

Classroom Friendly Data Collection Methods

CATEGORIES OF DATA COLLECTION METHODS

<u>Continuous:</u> The observer keeps their eyes on the subject the ENTIRE DURATION and marks all occurrences of behavior.

- Frequency
- Duration
- Latency

Non-continuous: The observer keeps their eyes on the subject only for a short time and data is collected in intervals.

- Momentary Time Sampling (MTS)
- Whole Interval Recording (WI)
- Partial interval recording (PI)



Time	Tallies of Observed Behavior	Total
7:30-8:00	** * * * * * * * * * * * *	13
8:00- 8:30	x x x x x	5
8:30-9:00	x x x x x x x x x x x	11
9:30-10:00	x x x x x x x x x x	10
10:30-11:00		
11:00-11:30		
11:30-12:00		
12:00-12:30		
12:30-1:00		
1:00-1:30		
1:30-2:00		
2:00-2:30		
2:30-3:00		
3:00-3:30		
3:30-4:00		

FREQUENCY

Tallying or counting how many times a behavior occurs and dividing it by the number of minutes you observed them or opportunities provided (divide # of occurrences by minutes to get rate and multiply by 100 to get percentage).

- Best for behaviors that do not last very long or are easy to count.
- Not very useful for behaviors such as tantruming or crying.
- Answers the question: How many times did the behavior occur?
- Example: How many times did Sally make an off topic remark during a 30 minute reading block?

Subject/Activity/	Setting Description:			
atency of Specific	ed Behavioral Initiation	:		
Specified Behavioral Occurence	Time of Stimulus or Signal to Initiate a Specified Behavior Given by Teacher	Time Specified Behavior Initiated by Student	Latency of Time Between Stimulus or Signal & Initiation of Specified Behavior by Student	Time Specified Behavior Completed by Student (if applicable)
1.				
2.				
3.				
4.				
5.				
Total:				
	Times the Specified Beh		by Stimulus or Signal:	
otal Latency Tim		-	umber of Times the S	

LATENCY

The amount of time between the signal for a behavior to start and the behavior starting.

- Measures time between a directive being given and the student engaging in the behavior.
- Clear signal to begin and there is a delay to when the behavior occurs that you want to shorten.
- Example of signals include:
 - Mom says "Come wash the dishes"
 - · A timer goes off
 - Teacher hands student a worksheet and says, "Get started".
- Example: It took 2.5 minutes between the teacher blowing the whistle for recess and Sally to line up.
- Example: How long was it between the teacher saying "Get out your chromebooks!" and the student actually getting it out.



DURATION

The amount of time a behavior occurs or lasts.

- Best for behaviors that have a clear start and stop and that you want to decrease/increase the time engaging in the behavior.
 - such as crying, tantruming, on/off task, playing, and other behaviors that you cannot necessarily count.
- Use percentages when comparing the data across time/days.
 - Duration of behavior/Time observed
 - Why? If you were to say that Robby cried yesterday during a 20 minute math lesson (80%) but he cried only 7 minutes today, it would seem like he cried less today. However, today's lesson was only 8 minutes that would make it 87%.
 - Percentages help put things in perspective.
- Example: Robbie cried for 16 minutes during math.

Behavioral Occurence	Start Time	End Time	Duration
1.			
2.			
3.			
4.			
5.			
6,			
7.			
8,			
9,			
10.			
tal Duration: erage Durati	on of Behavior:	rences:	ral Occurences)

PERMANENT PRODUCT

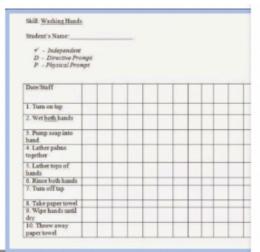
A work sample or physical change in the environment as a result of a behavior that lasts long enough for you to take data on.

- Academic behaviors
- life skills behaviors
- behaviors where you can physically see the environment change as a result of the behavior.
- Example: Robby completed a writing worksheet with 20 questions. He got 10/20 correct (50%).

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OBSERVATIONAL (TASK ANALYSIS)

- A task analysis is a step by step breakdown of a task (ex. washing dishes, using a vending machine, cooking a meal, solving a math problem.)
- Can be used to collect observational data.
- Example: Hallie completed steps 1-7 out of 10 independently. (70%)



Student name:_						
Target Skill: Setti	ng the table					
Type of TA: Total	Task Press	misition				
	Date	Date	0	orte	Date	Date
	3/15	3/18	3	/21		
Put plates on table	ND.	œ	1			
Put cups on table	up	ı	t			
Put napkins on table	м	и	v	p		
Put forks on table	00	00	t			
Put spoons on table	gp	ND.	0			

off pe	actions: In a calm and encoura Support the student through the ogram. Provide Least to Most I ed to complete the step.	chain	of be	havi	ors invo	lved in	the taki	ing their	pants
+	Correct/unprompted		v	Ver	rbal				
GM	Gesture/model		P	Phy	sically	Prompt	ed (sha	ped)	
Step	Component Skill	Dat	<u>1</u> 2	ate	Date	Date	Date	Date	Date
1	Grab waist of pants	+	+						
2	Pull pants down	1	†				7		
3	Sit down		+						
4	Cross midline and grab opposite pant leg				30				
5	Hold ankle of pants and pull leg out								
6	Cross Midline and grab ankle of other pant leg								
7	Hold ankle of pants and pull leg out		T						

TIME SAMPLING- MORE INFO ON TABLE 2

- The observer captures a snippet of what the data looks like without calculating the exact number of occurrences or duration of the behavior.
- These will be calculated in percentages.
 - The total number of intervals: 10
 - The number of intervals off task: 3
 - The number of intervals on task: 8
 - % of intervals on task: 8/10*100=80%
 - % of intervals off task: 3/10*100=30%















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TABLE #1 CONTINUOUS DATA COLLECTION METHODS

DATA COLLECTION	DEFINITION	BEST FOR	EXAMPLE
WE TOO			
Frequency	How many times a behavior occurs	Behaviors that do not last very long and are easy to count.	How many times did Sally make an off topic remark during the 30 minute reading block?
Latency 🏈	The amount of time between the signal for a behavior to occur and the behavior starting.	Behaviors that have a clear signal to begin and there is a delay to when the behavior actually occurs that you want to shorten.	It took 2.5 minutes from the time the teacher blew the whistle (Signal) to when Sally lined up (Behavior).
Duration 🥒	The period of time that a student engages in the behavior.	Behaviors that have a clear stop and start that you want to increase or decrease the amount of time that a student engages in them.	Robby cried for 16 minutes out of a 30 minute math block.
Permanent Product	A work sample or physical change in the environment as a result of a behavior that lasts long enough for you to take data on.	Academic behaviors, life skills behaviors, or other behaviors where you can physically see the environment change as a result of the behavior.	Robby completed a writing worksheet with 20 questions. He got 10/20 correct (50%). Henry completed 4/5 of his chores for today (80%)

TABLE #2 TIME SAMPLING DATA COLLECTION METHODS

TIME SAMPLING DATA COLLECTION METHODS	DEFINITION	BEST FOR	EXAMPLE
Momentary Time Sampling	The observer (that's you!) records whether or not the target behavior is occurring at the moment that each time interval ends.	Works pretty well for most behaviors, especially in the classroom. It does not require your direct attention except for just a split second.	Every 30 seconds, for five minutes total, you look up and write a + if Shari is on task and a - if Shari is off task.
Partial Interval Recording	The observer records if the behavior happened at any time during the interval.	Best for behaviors you are trying to decrease. Requires the observer to be attentive during the duration of each interval (unless the bx has occurred and it has been scored for that interval).	If Shari cries during during any part of the interval, you put a +, even if she cries more than ones.
Whole Interval Recording	The observer records only if the behavior happened during the entire interval.	Best for behaviors you're trying to increase. Requires the observer to be attentive the entire interval, every interval.	If Shari is playing with her peers for the entire interval, you put a +. If Shari stops playing, even for 1s, during the interval, you mark a