Class Pass Fidelity Checklist

Description: Class pass intervention allows a student to use a limited number of passes to take a brief work break to engage in preferred activities without disrupting peers. The student is also given an incentive to retain unused passes and redeem them for rewards. **The function of the behavior must be escape/avoid to use this intervention.**

Step	Did I complete This Step?
Preparation:	
Determine that the function of target behavior is escape/avoidance	YES/NO
2. Develop the actual class passes to be used (i.e. what will it look like)	YES/NO
3. Decide how many Class Passes to issue (per day, per class)	YES/NO
4. Identify the location of the break when pass is used (desk, outside the room, etc)	YES/NO
5. Determine length of work break (ex: how much time they get to break from work activity after pass is used)	YES/NO
6. Determine minimum wait time between breaks (how much time needs to pass between another pass being accepted)	YES/NO
7. Determine value of unused passes	YES/NO
8. Identify items/privileges/activities that unused passes may be exchanged for (ipad, books, manipulatives,etc) through preference assessment completed with student Student Training:	YES/NO
Help student recognize a work break is needed	YES/NO
10. Identify sequence of taking a break (i.e. If you use the pass Choose a time when you need to step out of the class/activity. Fill out one of your passes. Show pass to teacher Walk to Have adult where you walked to initial pass on your way back to class. Enter class quietly. Join classroom activity.)	YES/NO
11. Inform student when work breaks are not permitted (exams, etc)	YES/NO
12. Practice using role-play and reinforce desired exchange of passes. Fade any prompt necessary.	YES/NO



Implementation:	
13. Teacher issues allotted class passes (daily, weekly, etc.)	YES/NO
14. The student requests break (uses class pass) as needed	YES/NO
15. If the teacher needs to prompt class-pass usage, do so by reminding them rather than telling "Remember, you can use your class pass if you need a break."	YES/NO
16. The student takes a timed break from current activity/location (timer can be used if needed)	YES/NO
17. The student returns to work and continues in class work.	YES/NO
18. The student is credited with any unused class passes and chooses reward from menu created with the student during allocated spending time	YES/NO
19. Rewards are changed out and updated based on preference assessment	YES/NO
Responses/	Percentages of Yes

Class Pass resource/examples

