

TARGET PROBLEM and GOAL IMPROVEMENT SCALE

Student Name: "Robbie Granger"

<u>Target Problem</u>	<u>Target Problem Rating (degree of severity)</u>											
	<i>Start</i>	<i>Day 1</i>	<i>Day 2</i>	<i>Day 3</i>	<i>Day 4</i>	<i>Day 5</i>	<i>Week 2</i>	<i>Day 6</i>	<i>Day 7</i>	<i>Day 8</i>	<i>Day 9</i>	<i>Day 10</i>
#1 Engage peers	ES	VS	S	NP	NVS	NP		S	NVS	S	NP	S
#2 Turn in signed agenda-mate	ES	NP	NVS	S	NVS	NP		ES	NP	NVS	NP	NP

Severity Scale

- 2: NP = No Problem
- 4: NVS = Not Very Severe
- 6: S = Severe
- 8: VS = Very Severe
- 10: ES = Extremely Severe

<u>Target Problem Rating (Change Scale)</u>	<u>Global Improvement Rating</u>		
	<i>Start</i>	<i>Finish</i>	<i>Score</i>
#1 Engage peers	ES	S	3
#2 Turn in signed agenda-mate	ES	NP	4

Improvement Scale

- 1 = Worse
- 2 = No change
- 3 = A Little Better
- 4 = Somewhat Better
- 5 = A Lot Better

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Single Subject Design