

C-3: Measure occurrence (e.g., count, frequency, rate, percentage)

Sum actual or hypothetical data over different periods of time, such as per hour, per day and per week. Discuss the differences in those data based on the time period. Review the challenges of comparing data when the time periods fluctuate due to half days of school, abbreviated sessions, etc.

Frequency of functional communication mands

	Monday	Tuesday	Wednesday	Thursday	Friday
8:00-9:00	17	19	20	18	21
9:00-10:00	19	18	22	21	20
10:00-11:00	18	17	19	20	22
11:00-12:00	10	9	Early dismissal for client	10	11
12:00-1:00	9	10		12	14
1:00-2:00	7	6		8	9

C-3: Review discrete trial or task analysis data and calculate percent occurrence, compare with straight frequency data, and discuss which method is best utilized to make program decisions.

Frequency:

Math problems answered correctly	/////
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Discrete trial:

Math problems answered correctly	-	-	-	+	+	-	-	+	+	+
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C-3: Review actual or hypothetical data and calculate percent occurrence when the opportunities to respond are the same and when they vary. Discuss the differences and where percent of occurrence is more meaningful.

Date	1	2	3	4	5	6	7	8	9	10	%
1/17	-	-	-	+	+	+	-	+	+	+	60
1/18	-	-	+	+	+	+	+	+	+	+	80
1/19	+	+	+	+	+	+	+	+	+	-	90

If you didn't run the trials that are shaded in, the percentages would be different:

Date	1	2	3	4	5	6	7	8	9	10	%
1/17	-	-	-	+	+	+	-	+	+	+	40
1/18	-	-	+	+	+	+	+	+	+	+	71
1/19	+	+	+	+	+	+	+	+	+	+	100

C-3: Review discrete trial or task analysis data and calculate trials to criterion, compare with straight percent occurrence data, and discuss which method is best utilized to make program decisions.

Mastery criterion per step: 2 days in a row with no prompt

Mastery criterion per chain: 2 days in a row with no prompting

Step	10/23	10/24	10/25	10/26	10/27	TTC	%
1. Ask peer to play Memory	P	P	P	+	+		
2. Bring game to table	P	P	P	+	+		
3. Open box	P	P	+	+	+		
4. Remove all cards	P	P	+	+	+		
5. Place cards face-down	P	P	+	+	+		
6. Spread cards out and mix up	P	+	+	+	+		
7. Say "your turn"	P	+	P	+	+		
8. Wait while peer takes turn	P	P	+	+	+		
9. Look at cards peer turns over	P	+	+	+	+		
10. Say "my turn"	P	P	+	+	+		
11. Turn over two cards	P	+	P	+	+		
12. If match, keep cards	+	+	+	+	+		
13. If not a match, turn back over	P	P	+	+	+		
14. Repeat steps 7-13 until all cards have been collected	P	+	P	+	+		
15. Say "good game"	P	P	+	+	+		
16. Put cards back in box	P	+	+	+	+		
17. Close box	+	+	+	+	+		
18. Put game away	P	+	+	+	+		
% correct per day							
% correct for chain across days							
TTC for chain							