

PRE	POST	(check one)

12-MINUTE - BEHAVIOR OBSERVATION CODING AND CLINICAL NOTES

1st 4-minute Instructions: "In this situation, tell [CHILD'S NAME] that it's playtime. Let them choose any activity that they wish. You just follow their lead and play along with them. Raise your hand if you understand. [WAIT FOR PARENT TO RESPOND] ... And begin the activity."

CLIENT NAME			DATE	START		STOP TIN	ME	TOYS	USED	
CAREGIVER			GOAL FOR SESSION							
3 317211										
PARENT'S STATEMENTS: POSITIVE		TALLY CODES					ТОТ	īAL		
NEUTRAL PARENT TALK										
PRIDE (PRAISE, REFLECT, IMITATE, DESCRIBE, ENJOY)										
AVOID			TALLY CODES					TO1	AL	
QUESTIONS										
COMMANDS										
NEGATIVE TALK (NTA)										
STRATEGIES USED TO M	ANAGE BEH	AVIOR –	circle al	l strategies	present	during C	DI	,		
TRANSITIONS	S REDIRECT			CHANGE ENVIRONMENT				RULES		
MODELING	CALMING			REMOVA PRIVILE		WARNING		CHOICES		
IGNORE	WHEN-THI	WHEN-THEN/IF-THEN		RE-D	0	HAND-OVER- HAND		RECOVERY		
	2	PARENT-CHILD INTERACTION QUALITY INDEX								
PRIORITY ORDER		During 4	1 minutes	of coding:						
						Stre	ngth	Note	Ad	ddress
Negative		Parent was stern/harsh. <u>1</u>				2		3		
Command Question Neutral Parent Talk	Parent was intrusive. <u>1</u> <u>2</u>			2		<u>3</u>				
		Parent was withdrawn/disengaged. 1 2		2		<u>3</u>				
		Child was emotional		tionally rea	ctive.		1	2		<u>3</u>
		Child i	gnored caregiver. <u>1</u>			2		<u>3</u>		
		Child w	d was controlling/directive. 1			2		<u>3</u>		
∐ l		Child was aggressive/rude to caregiver. 1					2		<u>3</u>	

2 nd 4-minute Instructions:							
"That was fine. Now we'll switch to the second activity. Tell [CHILD'S NAME] that it's your turn to choose the							
activity. You may choose any activity. Keep them playing with you according to your rules. Raise your hand if							
you understand. [WAIT FOR PARENT TO RESPOND] And begin the activity."							
CLINICAL OBSERVA	ATION OF INTERACTION DUF	RING PARENT DIRECTED PLAY AC	TIVITY				
CODE PARENT use	of commands during PDI						
				TOTAL			
COMMANDS							
STRATEGIES USED	TO MANAGE BEHAVIOR – ci	rcle all strategies present during	PDI				
TRANSITIONS	REDIRECT	CHANGE ENVIRON	RULES				
MODELING	CALMING	REMOVAL OF PRIVILEGE	WARNING	CHOICES			
IGNORE	WHEN-THEN/IF-THEN	RE-DO HAND-OVER-HAND		IGNORE			
3 rd 4-minute Instr							
"That was fine. Now please tell [CHILD'S NAME] that it is time to clean up the toys. Have them put the toys away							
by [HIM/HERSELF]. Have them put all the containers back where they were. After four minutes, I will let you know.							
Raise your hand if you understand. [WAIT FOR PARENT TO RESPOND]. And begin the activity."							
CLINICAL OBSERVATION OF INTERACTION DURING CLEAN UP ACTIVITY							
CODE PARENT use of commands during CU							
COMMANDS				TOTAL			
STRATEGIES USED TO MANAGE BEHAVIOR – circle all strategies present during CU							
TRANSITIONS	REDIRECT	CHANGE ENVIRON	RULES				
MODELING	CALMING	REMOVAL OF PRIVILEGE	WARNING	CHOICES			
IGNORE	WHEN-THEN/IE-THEN	RF-DO	HAND-OVER-HAND	RECOVERY			