

ESDM

Treatment Integrity Checklist

Date:	Observed:	<input type="checkbox"/> Role play <input type="checkbox"/> Client Initials _____
Duration:	Observer:	

General Guidelines

1. Materials and toys are ready before session	Y/ N	6. Pauses right before exciting moments and waits for a communication behavior to continue	Y/ N
2. Begins session with a greeting	Y/ N	7. Creates opportunities for the child to respond every 5-10 seconds in the routine	Y/ N
3. Follows the child's lead to select activities	Y/ N	8. Adds interesting effects to sustain child attention and motivation for the objects and the actions	Y/ N
4. Weaves in target vocabulary, nouns, verbs, and prepositions, stimulates child imitation, develops symbolic aspects of the play, and maintains the activity as a dyadic and reciprocal social activity	Y/ N	9. Ends session with a closing greeting	Y/ N
5. Makes session interesting and reciprocal through turn taking (including the child watching you take your turns), and imitating the child's actions	Y/ N	10. Data collected every 15 minutes during session	Y/ N
Score /10			

JARS SSRs

1. Setting up/opening activity (Child chooses from an activity from a few choices if applicable)	Y/ N
2. Establish a theme	Y/ N
3. Elaborating on the activity	Y/ N
4. Closing/Cleaning up the activity	Y/ N

Score /4

Assessment Scoring

1. Starts an activity and continues based on the child's interest or starts based on the child's vocal or non-vocal mands	Y/ N
2. Sits face to face with the child	Y/ N

3. Establish a theme including turn taking if possible	Y/ N	Score /4
4. Elaborate the theme	Y/ N	

Percentage Score	(Score 1+2 / Total) x 100		
Next Steps Based on Performance			
80 – 100 % Meets Expectations	70 – 79% Satisfactory	50 – 69% Requires BST Training <i>New Hires: up to 2 more BSTs</i>	< 50% Learning Plan Needed <i>New Hires: up to 3 BSTs</i>

Observer Signature _____ **IT Signature** _____