

Behavior Rating Scale

Use this data sheet to rate one or multiple behaviors to collect baseline or progress monitoring data. 1) Define the behavior with precision, 2) choose type of data (range, percent, intensity, fidelity, 3) identify anchor points from 1-5 for recording data - see page 2 for examples.

Anchor Point Chart

Name _____

School _____

Behavior	Anchor Point	Date										
			5	5	5	5	5	5	5	5	5	5
			4	4	4	4	4	4	4	4	4	4
			3	3	3	3	3	3	3	3	3	3
			2	2	2	2	2	2	2	2	2	2
			1	1	1	1	1	1	1	1	1	1
			5	5	5	5	5	5	5	5	5	5
			4	4	4	4	4	4	4	4	4	4
			3	3	3	3	3	3	3	3	3	3
			2	2	2	2	2	2	2	2	2	2
			1	1	1	1	1	1	1	1	1	1
			5	5	5	5	5	5	5	5	5	5
			4	4	4	4	4	4	4	4	4	4
			3	3	3	3	3	3	3	3	3	3
			2	2	2	2	2	2	2	2	2	2
			1	1	1	1	1	1	1	1	1	1
			5	5	5	5	5	5	5	5	5	5
			4	4	4	4	4	4	4	4	4	4
			3	3	3	3	3	3	3	3	3	3
			2	2	2	2	2	2	2	2	2	2
			1	1	1	1	1	1	1	1	1	1

Adapted from *Behavior Rating Scale (BRS)* (Kohler & Strain, 1992). For further information:
https://www.wsasp.org/resources/Documents/Summer_Summit/2016/Davis_Behavior_Rating_Scale_Overview.pdf



Behavior Rating Scale

Anchor Point Examples

Range Example:

- 5 = 10+ times/day (bad day)
- 4 = 7-9 times/day (typical/normal day)
- 3 = 4-6 times/day (good day)
- 2 = 2-3 times/day (really good day)
- 1 = 0-1 times /day (exceptional day/goal)

Behavior	Anchor Point					
profane language	10 + daily	5	5	5	5	5
	7-9	4	4	4	4	4
	4-6	3	3	3	3	3
	2-3	2	2	2	2	2
	0-1/day	1	1	1	1	1

Percentage Example:

- 5 = 41-50% of the day
- 4 = 31-40% of the day
- 3 = 21-30% of the day
- 2 = 10-20% of the day
- 1 = <10% of the day

Behavior	Anchor Point					
In-Seat	41-50%	5	5	5	5	5
	31-40%	4	4	4	4	4
	21-30%	3	3	3	3	3
	10-20%	2	2	2	2	2
	<10%	1	1	1	1	1

Intensity Example:

- 5 = Ear-piercing scream (Hear it on the street)
- 4 = Louder than playground voice (Hear it in the parking lot)
- 3 = Playground voice (Hear it in the next class)
- 2 = Louder than inside voice
- 1 = Whimper, squeal

Behavior	Anchor Point					
Screaming	Scream	5	5	5	5	5
	> Playground	4	4	4	4	4
	Playground	3	3	3	3	3
	> Inside	2	2	2	2	2
	Whimper	1	1	1	1	1

Educator Fidelity Example:

- 5 = -
- 4 = -
- 3 = -
- 2 = Yes
- 1 = No

Behavior	Anchor Point					
Fidelity	-	5	5	5	5	5
	-	4	4	4	4	4
	-	3	3	3	3	3
	Yes	2	2	2	2	2
	No	1	1	1	1	1