		Addition (points on 2nd) - + P P + + + + + P +		70% ✓	Turn Taking		# Consecutive Turns (tally): <u>1111</u> - soccer [bowling - <u>1111</u> ] Total # Turns: <u>4</u>		
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Communication Modality	SGD	P P 0	P + 50	+ + + + 100																															
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Personal Information: Percent Correct																																			
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Read Aloud																																			
Other																																			
<b>Waiting for Preferred Items/Activities</b>		Level/Set:																																	
Item/Activity	Duration of Waiting (minutes)	Latency to Protest/Dangerous Behavior																																	

**anecdotal Notes:**

? What if we kept track of which choice time he's choosing? \* really wired today - bouncing on chair + loud noises during work

time | + + + + + . P P - W/15130145 stickers  
 P + + P + + + + + \* him moving hands.  
 P  
 13/18  
 BROOKS POWERS GROUP  
 DAILY DATA SHEET-Academic Programs

Student: Nigel Burns

Data Collector: Tessa Beckett

Date: 5/13/15

Instructional Program	Slice/Level	Correct/Incorrect/Prompted	Percentage Correct/Independent
Addition/Subtraction	✓	100% + + + + P + P + P + - starting first, points on 2 <sup>nd</sup>	
Next Highest Dollar	✓	90% + + + + + + + P +	
Public v. Private	7/9 ✓	80% + P + P + + + + w/19st prompt	
Functional Expression-Group			# Independent Requests:
Clicker 6 Sentences	4 words	n/a	%: Avg. Prompt Level:
	5 words		%: Avg. Prompt Level:

#### FCT-Requesting a Break or Interaction

Communication Modality	Functional Request		Communication Modality Percent Independent
	Requesting a Break	Requesting Attention or Interaction w/ Others	
SGD			
GESTURE/ASL			
VOCAL			
Functional Request Percent Independent			
Turn Taking		# Consecutive Turns (tally):	Total # Turns:

#### Leisure Activity

Activity	Duration Engaged	# Redirections (tally)	Rate of Redirections

#### Personal Information

Communication Modality	Name	Address	Phone Number	Communication Modality: Percent Correct
SGD	++	++	++	
Vocal	++	++	++	
Personal Information: Percent Correct				

#### Sustained Attention

Activity	Duration (min.) of Engagement	Latency (min.) to Escape Behavior
EdMark		
Touch Math		
Time	8:41-8:48 7m	
Read Aloud	9:13-9:30 w/1 min break at 9:27	
Other		
Waiting for Preferred Items/Activities		Level/Set:
Item/Activity	Duration of Waiting (minutes)	Latency to Protest/Dangerous Behavior

#### anecdotal Notes:



BROOKS & POWERS  
GROUP

# DAILY DATA SHEET-Academic Programs

Student: Nigel Burns

Data Collector: AT

Date: 5/12/15

Instructional Program	Slice/ Level	Correct/Incorrect/Prompted	Percentage Correct/Independent
Addition/Subtraction			
Next Highest Dollar			
Public v. Private			
Functional Expression-Group			# Independent Requests:
Clicker 6 Sentences	4 words		%: Avg. Prompt Level:
	5 words		%: Avg. Prompt Level:

## FCT-Requesting a Break or Interaction

		Functional Request		Communication Modality Percent Independent
		Requesting a Break	Requesting Attention or Interaction w/ Others	
Communication Modality	SGD			
	GESTURE/ASL			
	VOCAL			
Functional Request Percent Independent				

<b>Turn Taking</b>	# Consecutive Turns (tally):	Total # Turns:
--------------------	------------------------------	----------------

## Leisure Activity

Activity	Duration Engaged	# Redirections (tally)	Rate of Redirections

## Personal Information

		Name	Address	Phone Number	Communication Modality: Percent Correct
Communication Modality	SGD	++ 100	+ - SC + + +	++ - + - + + + 75	✓
	Vocal	++ 100	++ - 100	++ + + 100	
Personal Information: Percent Correct					

## Sustained Attention

Activity	Duration (min.) of Engagement
EdMark <u>10/23</u>	
Touch Math	
Time	9m
Read Aloud	
Other <u>FCT (20m)</u>	
<b>Waiting for Preferred Items/Activities</b>	
Item/Activity	Duration of Waiting (minutes)

## Anecdotal Notes:

5/12/15  
Time interspersed  
00/30  
15/45  
10/23 = 43%  
925/934  
9m  
guitar  
lemin

time  
P++P+ 7/11  
++P++P ✓ 10/10



# DAILY DATA SHEET-Academic Programs

Student: Nigel Burns

Data Collector: AT

Date: 5/11/15

Instructional Program	Slice/Level	Correct/Incorrect/Prompted	Percentage Correct/Independent
Addition/Subtraction	5-9	+++++PPT	80% ✓
Next Highest Dollar		+++++P+	11/12 92%
Public v. Private			
Functional Expression-Group			# Independent Requests:
Clicker 6 Sentences	4 words		%: Avg. Prompt Level:
	5 words		%: Avg. Prompt Level:

## FCT-Requesting a Break or Interaction

		Functional Request		Communication Modality Percent Independent
		Requesting a Break	Requesting Attention or Interaction w/ Others	
Communication Modality	SGD			
	GESTURE/ASL			
	VOCAL			
Functional Request Percent Independent				

Turn Taking	# Consecutive Turns (tally):	Total # Turns:
-------------	------------------------------	----------------

## Leisure Activity

Activity	Duration Engaged	# Redirections (tally)	Rate of Redirections

## Personal Information

		Name	Address	Phone Number	Communication Modality: Percent Correct
Communication Modality	SGD				
	Vocal				
Personal Information: Percent Correct					

## Sustained Attention

Activity	Duration (min.) of Engagement	Latency (min.) to Escape Behavior
EdMark		
Touch Math	12:30 -	
Time		
Read Aloud 10:13-10:23=10m		
Other (time + PT: 9:21-9:32=11m)		
Waiting for Preferred Items/Activities		Level/Set:
Item/Activity	Duration of Waiting (minutes)	Latency to Protest/Dangerous Behavior


## Anecdotal Notes:

**DAILY DATA SHEET-Academic Programs**

Student: Nigel Burns

Data Collector: Tessa Beckett

Date: 5/8/15

Instructional Program		Slice/ Level	Correct/Incorrect/Prompted	Percentage Correct/Independent
Addition/Subtraction		5-9	PPP+P+P+++ 50%	✓
Next Highest Dollar		w/number line	+++++ 100%	✓
Public v. Private		Setting	+++++ + gestural prompt	→
Functional Expression-Group				# Independent Requests:
Clicker 6 Sentences		4 words	P++++P+	%: Avg. Prompt Level:
		5 words		%: Avg. Prompt Level:
<b>FCT-Requesting a Break or Interaction</b>				
		<b>Functional Request</b>		<b>Communication Modality</b>
		Requesting a Break	Requesting Attention or Interaction w/ Others	Percent Independent
Communication Modality	SGD	<div style="font-size: 2em;">}</div> LETS TALK !! 		
	GESTURE/ASL			
	VOCAL			
Functional Request Percent Independent				
Turn Taking		# Consecutive Turns (tally):		Total # Turns:
<b>Leisure Activity</b>				
Activity		Duration Engaged	# Redirections (tally)	Rate of Redirections
computer				
<b>Personal Information</b>				
		Name	Address	Phone Number
Communication Modality	SGD	+ PP 33	++ 100	+++ 100
	Vocal	+ 100	+++ 100	++ 100
Personal Information: Percent Correct				
<b>Sustained Attention</b>				
Activity		Duration (min.) of Engagement		Latency (min.) to Escape Behavior
EdMark				
Touch Math		11:30-11:40 ✓		
Time				
Read Aloud		w/ @ H.S.		
Other PVP		11:45-11:49 w/ break		
Waiting for Preferred Items/Activities				Level/Set:
Item/Activity		Duration of Waiting (minutes)		Latency to Protest/Dangerous Behavior

**anecdotal Notes:**



## Daily Data Sheet: Task Analyzed Activities

Nigel Burns

**Instructions:** Record whether each step of each activity was completed independently, "+" or if staff needed to prompt Nigel to complete the step, "P." During recycling, if a step wasn't necessary, write "N/A". Calculate the percentage of steps completed independently by dividing the # of steps completed independently by the total number of steps completed, then multiply by 100 (# steps independent/total # steps completed X 100 = percentage of steps independent).

<b>Shredding</b>	
<i>Steps</i>	<i>Independence</i>
Walk to shred box	
Pick up shred box	
Take box to work room	
Turn on shredder	
Place paper in shredder	
Turn off shredder	
Pick up shred box	
Take shred box back to classroom	
<b>Percentage of Steps Independent:</b>	

<b>Toileting</b>	
Knock on door	
Enter bathroom	
Pull down pants	
Pull down underwear	
Sit on toilet	
Void	
Get toilet paper	
Wipe	
Check if clean or dirty	
Wipe again if dirty	
Pull up underwear	
Pull up pants	
Flush	
Turn on water	
Rinse	
Get soap	
Scrub hands	
Rinse	
Water off	
Dry hands	
<b>Percentage of Steps Independent:</b>	

<b>Recycling</b>	
<i>Steps</i>	<i>Independence</i>
Get big recycling bucket	
Take big recycling bucket into hallway	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Walk back to the work room (with recycling bucket)	
Put recycling bucket away in the work room	
<b>Percentage of Steps Independent:</b>	




$$5 \mid 7 \mid 15$$

1.1 Exp (frequency ind reg): 11P1P11PPP-6ind. 4 prompted

Allison D. Brooks, Ph.D. | Thomas V. Powers, Ph.D. | (206) 801-1139  
www.brooks-powers.com

**Daily Data Sheet: Task Analyzed Activities**

Nigel Burns

**Instructions:** Record whether each step of each activity was completed independently, "+" or if staff needed to prompt Nigel to complete the step, "P." During recycling, if a step wasn't necessary, write "N/A". Calculate the percentage of steps completed independently by dividing the # of steps completed independently by the total number of steps completed, then multiply by 100 (# steps independent/total # steps completed X 100 = percentage of steps independent).

<b>Shredding</b>	
<i>Steps</i>	<i>Independence</i>
Walk to shred box	+
Pick up shred box	+
Take box to work room	+
Turn on shredder	+
Place paper in shredder	+
Turn off shredder	+
Pick up shred box	+
Take shred box back to classroom	+
<b>Percentage of Steps Independent:</b>	100%

<b>Toileting</b>	
Knock on door	
Enter bathroom	
Pull down pants	
Pull down underwear	
Sit on toilet	
Void	
Get toilet paper	
Wipe	
Check if clean or dirty	
Wipe again if dirty	
Pull up underwear	
Pull up pants	
Flush	
Turn on water	
Rinse	
Get soap	
Scrub hands	
Rinse	
Water off	
Dry hands	
<b>Percentage of Steps Independent:</b>	

<b>Recycling</b>	
<i>Steps</i>	<i>Independence</i>
Get big recycling bucket	
Take big recycling bucket into hallway	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
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Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
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Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Walk back to the work room (with recycling bucket)	
Put recycling bucket away in the work room	
<b>Percentage of Steps Independent:</b>	



**DAILY DATA SHEET-Academic Programs**

Student: Nigel Burns

Data Collector: OT

Date: 5/5/15

Instructional Program	Slice/ Level	Correct/Incorrect/Prompted	Percentage Correct/Independent
Addition/Subtraction		✓	
Next Highest Dollar			
Public v. Private			
Functional Expression-Group			# Independent Requests:
Clicker 6 Sentences	4 words		%: Avg. Prompt Level:
	5 words		%: Avg. Prompt Level:

**FCT-Requesting a Break or Interaction**

		Functional Request		Communication Modality Percent Independent
		Requesting a Break	Requesting Attention or Interaction w/ Others	
Communication Modality	SGD			
	GESTURE/ASL		ind./spontaneously req. high five from Josh	
	VOCAL			
Functional Request Percent Independent				
Turn Taking		# Consecutive Turns (tally): ++++++ 100%		Total # Turns: 10

**Leisure Activity**

Activity	Duration Engaged	# Redirections (tally)	Rate of Redirections
bowling w/ peer (Xbox) 817-836	19m		
guitar 10:43-46	3m 30s		
Catch 12:39-12:41 / 12:32-12:35	2min / 330		

**Personal Information**

		Name	Address	Phone Number	Communication Modality: Percent Correct
Communication Modality	SGD				
	Vocal				
Personal Information: Percent Correct					

**Sustained Attention**

Activity	Duration (min.) of Engagement	Latency (min.) to Escape Behavior
EdMark 10:34-10:38 (break)	4m + 3m	
Touch Math 12:34-12:36	12m	
Time 9:49-56	2m	
Read Aloud		
Other recycle (10-10:13) → 13m money → 10min		
Waiting for Preferred Items/Activities		Level/Set:
Item/Activity	Duration of Waiting (minutes)	Latency to Protest/Dangerous Behavior

**anecdotal Notes:**

Turns playing catch = 21 volleys of N passing

**Daily Data Sheet: Task Analyzed Activities**

Nigel Burns

**Instructions:** Record whether each step of each activity was completed independently, "+" or if staff needed to prompt Nigel to complete the step, "P." During recycling, if a step wasn't necessary, write "N/A". Calculate the percentage of steps completed independently by dividing the # of steps completed independently by the total number of steps completed, then multiply by 100 (# steps independent/total # steps completed X 100 = percentage of steps independent).

<b>Shredding</b>	
<u>Steps</u>	<u>Independence</u>
Walk to shred box	
Pick up shred box	
Take box to work room	
Turn on shredder	
Place paper in shredder	
Turn off shredder	
Pick up shred box	
Take shred box back to classroom	
<b>Percentage of Steps Independent:</b>	

<b>Toileting</b>	
Knock on door	
Enter bathroom	
Pull down pants	
Pull down underwear	
Sit on toilet	
Void	
Get toilet paper	
Wipe	
Check if clean or dirty	
Wipe again if dirty	
Pull up underwear	
Pull up pants	
Flush	
Turn on water	
Rinse	
Get soap	
Scrub hands	
Rinse	
Water off	
Dry hands	
<b>Percentage of Steps Independent:</b>	

<b>Recycling</b>	
<u>Steps</u>	<u>Independence</u>
Get big recycling bucket	+
Take big recycling bucket into hallway	+
Approach door with recycling sign	+
Open door	+
Pick up recycling bin	P
Pour out recyclable trash into recycling bucket	+
Place bin down in classroom	+
Close door	+
Approach door with recycling sign	P
Open door	n/a
Pick up recycling bin	+
Pour out recyclable trash into recycling bucket	+
Place bin down in classroom	+
Close door	n/a
Approach door with recycling sign	P
Open door	+
Pick up recycling bin	+
Pour out recyclable trash into recycling bucket	+
Place bin down in classroom	+
Close door	+
Approach door with recycling sign	P
Open door	+
Pick up recycling bin	+
Pour out recyclable trash into recycling bucket	+
Place bin down in classroom	+
Close door	+
Approach door with recycling sign	P
Open door	+
Pick up recycling bin	+
Pour out recyclable trash into recycling bucket	+
Place bin down in classroom	+
Close door	+
Walk back to the work room (with recycling bucket)	+
Put recycling bucket away in the work room	+
<b>Percentage of Steps Independent:</b>	25/32 78%

0.006  
↑ n/c  
0.006  
82

0.006  
↑ n/c  
0.006  
82

0.006  
↑ n/c  
0.006  
82

**DAILY DATA SHEET-Academic Programs**

Student: Nigel Burns

Data Collector: OT

Date: 5/4/5

Instructional Program	Slice/ Level	Correct/Incorrect/Prompted	Percentage Correct/Independent
Addition/Subtraction	only partial stamp	PPPPP P P P P + P P	
Next Highest Dollar			
Public v. Private			
Functional Expression-Group			
Clicker 6 Sentences	4 words		
	5 words		

**FCT-Requesting a Break or Interaction**

		Functional Request	
		Requesting a Break	Requesting At Others
Communication Modality	SGD		
	GESTURE/ASL		
	VOCAL		
Functional Request Percent Independent			

Time 10:35-9:42 (7m)

00/30 P++P++P+

15/45 ✓  
P-PPPP++P  
P+ 11/23

Turn Taking	# Consecutive Turns (tally): ++++++ 100%	Total # Turns: 10
-------------	--	-------------------

**Leisure Activity**

Activity	Duration Engaged	# Redirections (tally)	Rate of Redirections
guitar 11:17-11:25	8m		
swing 11:25-11:30	5m		
Xbox 1:42-15:14 (14min)	14m		

**Personal Information**

		Name	Address	Phone Number	Communication Modality: Percent Correct
Communication Modality	SGD	P	+ - P P +	++	
	Vocal	++	P	+	
Personal Information: Percent Correct					

**Sustained Attention**

Activity	Duration (min.) of Engagement	Latency (min.) to Escape Behavior
EdMark		
Touch Math 11:45-12	15m	
Time	7m	
Read Aloud 10:28-10:42	14m	
Other FCT-break (12:13-12:29) / Shred 12:44-12:49 (5m) / write (11:5-12:1) 6m	10m	
Waiting for Preferred Items/Activities		Level/Set:
Item/Activity	Duration of Waiting (minutes)	Latency to Protest/Dangerous Behavior

**Anecdotal Notes:**

## Daily Data Sheet: Task Analyzed Activities

Nigel Burns

**Instructions:** Record whether each step of each activity was completed independently, "+" or if staff needed to prompt Nigel to complete the step, "P." During recycling, if a step wasn't necessary, write "N/A". Calculate the percentage of steps completed independently by dividing the # of steps completed independently by the total number of steps completed, then multiply by 100 (# steps independent/total # steps completed X 100 = percentage of steps independent).

<b>Shredding</b>	
<i>Steps</i>	<i>Independence</i>
Walk to shred box	+
Pick up shred box	+
Take box to work room	+
Turn on shredder	+
Place paper in shredder	+
Turn off shredder	+
Pick up shred box	+
Take shred box back to classroom	+
<b>Percentage of Steps Independent:</b>	100%
<b>Toileting</b>	
Knock on door	
Enter bathroom	
Pull down pants	
Pull down underwear	
Sit on toilet	
Void	
Get toilet paper	
Wipe	
Check if clean or dirty	
Wipe again if dirty	
Pull up underwear	
Pull up pants	
Flush	
Turn on water	
Rinse	
Get soap	
Scrub hands	
Rinse	
Water off	
Dry hands	
<b>Percentage of Steps Independent:</b>	

<b>Recycling</b>	
<i>Steps</i>	<i>Independence</i>
Get big recycling bucket	
Take big recycling bucket into hallway	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Walk back to the work room (with recycling bucket)	
Put recycling bucket away in the work room	
<b>Percentage of Steps Independent:</b>	

time: P P P + +  
00/30/15/45 + + + + +

Edmark: + + +  
Lesson 34 + + +



# DAILY DATA SHEET-Academic Programs

Student: Nigel Burns

Data Collector:

Tessa Beckett

Date:

5/1

Instructional Program	Slice/Level	Correct/Incorrect/Prompted	Percentage Correct/Independent
Addition/Subtraction	1-9	P + + + + + + + P + + P	
Next Highest Dollar		w/ number line + + + + + + + + + +	
Public v. Private	Setting only	+ P + + + + + + + + P w/ no gest. prompts	
Functional Expression-Group			# Independent Requests:
Clicker 6 Sentences	4 words	P + + + +	%: Avg. Prompt Level:
	5 words	+ + + + +	%: Avg. Prompt Level:

## FCT-Requesting a Break or Interaction

		Functional Request		Communication Modality Percent Independent
		Requesting a Break	Requesting Attention or Interaction w/ Others	
Communication Modality	SGD	lets chat about this... aren't BB boys taking all requests data?		
	GESTURE/ASL			
	VOCAL			
Functional Request Percent Independent				

Turn Taking	# Consecutive Turns (tally):	Total # Turns:
-------------	------------------------------	----------------

## Leisure Activity

Activity	Duration Engaged	# Redirections (tally)	Rate of Redirections
computer PBS Kids	8 min	0	

## Personal Information

		Name	Address	Phone Number	Communication Modality: Percent Correct
Communication Modality	SGD	+ P	+ +	+ +	
	Vocal	P	+	P P	
Personal Information: Percent Correct					

## Sustained Attention

Activity	Duration (min.) of Engagement	Latency (min.) to Escape Behavior
EdMark	9:27 - 9:35	
Touch Math	9:49 - 9:54 - break	9:55 - 9:57
Time	9:02 - 9:04	
Read Aloud		
Other		

## Waiting for Preferred Items/Activities

Item/Activity	Duration of Waiting (minutes)	Level/Set: Latency to Protest/Dangerous Behavior
Computer- PBS Kids	2 min	

## anecdotal Notes:

first 1/2 of day - (Personal info + Time) was really jumpy + jerky at desk. hard time w/ any verbal response.

**Daily Data Sheet: Task Analyzed Activities**

Nigel Burns

**Instructions:** Record whether each step of each activity was completed independently, "+" or if staff needed to prompt Nigel to complete the step, "P." During recycling, if a step wasn't necessary, write "N/A". Calculate the percentage of steps completed independently by dividing the # of steps completed independently by the total number of steps completed, then multiply by 100 (# steps independent/total # steps completed X 100 = percentage of steps independent).

<b>Shredding</b>	
<u>Steps</u>	<u>Independence</u>
Walk to shred box	+
Pick up shred box	+
Take box to work room	+
Turn on shredder	+
Place paper in shredder	+
Turn off shredder	+
Pick up shred box	+
Take shred box back to classroom	+
<b>Percentage of Steps Independent:</b>	100
<b>Toileting</b>	
Knock on door	
Enter bathroom	
Pull down pants	
Pull down underwear	
Sit on toilet	
Void	
Get toilet paper	
Wipe	
Check if clean or dirty	
Wipe again if dirty	
Pull up underwear	
Pull up pants	
Flush	
Turn on water	
Rinse	
Get soap	
Scrub hands	
Rinse	
Water off	
Dry hands	
<b>Percentage of Steps Independent:</b>	

<b>Recycling</b>	
<u>Steps</u>	<u>Independence</u>
Get big recycling bucket	
Take big recycling bucket into hallway	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Walk back to the work room (with recycling bucket)	
Put recycling bucket away in the work room	
<b>Percentage of Steps Independent:</b>	

\* Math - did 8+20 type + did really well. also did count backwards she +



**DAILY DATA SHEET-Academic Programs**

Student: Nigel Burns

Data Collector: BT

Date: 4/30/15

Instructional Program	Slice/ Level	Correct/Incorrect/Prompted	Percentage Correct/Independent
Addition/Subtraction			
Next Highest Dollar			
Public v. Private			
Functional Expression-Group	Edmark 134 = + + + + + P + + + + +		# Independent Requests: 11/13 = 84%
Clicker 6 Sentences	4 words		%: Avg. Prompt Level:
	5 words		%: Avg. Prompt Level:

**FCT-Requesting a Break or Interaction**

		Functional Request		Communication Modality
		Requesting a Break	Requesting Attention or Interaction w/ Others	Percent Independent
Communication Modality	SGD			
	GESTURE/ASL		✓	
	VOCAL			
Functional Request Percent Independent				
Turn Taking		# Consecutive Turns (tally): + + + + + - + + + P 90% Total # Turns:		

**Leisure Activity**

Activity	Duration Engaged	# Redirections (tally)	Rate of Redirections
Piano (8:14-8:17) (9:10-10:11)	3m/7m		
Soccer	30m		

**Personal Information**

		Name	Address	Phone Number	Communication Modality: Percent Correct
Communication Modality	SGD	+ + 100	+ 100	+ P + 67	
	Vocal	+ 100	+ + 100	+ + P + 75	
Personal Information: Percent Correct		100	100		

**Sustained Attention**

Activity	Duration (min.) of Engagement	Latency (min.) to Escape Behavior
EdMark (9:32-10:37)	5m	9 minutes
Touch Math + speech	18 min	
Time	0m	
Read Aloud FCT =	12:22-12:48 (125 min)	Xbox 1:27-1:56
Other PT (8:25-8:30) 10:14-10:21	5m/10m/7m/12:01-12:08 (7m)	
Waiting for Preferred Items/Activities		Level/Set:
Item/Activity	Duration of Waiting (minutes)	Latency to Protest/Dangerous Behavior

**necdotal Notes:**

→ Piano, job, speech + Papi money

## Daily Data Sheet: Task Analyzed Activities

Nigel Burns

**Instructions:** Record whether each step of each activity was completed independently, "+" or if staff needed to prompt Nigel to complete the step, "P." During recycling, if a step wasn't necessary, write "N/A". Calculate the percentage of steps completed independently by dividing the # of steps completed independently by the total number of steps completed, then multiply by 100 (# steps independent/total # steps completed X 100 = percentage of steps independent).

Shredding	
Steps	Independence
Walk to shred box	
Pick up shred box	
Take box to work room	
Turn on shredder	
Place paper in shredder	
Turn off shredder	
Pick up shred box	
Take shred box back to classroom	
<b>Percentage of Steps Independent:</b>	

Toileting	
Knock on door	
Enter bathroom	
Pull down pants	
Pull down underwear	
Sit on toilet	
Void	
Get toilet paper	
Wipe	
Check if clean or dirty	
Wipe again if dirty	
Pull up underwear	
Pull up pants	
Flush	
Turn on water	
Rinse	
Get soap	
Scrub hands	
Rinse	
Water off	
Dry hands	
<b>Percentage of Steps Independent:</b>	

Recycling	
Steps	Independence
Get big recycling bucket	P
Take big recycling bucket into hallway	+
Approach door with recycling sign	+
Open door	+
Pick up recycling bin	+
Pour out recyclable trash into recycling bucket	+
Place bin down in classroom	+
Close door	+
Approach door with recycling sign	P
Open door	+
Pick up recycling bin	+
Pour out recyclable trash into recycling bucket	+
Place bin down in classroom	+
Close door	+
Approach door with recycling sign	P
Open door	+
Pick up recycling bin	+
Pour out recyclable trash into recycling bucket	+
Place bin down in classroom	+
Close door	+
Approach door with recycling sign	P
Open door	N/A
Pick up recycling bin	P
Pour out recyclable trash into recycling bucket	+
Place bin down in classroom	+
Close door	N/A
Walk back to the work room (with recycling bucket)	+
Put recycling bucket away in the work room	P
<b>Percentage of Steps Independent:</b>	77%





# **DAILY DATA SHEET-Academic Programs**

Student: Nigel Burns

Data Collector: AT

Date: 4/29/15

Instructional Program		Slice/ Level	Correct/Incorrect/Prompted	Percentage Correct/Independent
Addition/Subtraction				
Next Highest Dollar				
Public v. Private				
<del>Functional Expression Group</del>				# Independent Requests:
Clicker 6 Sentences		4 words		%: Avg. Prompt Level:
		5 words		%: Avg. Prompt Level:
<b>FCT-Requesting a Break or Interaction</b>				
		<b>Functional Request</b>		<b>Communication Modality Percent Independent</b>
		Requesting a Break	Requesting Attention or Interaction w/ Others	
Communication Modality	SGD			
	GESTURE/ASL			
	VOCAL			
<b>Functional Request Percent Independent</b>				
<b>Turn Taking</b>		# Consecutive Turns (tally): ++		Total # Turns:
<b>Leisure Activity</b>				
Activity		Duration Engaged	# Redirections (tally)	Rate of Redirections
piano 7:54-8:03/10:04		9m, 10m		
guitar 9:58-10:03		5m		
DOW 1:39-1:55		10		
<b>Personal Information</b>				
		Name	Address	Phone Number
		Communication Modality: Percent Correct		
Communication Modality	SGD	++ 100	-50 P P P P P	++ 50
	Vocal	++ 100	-P	++ 100
Personal Information: Percent Correct				
<b>Sustained Attention</b>				
Activity		Duration (min.) of Engagement	Latency (min.) to Escape Behavior	
EdMark 11:43-11:48		5min		
Touch Math 1:15-1:20		5min		
Time 10:27-10:34		7min		
Read Aloud				
Other 11:55-12:04 (12:12-12:31)		4min / 19min (FCT)		
<b>Waiting for Preferred Items/Activities</b>		Level/Set:		
Item/Activity		Duration of Waiting (minutes)	Latency to Protest/Dangerous Behavior	

**ecdotal Notes:**

## Daily Data Sheet: Task Analyzed Activities

Nigel Burns

**Instructions:** Record whether each step of each activity was completed independently, "+" or if staff needed to prompt Nigel to complete the step, "P." During recycling, if a step wasn't necessary, write "N/A". Calculate the percentage of steps completed independently by dividing the # of steps completed independently by the total number of steps completed, then multiply by 100 (# steps independent/total # steps completed X 100 = percentage of steps independent).

<b>Shredding</b>	
<i>Steps</i>	<i>Independence</i>
Walk to shred box	
Pick up shred box	
Take box to work room	
Turn on shredder	
Place paper in shredder	
Turn off shredder	
Pick up shred box	
Take shred box back to classroom	
<b>Percentage of Steps Independent:</b>	

<b>Toileting</b>	
Knock on door	P
Enter bathroom	+
Pull down pants	+
Pull down underwear	+
Sit on toilet	+
Void	
Get toilet paper	P
Wipe	+
Check if clean or dirty	+
Wipe again if dirty	+
Pull up underwear	+
Pull up pants	+
Flush	-P
Turn on water	1
Rinse	1
Get soap	1
Scrub hands	1
Rinse	1
Water off	1
Dry hands	1
<b>Percentage of Steps Independent:</b>	

<b>Recycling</b>	
<i>Steps</i>	<i>Independence</i>
Get big recycling bucket	P
Take big recycling bucket into hallway	+
Approach door with recycling sign	+
Open door	+
Pick up recycling bin	+
Pour out recyclable trash into recycling bucket	P
Place bin down in classroom	+
Close door	+
Approach door with recycling sign	P
Open door	+
Pick up recycling bin	+
Pour out recyclable trash into recycling bucket	+
Place bin down in classroom	+
Close door	+
Approach door with recycling sign	P
Open door	n/a
Pick up recycling bin	P
Pour out recyclable trash into recycling bucket	+
Place bin down in classroom	+
Close door	n/a
Approach door with recycling sign	P
Open door	n/a
Pick up recycling bin	+
Pour out recyclable trash into recycling bucket	+
Place bin down in classroom	+
Close door	n/a
Approach door with recycling sign	+
Open door	+
Pick up recycling bin	+
Pour out recyclable trash into recycling bucket	+
Place bin down in classroom	+
Close door	+
Walk back to the work room (with recycling bucket)	P
Put recycling bucket away in the work room	P
<b>Percentage of Steps Independent:</b>	22/30 73%



Student: Nigel Burns

Data Collector:

Date:

4 | 29 | 15

Anecdotal Notes:



**DAILY DATA SHEET-Academic Programs**

Student: Nigel Burns

Data Collector: JT

Date: 4/24/15

Instructional Program		Slice/ Level	Correct/Incorrect/Prompted	Percentage Correct/Independent
Addition/Subtraction		(+)	++++++P+	90%
Next Highest Dollar		0=counts	+ - P P + - P P + - P P + + + +	100% ID amt Count
Public v. Private				
Functional Expression-Group		134	F: + + + + + C: + + + + + + + + +	# Independent Requests:
Clicker 6 Sentences		4 words		%: Avg. Prompt Level:
		5 words		%: Avg. Prompt Level:

FCT-Requesting a Break or Interaction			
Functional Request			Communication Modality
Requesting a Break		Requesting Attention or Interaction w/ Others	Percent Independent
Communication Modality	SGD		
	GESTURE/ASL	++	
	VOCAL		
Functional Request Percent Independent			

Turn Taking	# Consecutive Turns (tally):	Total # Turns:
Leisure Activity		
Activity	Duration Engaged	# Redirections (tally)
Guitar	4:30 / 4:38	0
Soccer		
Piano	1:44	
bowling (xbox)	1:30	

Personal Information				
		Name	Address	Phone Number
Communication Modality	SGD	+ - + 07	- + - + P 40	94A + +
	Vocal	++ 100	+ P - P 25	++
Personal Information: Percent Correct		80%		100%

Sustained Attention		
Activity	Duration (min.) of Engagement	Latency (min.) to Escape Behavior
EdMark	5 min	
Touch Math	11:30 - 11:44	
Time	Other - Money 11:20 - 12:31 (11 min)	
Read Aloud	9:57 - 10:09	
Other - Reg. Break - FCT program	11:59 - 12:19 (20 min)	
Waiting for Preferred Items/Activities		Level/Set:
Item/Activity	Duration of Waiting (minutes)	Latency to Protest/Dangerous Behavior

**anecdotal Notes:**

**Daily Data Sheet: Task Analyzed Activities**

Nigel Burns



**Instructions:** Record whether each step of each activity was completed independently, "+" or if staff needed to prompt Nigel to complete the step, "P." During recycling, if a step wasn't necessary, write "N/A". Calculate the percentage of steps completed independently by dividing the # of steps completed independently by the total number of steps completed, then multiply by 100 (# steps independent/total # steps completed X 100 = percentage of steps independent).

<b>Shredding</b>	
<u>Steps</u>	<u>Independence</u>
Walk to shred box	
Pick up shred box	
Take box to work room	
Turn on shredder	
Place paper in shredder	
Turn off shredder	
Pick up shred box	
Take shred box back to classroom	
<b>Percentage of Steps Independent:</b>	

<b>Toileting</b>	
<u>Steps</u>	<u>Independence</u>
Knock on door	P
Enter bathroom	+
Pull down pants	+
Pull down underwear	+
Sit on toilet	+
Void	
Get toilet paper	+
Wipe	+
Check if clean or dirty	?
Wipe again if dirty	?
Pull up underwear	+
Pull up pants	+
Flush	+
Turn on water	P
Rinse	+
Get soap	+
Scrub hands	+
Rinse	+
Water off	+
Dry hands	+
<b>Percentage of Steps Independent:</b>	

<b>Recycling</b>	
<u>Steps</u>	<u>Independence</u>
Get big recycling bucket	
Take big recycling bucket into hallway	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Walk back to the work room (with recycling bucket)	
Put recycling bucket away in the work room	
<b>Percentage of Steps Independent:</b>	

\*So slow\*

add  
Edmark



# DAILY DATA SHEET-Academic Programs

✓  
Date: 4/23/15

Student: Nigel Burns

Data Collector: AT

Instructional Program	Slice/Level	Correct/Incorrect/Prompted	Percentage Correct/Independent
Addition/Subtraction		++ <del>P</del> ++++PP	70%
Next Highest Dollar			
Public v. Private		++PP++P+PP++++++	12/17
Functional Expression-Group			# Independent Requests:
Clicker 6 Sentences	4 words		%: Avg. Prompt Level:
	5 words		%: Avg. Prompt Level:

## FCT-Requesting a Break or Interaction

		Functional Request		Communication Modality Percent Independent
		Requesting a Break	Requesting Attention or Interaction w/ Others	
Communication Modality	SGD	P	Ø	
	GESTURE/ASL		Ø	
	VOCAL	P+++	Ø	
Functional Request Percent Independent			Ø	
Turn Taking		# Consecutive Turns (tally): ++++++	100%	Total # Turns: 6

## Leisure Activity

Activity	Duration Engaged	# Redirections (tally)	Rate of Redirections

## Personal Information

		Name	Address	Phone Number	Communication Modality: Percent Correct
Communication Modality	SGD	+	-++-++	+	6/8 = 75%
	Vocal	+	-P-P-+	+++	50%
Personal Information: Percent Correct		100%	5/12	100%	

## Sustained Attention

Activity	Duration (min.) of Engagement	Latency (min.) to Escape Behavior
EdMark	9:48-9:55 (7 min)	Ø
Touch Math	11:03-11:12 (9 min)	
Time	9:53-9:55 (2 min) + (3 min)	
Read Aloud	9:14-9:20/9:22-9:29/9:26-9:33	
Other	SLP 12:02-12:07 (5 min) 1:17-1:24 (7 min)	

## Waiting for Preferred Items/Activities

Item/Activity	Duration of Waiting (minutes)	Level/Set: Latency to Protest/Dangerous Behavior

## anecdotal Notes:

PM 215 (PX 377) → Prop → printer → jobs code 0001  
 Job Type - locked printer



## Daily Data Sheet: Task Analyzed Activities

Nigel Burns

**Instructions:** Record whether each step of each activity was completed independently, "+" or if staff needed to prompt Nigel to complete the step, "P." During recycling, if a step wasn't necessary, write "N/A". Calculate the percentage of steps completed independently by dividing the # of steps completed independently by the total number of steps completed, then multiply by 100 (# steps independent/total # steps completed X 100 = percentage of steps independent).

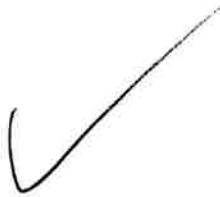
<b>Shredding</b>	
<i>Steps</i>	<i>Independence</i>
Walk to shred box	+
Pick up shred box	+
Take box to work room	+
Turn on shredder	+
Place paper in shredder	+
Turn off shredder	+
Pick up shred box	+
Take shred box back to classroom	+
<b>Percentage of Steps Independent:</b>	100%

<b>Toileting</b>	
<i>Steps</i>	<i>Independence</i>
Knock on door	P
Enter bathroom	+
Pull down pants	+
Pull down underwear	+
Sit on toilet	+
Void	
Get toilet paper	P
Wipe	+
Check if clean or dirty	+
Wipe again if dirty	+
Pull up underwear	P
Pull up pants	+
Flush	+
Turn on water	+
Rinse	+
Get soap	P
Scrub hands	P
Rinse	+
Water off	+
Dry hands	+
<b>Percentage of Steps Independent:</b>	

<b>Recycling</b>	
<i>Steps</i>	<i>Independence</i>
Get big recycling bucket	
Take big recycling bucket into hallway	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Walk back to the work room (with recycling bucket)	
Put recycling bucket away in the work room	
<b>Percentage of Steps Independent:</b>	





BROOKS POWERS  
GROUP

DAILY DATA SHEET-Academic Programs

Student: Nigel Burns

Data Collector: ax

Date: 4/21/15

Instructional Program		Slice/ Level	Correct/Incorrect/Prompted	Percentage Correct/Independent
Addition/Subtraction			<del>11</del> 5/6 ✓	
Next Highest Dollar				
Public v. Private ✓			F = 100% Comp = 100% ✓	
Functional Expression Group		Edmark	+++++ +++++	# Independent Requests:
Clicker 6 Sentences		4 words		%: Avg. Prompt Level:
		5 words		%: Avg. Prompt Level:
FCT-Requesting a Break or Interaction				
		Functional Request		Communication Modality
		Requesting a Break		Percent Independent
		Requesting Attention or Interaction w/ Others		
Communication Modality	SGD			
	GESTURE/ASL			
	VOCAL			
Functional Request Percent Independent				
Turn Taking <u>100%</u>		# Consecutive Turns (tally): ++++++ +++++ 100% ind.		Total # Turns: <u>10</u> ✓
Leisure Activity				
Activity		Duration Engaged	# Redirections (tally)	Rate of Redirections
guitar ✓		12:40-12:49 (9 min)	0	0
piano ✓		12:53-12:56 (3 min)	0	0
bowl ✓		1:30-1:55 (25 min)		
Personal Information				
		Name	Address	Phone Number
		Communication Modality: Percent Correct		
Communication Modality	SGD			
	Vocal			
Personal Information: Percent Correct				
Sustained Attention				
Activity		Duration (min.) of Engagement	Latency (min.) to Escape Behavior	
EdMark ✓		12:21-12:29 (8 min)		
Touch Math ✓		12:40-12:46 / 12:49-53		
Time				
Read Aloud				
Other				
Waiting for Preferred Items/Activities			Level/Set:	
Item/Activity		Duration of Waiting (minutes)	Latency to Protest/Dangerous Behavior	

Anecdotal Notes:

Some of scored b/c collected data after program already implemented that day.



**Daily Data Sheet: Task Analyzed Activities**

Nigel Burns

**Instructions:** Record whether each step of each activity was completed independently, "+" or if staff needed to prompt Nigel to complete the step, "P." During recycling, if a step wasn't necessary, write "N/A". Calculate the percentage of steps completed independently by dividing the # of steps completed independently by the total number of steps completed, then multiply by 100 (# steps independent/total # steps completed X 100 = percentage of steps independent).

<b>Shredding</b>	
<u>Steps</u>	<u>Independence</u>
Walk to shred box	
Pick up shred box	
Take box to work room	
Turn on shredder	
Place paper in shredder	
Turn off shredder	
Pick up shred box	
Take shred box back to classroom	
<b>Percentage of Steps Independent:</b>	

<b>Toileting</b>	
Knock on door	
Enter bathroom	
all down pants	
Pull down underwear	
Sit on toilet	
Void	
Get toilet paper	
Wipe	
Check if clean or dirty	
Wipe again if dirty	
Pull up underwear	
Pull up pants	
Flush	
Turn on water	
Rinse	
Get soap	
Scrub hands	
Rinse	
Water off	
Dry hands	
<b>Percentage of Steps Independent:</b>	

<b>Recycling</b>	
<u>Steps</u>	<u>Independence</u>
Get big recycling bucket	
Take big recycling bucket into hallway	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Approach door with recycling sign	
Open door	
Pick up recycling bin	
Pour out recyclable trash into recycling bucket	
Place bin down in classroom	
Close door	
Walk back to the work room (with recycling bucket)	
Put recycling bucket away in the work room	
<b>Percentage of Steps Independent:</b>	

4/21/15



## DAILY DATA SHEET-Academic Programs

Student: Nigel Burns      Data Collector: \_\_\_\_\_ Date: \_\_\_\_\_

Instructional Program		Slice/ Level	Correct/Incorrect/Prompted	Percentage Correct/Independent
Addition/Subtraction				
Next Highest Dollar				
Public v. Private				
Functional Expression-Group				# Independent Requests:
Clicker 6 Sentences		4 words		%:      Avg. Prompt Level:
		5 words		%:      Avg. Prompt Level:
<b>FCT-Requesting a Break or Interaction</b>				
Communication Modality	<b>Functional Request</b>			<b>Communication Modality Percent Independent</b>
	Requesting a Break		Requesting Attention or Interaction w/ Others	
	SGD			
	GESTURE/ASL			
VOCAL				
<b>Functional Request Percent Independent</b>				
<b>Turn Taking</b>		# Consecutive Turns (tally):		Total # Turns:
<b>Leisure Activity</b>				
Activity		Duration Engaged	# Redirections (tally)	Rate of Redirections
<b>Personal Information</b>				
		Name	Address	Phone Number
		Communication Modality: Percent Correct		
Communication Modality	SGD			
	Vocal			
Personal Information: Percent Correct				
<b>Sustained Attention</b>				
Activity		Duration (min.) of Engagement	Latency (min.) to Escape Behavior	
EdMark				
Touch Math				
Time				
Read Aloud				
Other				
<b>Waiting for Preferred Items/Activities</b>			Level/Set:	
Item/Activity		Duration of Waiting (minutes)	Latency to Protest/Dangerous Behavior	

**Anecdotal Notes:**

mastery practice

Date <u>7/14/15</u>		Level # <u>1+2</u> <u>Pr</u>		
-	+	+	+	-
-	-	-	-	-

Date	1/15/15		Level #	2	
+	-	+	-	-	
+	+	-	-	+	

Date 1/6/15		Level # 2		
—	—	—	+	—
—	—	—	+	—

Date 1/20/15		Level # 2		
-	-	+	-	-
-	+	-	+	-

Date		Level #		

Date			Level #	

Date		Level #		

when given mixed addition and subtraction problems without regrouping NIGEL will solve the problems improving math fluency from independently solving basic addition and subtraction problems with 0% accuracy to independently solving basic addition and subtraction problems with 80% accuracy as measured by teacher data collection

Date 1/6/15		Level # 2		
+	+	+	+	+
-	-	-	-	+

Date 1/7/15		Level # 2		
+	+	+	-	-
+	-	-	-	+

Date 1/8/15		Level # 2		
+	+	+	+	+
+	-	-	-	-

Date 1/9		Level # 2		
P+	P+	P+	P+	P+
+	+	+	+	+

Date 1/12/15		Level # 2		
+	+	+	+	+
+	-	-	P+	-

Date 1/13/15		Level # 2		
+	+	+	+	+
+	+	+	+	+

Date 1/13/15		Level # 2		
+	+	+	+	+
+	-	-	-	-

Date 1/14/15		Level # 2		
+	+	+	+	+
+	+	+	-	-

Date 1/15/15		Level # 2		
+	+	+	+	+
+	+	+	-	+

Date 1/16/15		Level # 2		
+	+	+	+	+
+	+	-	-	+

Date 1/20/15		Level # 2		
+	+	+	+	+
-	+	+	+	+

Date		Level #		

Date		Level #		

Date		Level #		

when given a price of an item up to \$10 NIGEL will identify how much money he needs to buy the item when given a mixed dollar amount using the next highest dollar strategy improving money skills from identifying how much money he needs in whole dollar amounts up to \$10 in 10/10 opportunities to identifying how much money he needs in mixed dollar amounts up to \$10 using next highest dollar strategy in 9/10 opportunities as measured by teacher data

Date 1/5/15		Level # 2.5		
-	+	-	-	+
+	+	+	+	+

Date 1/9/15		Level # 2.5/3.5		
-/+	-/-	+/+	-/+	+/+
+/+	-/-	+/-	+/-	-/-

next highest + counting

Date 1/6/15		Level # 2.5		
-	+	-	+	+
+	-	+	-	+

Date 1/12/15		Level # 2.5/3.5		
-/+	-/+	+/+	-/-	+/-
+/-	+/+	+/+	+/+	+/+

Date 1/7/15		Level # 2.5		
+	-	+	-	-
+	-	-	+	+

Date 1/13/15		Level # 2.5/3.5		
+/+	+/+	-/+	+/+	+/-
+/+	+/-	+/+	+/+	-/-

Date 1/8/15		Level # 2.5		
+	+	-	+	-
-	+	+	-	-

Date 1/14/15		Level # 2.5/3.5		
+/+	+/-	-/-	+/+	-/+
-/-	+/-	-/-	-/+	+/+

Date 1/8/15		Level # 3.5		
+	-	-	+	-
-	-	+	-	-

Date 1/15/15		Level # 2.5/3.5		
-/+	+/-	-/+	+/+	+/+
+/+	+/+	+/+	-/+	+/+



when given a price of an item up to \$10 NIGEL will identify how much money he needs to buy the item  
 when given a mixed dollar amount using the next highest dollar strategy improving money skills from  
 identifying how much money he needs in whole dollar amounts up to \$10 in 10/10 opportunities to  
 identifying how much money he needs in mixed dollar amounts up to \$10 using next highest dollar  
 strategy in 9/10 opportunities as measured by teacher data

Date 1/16/15		Level # 2.5/3.5		
-/+	-/+	+/+	-/+	+/+
+/+	-/+	+/+	-/-	-/+

Date		Level #		

Date 1/20/15		Level # 2.5/3.5		
+/-	+/+	+/+	+/-	-/+
+/+	+/+	-/+	+/+	-/+

Date		Level #		

Date 3/5/15		Level #		
+/-	-/+	-/+	-/+	-/+
-/+	-/-	+/+	-/+	+/-

Date		Level #		

Date 3/6/15		Level #		
+/-	+/+	+/+	-/-	+/-
-/+	-/+	-/+	-/+	-/-

Date		Level #		

Date 3/9/15		Level #		
-/+	-/+	-/-	-/+	+/-
-/+	-/-	-/+	+/+	+/+

Date		Level #		

# Phone

Date 1/7/15	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input checked="" type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input checked="" type="radio"/> Prompted # <u>HHH</u> 5
Date 1/9/15	Strategy <input checked="" type="radio"/> Verbal <input checked="" type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input checked="" type="radio"/> Prompted # <u>HHH</u> 5
Date 1/12/15	Strategy <input checked="" type="radio"/> Verbal <input checked="" type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # <u>HHH</u>
Date 3/5/15	Strategy <input checked="" type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input checked="" type="radio"/> Prompted # <u>HHH</u> 5
Date 3/6/15	Strategy <input checked="" type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input checked="" type="radio"/> Prompted # <u>HHH</u>
Date 3/9	Strategy <input checked="" type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input checked="" type="radio"/> Prompted # <u>HHH</u>

Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____

# Name

Date 1/7/15	Strategy <input type="radio"/> Verbal <input checked="" type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input checked="" type="radio"/> Prompted # <u>1</u>
Date 1/12/15	Strategy <input checked="" type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input checked="" type="radio"/> Prompted # <u>1</u>
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____

Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____

# Address

Date 1/4/15	Strategy <input type="radio"/> Verbal <input checked="" type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input checked="" type="radio"/> Prompted # <u>11</u> 7
Date 1/12/15	Strategy <input checked="" type="radio"/> Verbal <input checked="" type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input checked="" type="radio"/> Prompted # <u>1111</u>
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____

Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____
Date	Strategy <input type="radio"/> Verbal <input type="radio"/> AAC <input type="radio"/> Typing <input type="radio"/> Handwriting	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # _____

## Clicker 6 Data

Date	Words in sentence	Accurately sequenced sentence (double taps ok)	Prompt Level	Built in Support
1/1/15	□ matching □2 □3 <input checked="" type="checkbox"/> 4 □5	<input checked="" type="checkbox"/> Yes □No	□Independent <input checked="" type="checkbox"/> Verbal □Light physical <input checked="" type="checkbox"/> Gestural	<input checked="" type="checkbox"/> Audio □ visual display of sentence (momentary) □ visual display of sentence (permanent)
1/1/15	□ matching □2 □3 <input checked="" type="checkbox"/> 4 □5	□Yes <input checked="" type="checkbox"/> No	□Independent <input checked="" type="checkbox"/> Verbal □Light physical <input checked="" type="checkbox"/> Gestural	<input checked="" type="checkbox"/> Audio □ visual display of sentence (momentary) □ visual display of sentence (permanent)
1/1/15	□ matching □2 □3 <input checked="" type="checkbox"/> 4 □5	□Yes <input checked="" type="checkbox"/> No	□Independent <input checked="" type="checkbox"/> Verbal □Light physical <input checked="" type="checkbox"/> Gestural	<input checked="" type="checkbox"/> Audio □ visual display of sentence (momentary) □ visual display of sentence (permanent)
1/1/15	□ matching □2 □3 <input checked="" type="checkbox"/> 4 □5	<input checked="" type="checkbox"/> Yes □No	□Independent <input checked="" type="checkbox"/> Verbal □Light physical <input checked="" type="checkbox"/> Gestural	<input checked="" type="checkbox"/> Audio □ visual display of sentence (momentary) □ visual display of sentence (permanent)
1/1/15	□ matching □2 □3 <input checked="" type="checkbox"/> 4 □5	<input checked="" type="checkbox"/> Yes □No	□Independent <input checked="" type="checkbox"/> Verbal □Light physical <input checked="" type="checkbox"/> Gestural	<input checked="" type="checkbox"/> Audio □ visual display of sentence (momentary) □ visual display of sentence (permanent)
1/1/15	□ matching □2 □3 □4 <input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> Yes <input checked="" type="checkbox"/> No	□Independent <input checked="" type="checkbox"/> Verbal □Light physical <input checked="" type="checkbox"/> Gestural	□ Audio <input checked="" type="checkbox"/> visual display of sentence (momentary) □ visual display of sentence (permanent)
1/1/15	□ matching □2 □3 □4 <input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> Yes □No	□Independent <input checked="" type="checkbox"/> Verbal □Light physical <input checked="" type="checkbox"/> Gestural	□ Audio <input checked="" type="checkbox"/> visual display of sentence (momentary) □ visual display of sentence (permanent)
1/1/15	□ matching □2 □3 □4 <input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> Yes □No	□Independent <input checked="" type="checkbox"/> Verbal □Light physical <input checked="" type="checkbox"/> Gestural	□ Audio <input checked="" type="checkbox"/> visual display of sentence (momentary) □ visual display of sentence (permanent)
1/1/15	□ matching □2 □3 □4 <input checked="" type="checkbox"/> 5	□Yes <input checked="" type="checkbox"/> No	□Independent <input checked="" type="checkbox"/> Verbal □Light physical <input checked="" type="checkbox"/> Gestural	□ Audio <input checked="" type="checkbox"/> visual display of sentence (momentary) □ visual display of sentence (permanent)
1/1/15	□ matching □2 □3 □4 <input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> Yes □No	□Independent <input checked="" type="checkbox"/> Verbal □Light physical <input checked="" type="checkbox"/> Gestural	□ Audio <input checked="" type="checkbox"/> visual display of sentence (momentary) □ visual display of sentence (permanent)
1/1/15	□ matching □2 □3 □4 <input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> Yes □No	□Independent <input checked="" type="checkbox"/> Verbal □Light physical <input checked="" type="checkbox"/> Gestural	□ Audio <input checked="" type="checkbox"/> visual display of sentence (momentary) □ visual display of sentence (permanent)
1/1/15	□ matching □2 □3 □4 <input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> Yes □No	□Independent <input checked="" type="checkbox"/> Verbal □Light physical <input checked="" type="checkbox"/> Gestural	□ Audio <input checked="" type="checkbox"/> visual display of sentence (momentary) □ visual display of sentence (permanent)
1/1/15	□ matching □2 □3 □4 <input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> Yes □No	□Independent <input checked="" type="checkbox"/> Verbal □Light physical <input checked="" type="checkbox"/> Gestural	□ Audio <input checked="" type="checkbox"/> visual display of sentence (momentary) □ visual display of sentence (permanent)
1/1/15	□ matching □2 □3 □4 <input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> Yes □No	□Independent <input checked="" type="checkbox"/> Verbal □Light physical <input checked="" type="checkbox"/> Gestural	□ Audio <input checked="" type="checkbox"/> visual display of sentence (momentary) □ visual display of sentence (permanent)
1/1/15	□ matching □2 □3 □4 <input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> Yes □No	□Independent <input checked="" type="checkbox"/> Verbal □Light physical <input checked="" type="checkbox"/> Gestural	□ Audio <input checked="" type="checkbox"/> visual display of sentence (momentary) □ visual display of sentence (permanent)

Clicker 6 Data

Date	Words in sentence	Accurately sequenced sentence (double taps ok)	Prompt Level	Built in Support
1/12	<input type="checkbox"/> matching <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	<input checked="" type="checkbox"/> Independent <input type="checkbox"/> Verbal <input type="checkbox"/> Light physical <input type="checkbox"/> Gestural	<input type="checkbox"/> Audio <input checked="" type="checkbox"/> visual display of sentence (momentary) <input type="checkbox"/> visual display of sentence (permanent)
1/12	<input type="checkbox"/> matching <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	<input checked="" type="checkbox"/> Independent <input type="checkbox"/> Verbal <input type="checkbox"/> Light physical <input type="checkbox"/> Gestural	<input type="checkbox"/> Audio <input type="checkbox"/> visual display of sentence (momentary) <input type="checkbox"/> visual display of sentence (permanent)
1/12	<input type="checkbox"/> matching <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	<input checked="" type="checkbox"/> Independent <input type="checkbox"/> Verbal <input type="checkbox"/> Light physical <input type="checkbox"/> Gestural	<input type="checkbox"/> Audio <input checked="" type="checkbox"/> visual display of sentence (momentary) <input type="checkbox"/> visual display of sentence (permanent)
1/12	<input type="checkbox"/> matching <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Independent <input checked="" type="checkbox"/> Verbal <input type="checkbox"/> Light physical <input type="checkbox"/> Gestural	<input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> visual display of sentence (momentary) <input type="checkbox"/> visual display of sentence (permanent)
	<input type="checkbox"/> matching <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Independent <input type="checkbox"/> Verbal <input type="checkbox"/> Light physical <input type="checkbox"/> Gestural	<input type="checkbox"/> Audio <input type="checkbox"/> visual display of sentence (momentary) <input type="checkbox"/> visual display of sentence (permanent)
	<input type="checkbox"/> matching <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Independent <input type="checkbox"/> Verbal <input type="checkbox"/> Light physical <input type="checkbox"/> Gestural	<input type="checkbox"/> Audio <input type="checkbox"/> visual display of sentence (momentary) <input type="checkbox"/> visual display of sentence (permanent)
	<input type="checkbox"/> matching <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Independent <input type="checkbox"/> Verbal <input type="checkbox"/> Light physical <input type="checkbox"/> Gestural	<input type="checkbox"/> Audio <input type="checkbox"/> visual display of sentence (momentary) <input type="checkbox"/> visual display of sentence (permanent)
	<input type="checkbox"/> matching <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Independent <input type="checkbox"/> Verbal <input type="checkbox"/> Light physical <input type="checkbox"/> Gestural	<input type="checkbox"/> Audio <input type="checkbox"/> visual display of sentence (momentary) <input type="checkbox"/> visual display of sentence (permanent)
	<input type="checkbox"/> matching <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Independent <input type="checkbox"/> Verbal <input type="checkbox"/> Light physical <input type="checkbox"/> Gestural	<input type="checkbox"/> Audio <input type="checkbox"/> visual display of sentence (momentary) <input type="checkbox"/> visual display of sentence (permanent)
	<input type="checkbox"/> matching <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Independent <input type="checkbox"/> Verbal <input type="checkbox"/> Light physical <input type="checkbox"/> Gestural	<input type="checkbox"/> Audio <input type="checkbox"/> visual display of sentence (momentary) <input type="checkbox"/> visual display of sentence (permanent)
	<input type="checkbox"/> matching <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Independent <input type="checkbox"/> Verbal <input type="checkbox"/> Light physical <input type="checkbox"/> Gestural	<input type="checkbox"/> Audio <input type="checkbox"/> visual display of sentence (momentary) <input type="checkbox"/> visual display of sentence (permanent)

1/6/15	Date	Break Request <input checked="" type="radio"/> Independent <input type="radio"/> Protest Behavior <input type="radio"/> Prompt
1/6/15	Date	Break Request <input checked="" type="radio"/> Independent <input type="radio"/> Protest Behavior <input type="radio"/> Prompt
1/7/15	Date	Break Request <input checked="" type="radio"/> Independent <input type="radio"/> Protest Behavior <input type="radio"/> Prompt
1/7/15	Date	Break Request <input checked="" type="radio"/> Independent <input checked="" type="radio"/> Protest Behavior <input type="radio"/> Prompt
1/8/15	Date	Break Request <input type="radio"/> Independent <input type="radio"/> Protest Behavior <input checked="" type="radio"/> Prompt <i>Need was not to see to go through prompt break</i>
1/8/15	Date	Break Request <input type="radio"/> Independent <input type="radio"/> Protest Behavior <input checked="" type="radio"/> Prompt
1/9/15	Date	Break Request <input type="radio"/> Independent <input checked="" type="radio"/> Protest Behavior <input checked="" type="radio"/> Prompt
1/9/15	Date	Break Request <input type="radio"/> Independent <input checked="" type="radio"/> Protest Behavior <input checked="" type="radio"/> Prompt
1/9/15	Date	Break Request <input type="radio"/> Independent <input checked="" type="radio"/> Protest Behavior <input checked="" type="radio"/> Prompt
1/9/15	Date	Break Request <input type="radio"/> Independent <input checked="" type="radio"/> Protest Behavior <input checked="" type="radio"/> Prompt
1/12/15	Date	Break Request <input type="radio"/> Independent <input checked="" type="radio"/> Protest Behavior <input checked="" type="radio"/> Prompt <i>Need did not successfully take a break on his own</i>



Date 1/13/15	Break Request <input type="radio"/> Independent <input checked="" type="radio"/> Protest Behavior <input checked="" type="radio"/> Prompt
Date 1/13/15	Break Request <input type="radio"/> Independent <input checked="" type="radio"/> Protest Behavior <input checked="" type="radio"/> Prompt
Date 1/14/15	Break Request <input type="radio"/> Independent <input checked="" type="radio"/> Protest Behavior <input checked="" type="radio"/> Prompt Successful
Date 1/14/15	Break Request <input type="radio"/> Independent <input checked="" type="radio"/> Protest Behavior <input checked="" type="radio"/> Prompt received Escort
Date 1/15/15	Break Request <input type="radio"/> Independent <input checked="" type="radio"/> Protest Behavior <input checked="" type="radio"/> Prompt
Date 1/15/15	Break Request <input type="radio"/> Independent <input checked="" type="radio"/> Protest Behavior <input checked="" type="radio"/> Prompt
Date 1/16/15	Break Request <input checked="" type="radio"/> Independent <input type="radio"/> Protest Behavior <input type="radio"/> Prompt
Date	Break Request <input type="radio"/> Independent <input type="radio"/> Protest Behavior <input type="radio"/> Prompt
Date	Break Request <input type="radio"/> Independent <input type="radio"/> Protest Behavior <input type="radio"/> Prompt
Date	Break Request <input type="radio"/> Independent <input type="radio"/> Protest Behavior <input type="radio"/> Prompt
Date	Break Request <input type="radio"/> Independent <input type="radio"/> Protest Behavior <input type="radio"/> Prompt

\* typo - should read  
as # minutes w/o  
escape behavior

Date	Activity	# of minutes w/escape behavior
1/6/15	<input type="radio"/> Edmark <input type="radio"/> Touch Math <input type="radio"/> Time <input checked="" type="radio"/> Read Aloud <input type="radio"/> Other	15 min to end of activity no escape behavior
1/6/15	<input checked="" type="radio"/> Edmark <input type="radio"/> Touch Math <input type="radio"/> Time <input type="radio"/> Read Aloud <input type="radio"/> Other	3 minutes then slumped first and stood up
1/6/15	<input type="radio"/> Edmark <input checked="" type="radio"/> Touch Math <input type="radio"/> Time <input type="radio"/> Read Aloud <input type="radio"/> Other	8 min to end of activity
1/7/15	<input type="radio"/> Edmark <input type="radio"/> Touch Math <input checked="" type="radio"/> Time <input type="radio"/> Read Aloud <input type="radio"/> Other	7 minutes to end of time activity
1/7/15	<input checked="" type="radio"/> Edmark <input type="radio"/> Touch Math <input type="radio"/> Time <input type="radio"/> Read Aloud <input type="radio"/> Other	4 minutes until slumping in chair
1/8/15	<input type="radio"/> Edmark <input type="radio"/> Touch Math <input type="radio"/> Time <input checked="" type="radio"/> Read Aloud <input type="radio"/> Other	9 min before asking for a break and standing up
1/9/15	<input type="radio"/> Edmark <input type="radio"/> Touch Math <input type="radio"/> Time <input checked="" type="radio"/> Read Aloud <input type="radio"/> Other	6 min before being prompted to take a break after standing up

Date	Activity	# of minutes w/escape behavior
1/9/15	<input checked="" type="radio"/> Edmark <input type="radio"/> Touch Math <input type="radio"/> Time <input type="radio"/> Read Aloud <input type="radio"/> Other	7 min to end of the activity
1/12/15	<input type="radio"/> Edmark <input type="radio"/> Touch Math <input checked="" type="radio"/> Time <input type="radio"/> Read Aloud <input type="radio"/> Other	6 min to end of the activity
1/12/15	<input type="radio"/> Edmark <input type="radio"/> Touch Math <input type="radio"/> Time <input checked="" type="radio"/> Read Aloud <input type="radio"/> Other	4 min till slamming. Was able to successfully stop after that for 10 min total.
1/12/15	<input type="radio"/> Edmark <input checked="" type="radio"/> Touch Math <input type="radio"/> Time <input type="radio"/> Read Aloud <input type="radio"/> Other	11 min began touching himself just before the end
1/13/15	<input type="radio"/> Edmark <input type="radio"/> Touch Math <input type="radio"/> Time <input checked="" type="radio"/> Read Aloud <input type="radio"/> Other	12 min untill end
1/13/15	<input type="radio"/> Edmark <input type="radio"/> Touch Math <input checked="" type="radio"/> Time <input type="radio"/> Read Aloud <input type="radio"/> Other	# of minutes w/o escape behavior 8 min then slammed fist
1/14/15	<input type="radio"/> Edmark <input checked="" type="radio"/> Touch Math <input type="radio"/> Time <input type="radio"/> Read Aloud <input type="radio"/> Other	7 min till end of math

Date  1/15/15	Activity <input checked="" type="radio"/> Edmark <input type="radio"/> Touch Math <input type="radio"/> Time <input type="radio"/> Read Aloud <input type="radio"/> Other	# of minutes w/escape behavior  1 min till ignoring directions and moving around
Date  1/15/15	Activity <input type="radio"/> Edmark <input checked="" type="radio"/> Touch Math <input type="radio"/> Time <input type="radio"/> Read Aloud <input type="radio"/> Other	# of minutes w/escape behavior  2 min till rocking back and forth in chair and ignoring prompts
Date	Activity <input type="radio"/> Edmark <input type="radio"/> Touch Math <input type="radio"/> Time <input type="radio"/> Read Aloud <input type="radio"/> Other	# of minutes w/escape behavior
Date	Activity <input type="radio"/> Edmark <input type="radio"/> Touch Math <input type="radio"/> Time <input type="radio"/> Read Aloud <input type="radio"/> Other	# of minutes w/escape behavior
Date	Activity <input type="radio"/> Edmark <input type="radio"/> Touch Math <input type="radio"/> Time <input type="radio"/> Read Aloud <input type="radio"/> Other	# of minutes w/escape behavior
Date	Activity <input type="radio"/> Edmark <input type="radio"/> Touch Math <input type="radio"/> Time <input type="radio"/> Read Aloud <input type="radio"/> Other	# of minutes w/o escape behavior
Date	Activity <input type="radio"/> Edmark <input type="radio"/> Touch Math <input type="radio"/> Time <input type="radio"/> Read Aloud <input type="radio"/> Other	# of minutes w/escape behavior

Date 1/6/15	Job <input type="radio"/> Shredding <input checked="" type="radio"/> Recycling <input type="radio"/> Other	Prompts <input type="radio"/> Independent <input checked="" type="radio"/> Prompted # <del>11/11/11</del> 13
Date 1/7/15	Job <input checked="" type="radio"/> Shredding <input type="radio"/> Recycling <input type="radio"/> Other	Prompts <input type="radio"/> Independent <input checked="" type="radio"/> Prompted # 1
Date 1/8/15	Job <input type="radio"/> Shredding <input checked="" type="radio"/> Recycling <input type="radio"/> Other	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # 10
Date 1/9/15	Job <input checked="" type="radio"/> Shredding <input type="radio"/> Recycling <input type="radio"/> Other	Prompts <input checked="" type="radio"/> Independent <input type="radio"/> Prompted # 0
Date 1/9/15	Job <input type="radio"/> Shredding <input checked="" type="radio"/> Recycling <input type="radio"/> Other	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # 15
Date 1/12/15	Job <input checked="" type="radio"/> Shredding <input type="radio"/> Recycling <input type="radio"/> Other	Prompts <input checked="" type="radio"/> Independent <input type="radio"/> Prompted # 0

Date 1/13/15	Job <input checked="" type="radio"/> Shredding <input type="radio"/> Recycling <input type="radio"/> Other	Prompts <input type="radio"/> Independent <input checked="" type="radio"/> Prompted # 3
Date 1/14/15	Job <input checked="" type="radio"/> Shredding <input type="radio"/> Recycling <input type="radio"/> Other	Prompts <input checked="" type="radio"/> Independent <input type="radio"/> Prompted # 0
Date 1/15/15	Job <input checked="" type="radio"/> Shredding <input type="radio"/> Recycling <input type="radio"/> Other	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted # 2
Date 3/5/15	Job <input checked="" type="radio"/> Shredding <input type="radio"/> Recycling <input type="radio"/> Other	Prompts <input type="radio"/> Independent <input checked="" type="radio"/> Prompted # 2
Date	Job <input type="radio"/> Shredding <input type="radio"/> Recycling <input type="radio"/> Other	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted #
Date	Job <input type="radio"/> Shredding <input type="radio"/> Recycling <input type="radio"/> Other	Prompts <input type="radio"/> Independent <input type="radio"/> Prompted #

## Turn Taking

We are tracking consecutive turns with only 1 initial prompt of “your turn” or “Nigel’s turn”

Please count the number of turns taken consecutive

Date 1/6/15	# of consecutive turns 8
Date 1/7/15	# of consecutive turns 7
Date 1/8/15	# of consecutive turns 2
Date 1/9/15	# of consecutive turns 2
Date 1/12/15	# of consecutive turns 10
Date 1/13/15	# of consecutive turns 5
Date 1/14/15	# of consecutive turns 4
Date 1/15/15	# of consecutive turns 6

[illegible]

# Zones of Regulation Data

Date	Zone identified by student	Zone student appeared to be in.	Regulating Activity	Notes	Zone identified by student after regulating activity	Zone student appeared to be in.	Notes
1/5	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	N/A	calm at desk	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/6	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	N/A	calm + smiling	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/6	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input checked="" type="checkbox"/> Y <input type="checkbox"/> R	prompted to drink water	holding ears, not sitting down	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/7	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	N/A	calm + sitting	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/7	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	N/A	smiling + sitting	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/8	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	N/A	sitting calm + ready to work	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/8	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	N/A	laughing + smiling	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/8	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	N/A	calm + smiling	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/9	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	N/A	smiling + calm	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/9	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input checked="" type="checkbox"/> Y <input type="checkbox"/> R	move on	clapping fist	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/9	<input type="checkbox"/> B <input type="checkbox"/> G <input checked="" type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input checked="" type="checkbox"/> Y <input type="checkbox"/> R	affirm feelings	plugging ears	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/12	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	N/A	sitting + smiling	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/12	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	N/A	laughing + sitting down	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/13	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	N/A	laughing + paying attention	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	



# Zones of Regulation Data

Date	Zone identified by student	Zone student appeared to be in.	Regulating Activity	Notes	Zone identified by student after regulating activity	Zone student appeared to be in.	Notes
1/13	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input checked="" type="checkbox"/> Y <input type="checkbox"/> R	give water	slapping fists and stomping	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/14	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	N/A	Smiling	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/15	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input checked="" type="checkbox"/> Y <input type="checkbox"/> R	went on a walk	still moving around the room, not focusing	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/16	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input checked="" type="checkbox"/> Y <input type="checkbox"/> R	have snack	motion agitation while answering	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
1/16	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input checked="" type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	N/A	sitting + smiling	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R			<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R			<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R			<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R			<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R			<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R			<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R			<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R			<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R			<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R			<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	
	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R			<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	<input type="checkbox"/> B <input type="checkbox"/> G <input type="checkbox"/> Y <input type="checkbox"/> R	

4/20-4/24



	Monday	Tuesday	Wednesday	Thursday	Friday
Zones		✓	✓	✓	✓
Group Exp.			✓	✓	
1:1 Exp.	✓		✓		
Turn Taking	✓	✓	✓	✓	
School Job	✓	✓	✓	✓	✓
Private Behavior	✓	✓	✓	✓	✓
Food Prep	✓	✓	✓	✓	
Leisure	✓	✓	✓	✓	✓
Sustained Attention	✓	✓	✓	✓	✓
Requesting Break		✓	✓	✓	✓
Writing	✓	✓			✓
Personal Info	✓	✓	✓	✓	✓
Edmark	✓	✓	✓	✓	✓
Money	✓	✓		✓	✓
Addition/Subtraction	✓	✓		✓	✓
Time	✓	✓	✓	✓	✓

tested

81 88 81 88 81

4/27-5/1

	Monday	Tuesday	Wednesday	Thursday	Friday
Zones		✓	✓	✓	✓
Group Exp.					✓
1:1 Exp.		✓	✓	✓	✓
Turn Taking		✓	✓	✓	✓
School Job	✓	✓	✓	✓	✓
Private Behavior		✓	✓	✓	✓
Food Prep	✓	✓	✓	✓	✓
Leisure	✓	✓	✓	✓	✓
Sustained Attention	✓	✓	✓	✓	✓
Requesting Break	✓	✓	✓	✓	✓
Writing		✓		✓	✓
Personal Info	✓	✓	✓	✓	✓
Edmark	✓	✓	✓	✓	✓
Money	✓	✓	✓	✓	✓
Addition/Subtraction	✓	✓	✓	✓	✓
Time	✓	✓	✓	✓	✓

63 94 88 94 100

5/18-5/22

	Monday	Tuesday	Wednesday	Thursday	Friday
Zones	✓	✓		✓	
Group Exp.		✓	✓		
1:1 Exp.	✓	✓	✓	✓	
Turn Taking	✓	✓	✓		
School Job	✓	✓		✓	
Private Behavior	✓	✓		✓	
Food Prep	✓	✓	—	✓	
Leisure	✓	✓	✓	✓	
Sustained Attention	✓	✓	✓	✓	
Requesting Break	✓	✓	✓	✓	
Writing	✓	✓		✓	
Personal Info	✓	✓	✓	✓	
Edmark				✓	
Money	✓	✓	✓	✓	
Addition/Subtraction	✓	✓	✓	✓	
Time	✓	✓	✓	✓	
	88	94	63	88	

5/26-5/29

	Monday	Tuesday	Wednesday	Thursday	Friday
Zones		✓		✓	✓
Group Exp.			✓	✓	
1:1 Exp.		✓	✓	✓	✓
Turn Taking		✓	✓		✓
School Job		✓		✓	✓
Private Behavior		✓	✓	✓	✓
Food Prep		✓	✓	✓	✓
Leisure		✓	✓	✓	✓
Sustained Attention		✓	✓	✓	✓
Requesting Break		✓		✓	✓
Writing		✓			✓
Personal Info		✓	✓	✓	✓
Edmark		✓		✓	✓
Money		✓	✓	✓	✓
Addition/Subtraction		✓		✓	✓
Time		✓	✓	✓	✓
		94	63	81	88

5/4 - 5/8

	Monday	Tuesday	Wednesday	Thursday	Friday
1 Zones	✓	✓		✓	✓
2 Group Exp.		✓		✓	
3 1:1 Exp.	✓	✓		✓	✓
4 Turn Taking		✓		✓	✓
5 School Job	✓	✓		✓	✓
6 Private Behavior	✓	✓		✓	✓
7 Food Prep	✓	✓		✓	✓
8 Leisure	✓	✓		✓	✓
9 Sustained Attention	✓	✓		✓	✓
10 Requesting Break	✓	✓		✓	✓
11 Writing	✓	✓		✓	✓
12 Personal Info	✓	✓		✓	✓
13 Edmark		✓		✓	✓
14 Money	✓	✓		✓	✓
15 Addition/Subtraction	✓	✓		✓	✓
16 Time	✓	✓		✓	✓
	13/16				
	81	100		100	94

5/11 - 5/15

	Monday	Tuesday	Wednesday	Thursday	Friday
Zones	✓		✓	✓	✓
Group Exp.				✓	
1:1 Exp.	✓		✓	✓	✓
Turn Taking	✓			✓	✓
School Job	✓			✓	✓
Private Behavior			✓	✓	✓
Food Prep	✓		✓	✓	✓
Leisure	✓		✓	✓	✓
Sustained Attention	✓		✓	✓	✓
Requesting Break	✓		✓	✓	✓
Writing				✓	✓
Personal Info	✓		✓	✓	✓
Edmark	✓		✓	✓	✓
Money	✓			✓	✓
Addition/Subtraction	✓		✓	✓	✓
Time	✓		✓	✓	✓
	81		69	100	94

	3/30/15	3/31/15	4/1/15	4/2/15	4/3/15
	Monday	Tuesday	Wednesday	Thursday	Friday
Zones	✓	✓	✓	✓	✓
Group Exp.			✓		
1:1 Exp.					
Turn Taking		✓		✓	
School Job	✓	✓	✓	✓	✓
Private Behavior	✓	✓		✓	✓
Food Prep	✓	✓	✓	✓	✓
Leisure	✓	✓	✓	✓	✓
Sustained Attention	✓	✓	✓	✓	✓
Requesting Break	✓	✓	✓	✓	✓
Writing	✓	✓			✓
Personal Info	✓	✓	✓	✓	✓
Edmark	✓	✓	✓	✓	✓
Money	✓	✓		✓	✓
Addition/Subtraction	✓	✓	✓	✓	✓
Time	✓	✓	✓	✓	✓

Graphed →

✓

✓

✓

✓

✓

	4/13/15	4/14/15	4/15/15	4/16/15	4/17/15
	Monday	Tuesday	Wednesday	Thursday	Friday
Zones	✓	✓	✓	✓	✓
Group Exp.			✓	✓	
1:1 Exp.	✓		✓	✓	
Turn Taking	✓	✓	✓	✓	
School Job	✓	✓	✓	✓	✓
Private Behavior	✓	✓		✓	✓
Food Prep	✓	✓	✓	✓	✓
Leisure	✓	✓	✓	✓	✓
Sustained Attention	✓	✓	✓	✓	✓
Requesting Break	✓	✓	✓	✓	✓
Writing		✓	✓	✓	
Personal Info	✓		✓	✓	✓
Edmark	✓	✓		✓	✓
Money		✓		✓	✓
Addition/Subtraction	✓	✓		✓	✓
Time	✓	✓	✓	✓	✓

✓

88

75

100

75

✓

✓

✓

✓