Positive Behaviour for Learning School-wide

Using Data to Make Decisions

Rob Horner, University of Oregon, www.pbis.org

Positive Behaviour for Learning School-wide

Objectives

- 1. Define the elements of effective decisionmaking
- 2. How to transform "data" into useful information
- 3. One rubric for using data in decision-making
- 4. Considerations for the data your team needs?

Positive Behaviour for Learning School-wide

Big Idea:

Data are necessary but insufficient Build "Decision-Systems" not Data Systems

The data will guide you to ask the right questions, but your knowledge about the children, system, faculty, and families is critical for effective academic and social decisions.



Collective Goal:

Improve the effectiveness and efficiency with which school teams use data to make academic and behavior support decisions.

Assumptions:

Every school has teams that meet regularly to improve academic and behavior support

- * 2500+ primary and secondary schools in New Zealand
- * 450,000 person-hours/year spent in meetings.

 Effective Decision-Making Decisions will be more effective, efficient, and culturally sensitive if they are based on local, accurate, timely information

The data available to teams is increasing in **amount**, **quality and precision** (academic and behavior support)

To scale-up PB4L we need not just better data, but better protocols for team-based decision-making.

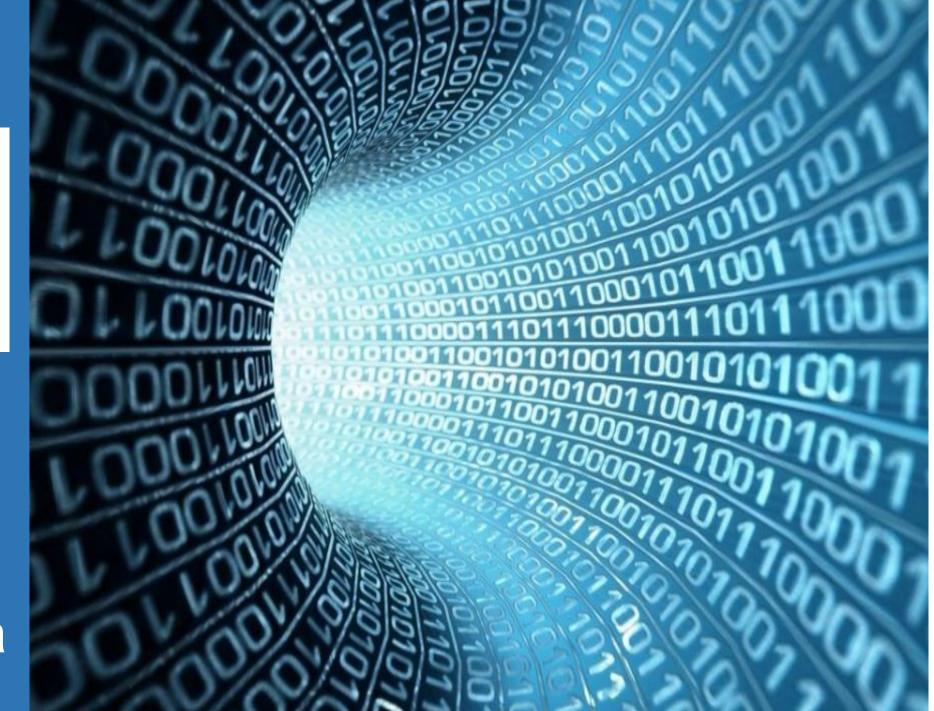


Challenge: Data Overload



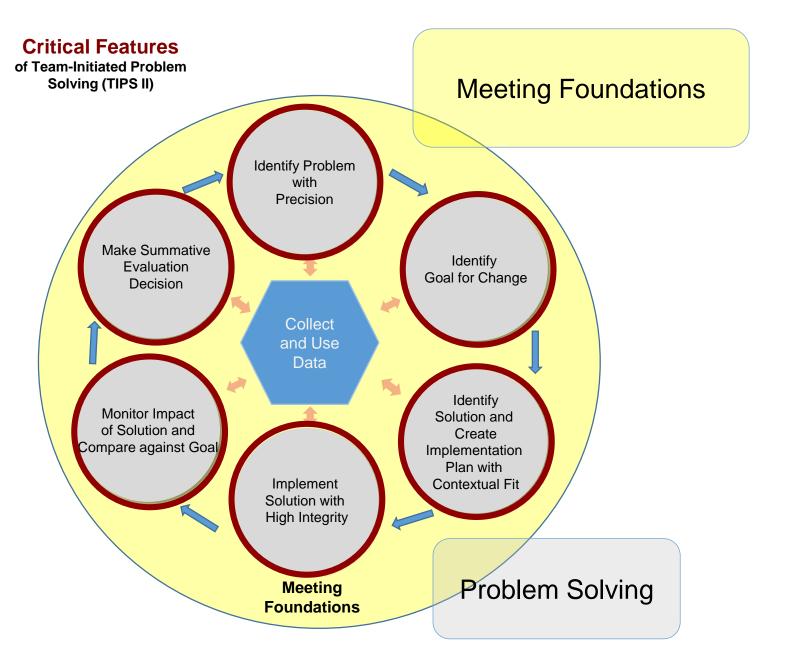


Challenge: The Black Hole of Administrivia



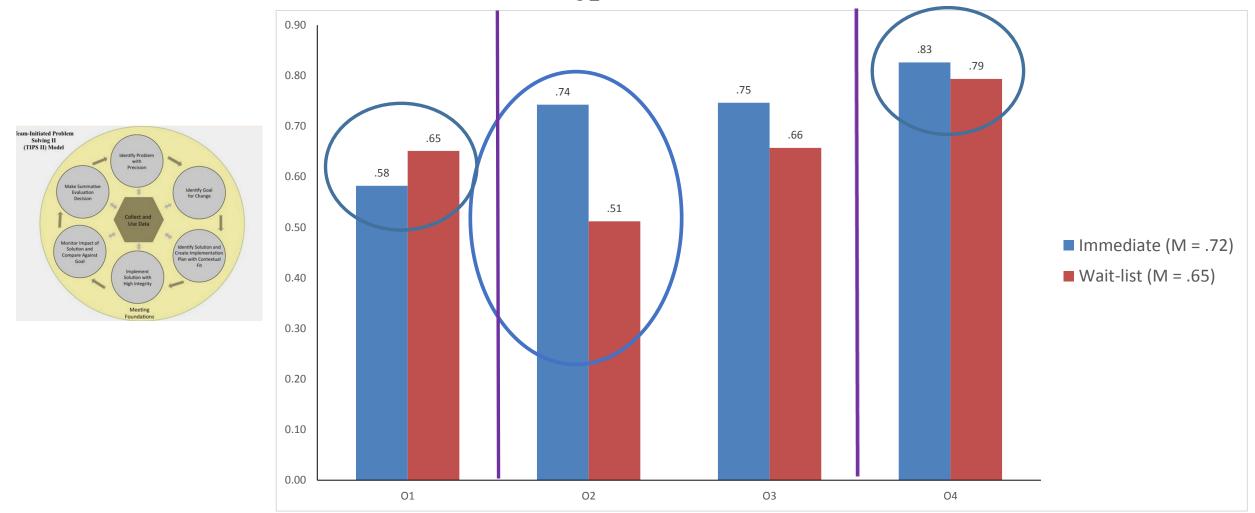


 One Approach: Team Initiated Problem Solving TIPS



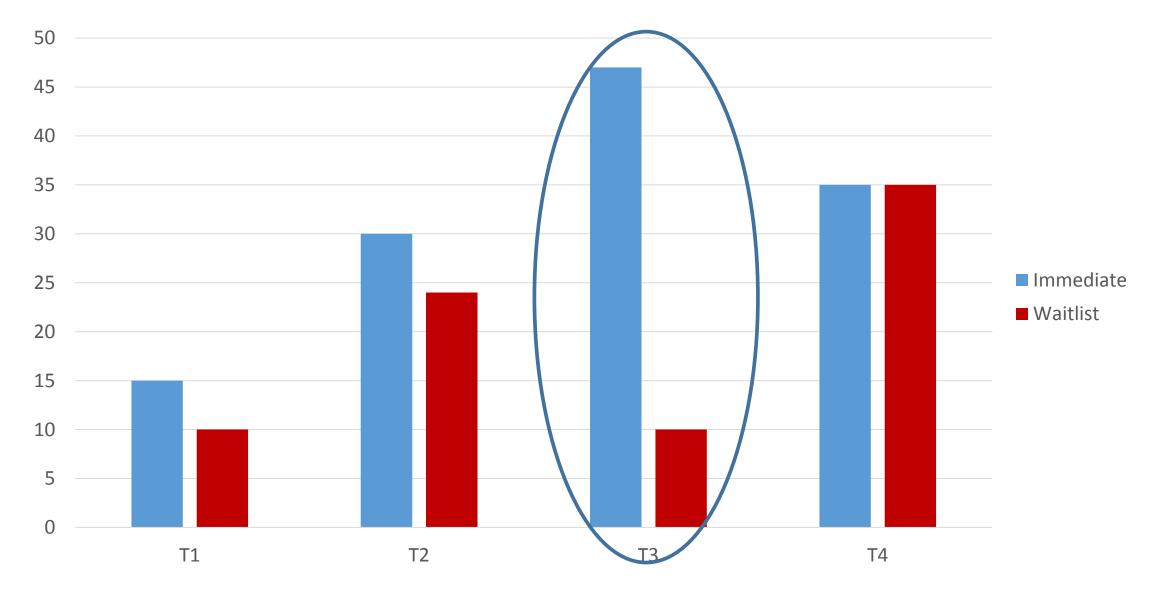
Team Initiated Problem Solving (TIPS) Training Materials www.pbis.org

DORA: Problem Solving Score $(t_{02} = 3.03, df = 36, p < .05, ES = .87)$

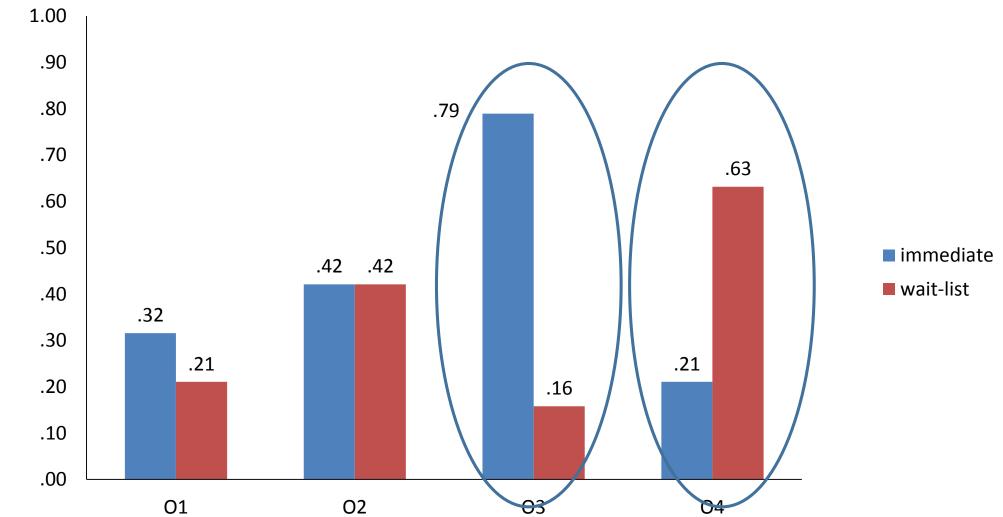


Horner, R., Newton, J.S., Todd, A., Algozzine, B., Algozzine, K., Cusumano, D., & Preston, A.I. (in press). A randomized wait-list controlled analysis of team problem solving.

DORA: Proportion of Teams Implementing Solutions with Integrity $(X^2 = 6.21, p < .05, V = .34)$



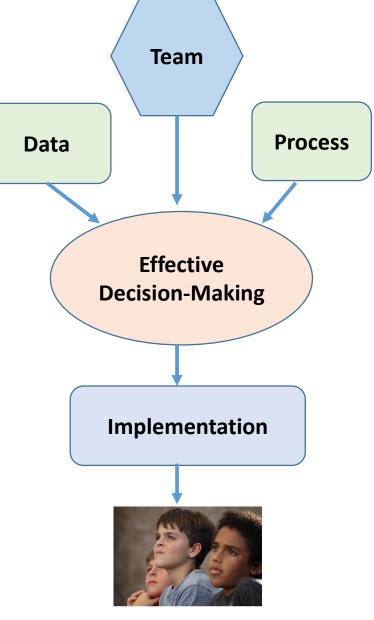
DORA: Proportion of solutions benefiting students $(X^2 = 4.40, p < .05, V = .28)$



Build Decision Systems not Data Systems



• Effective Decision-making



Student Outcomes

Membership, Responsibility, Authority, Opportunity

Information, Decision-Making

Identify "Problems" Select Solutions/ Action Plans

Resources, Review, Adaptation



Decision Making

2



Decision Making

Identification of a problem

School pattern, classroom pattern, group pattern, student pattern

Develop Solutions / Action Plan

Prevention, teaching, reward, extinction, correction, evaluation

Implement and Adapt Solutions Fidelity, effect, efficiency, alterations



Problem Solving

• *Identify* current status

A "Problem" is any observed difference between what is expected (desired) and what is actual

• *Problem Solving* starts by defining a problem with precision

What

• behaviors are a barrier and **how often** are they performed?

Where

• are the behaviors most and least likely

When

- are the problem behaviors are most and least likely **Who**
 - is engaging in the behaviors

Why

• do the behaviors keep occurring?



- A major error is to launch into problem solving BEFORE the problem has been defined with precision.
- Selecting solutions without precise problem statement

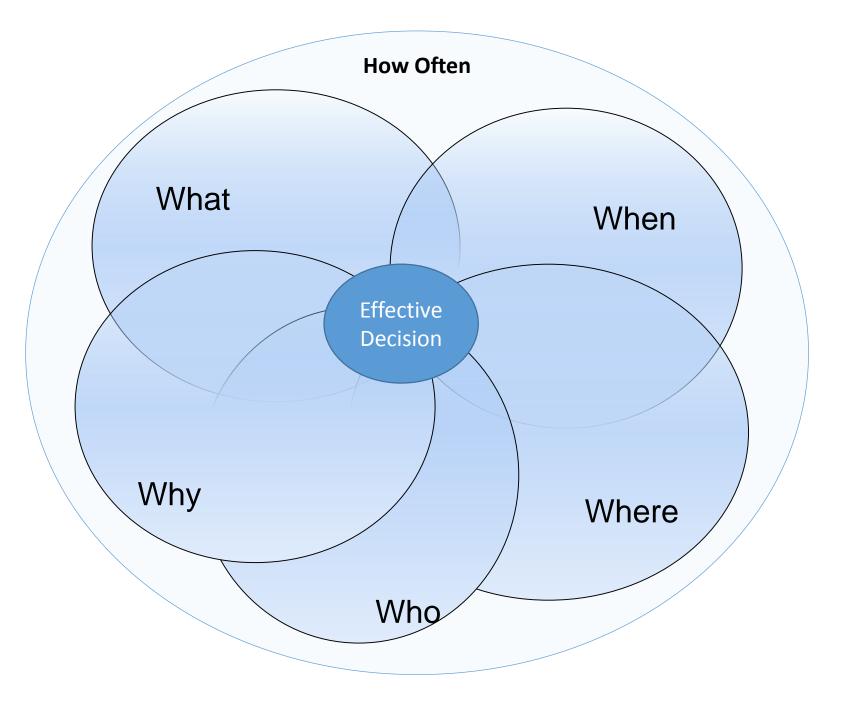
behavior with precision is as likely to

produce plans that make things worse as

plans that make things better.

- What we did last year
- What my cousin did with her son
- Implementing Behavior Support without • What I can buy (or download) taking the time to define a problem
- What I can buy from a
- These solutions
 - Often do not work
 - Usually are more expensit
 - Typically do not "fit" the concext.







Primary

Indicates a difference between what is happening and what is desired.

Too much aggression in cafeteria

What, Who, Where, When, Why, and How Often

Precise

3-5 ODRs for aggression per day from 5-8 students who yell and hit in the cafeteria after they are done with lunch. Appears related to getting peer attention



• Primary Statements

- Too many referrals
- September has more suspensions than last year
- Gang behavior is increasing
- The cafeteria is out of control
- Student disrespect for teachers is outragious

Precision Statement

 There are twice as many **ODRs for aggression on** the playground than last year. These are most likely to occur during first recess, with a large number of students, and the aggression is related to getting access to the new playground equipment.



Who, What, Where, When, Why (How often) • Darin uses sexually explicit language in the classroom. This is creating a climate of disrespect and incivility.



• Tantrums in the van are creating unsafe travel.





Who, What, Where, When, Why (How often) • James D. is hitting others in the cafeteria during lunch at least five times a week, and his hitting is maintained by peer attention.



• Boys are engaging in sexual harassment.



 Three 5th grade boys are name calling and touching girls inappropriately during recess in an apparent attempt to obtain attention. This is occurring at least 5 times a week.





• Define a **PRIMARY** problem

- Transform that description in to **PRECISE** problem statement.
 - Who
 - What
 - Where
 - When
 - Why
 - How Often

Define a Precise Academic Problem



Problem Solving

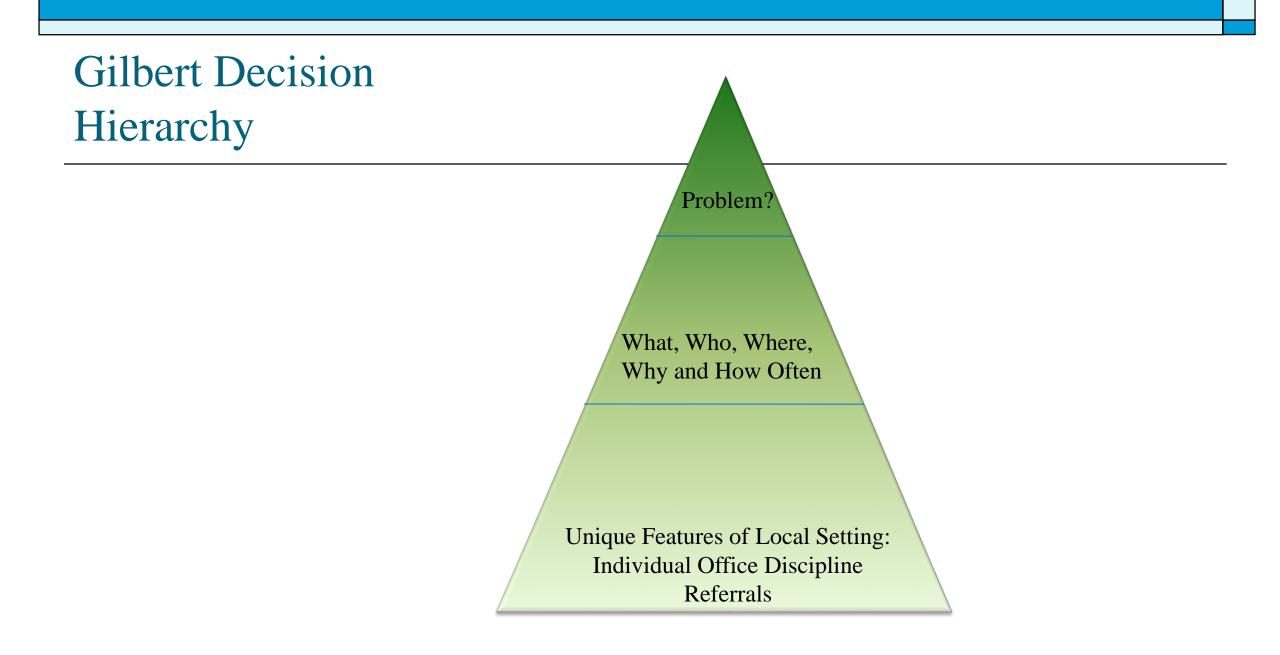
Effective Problem Solving Using Data

1. First identify if there is a problem *Difference between observed and expected behavior.*

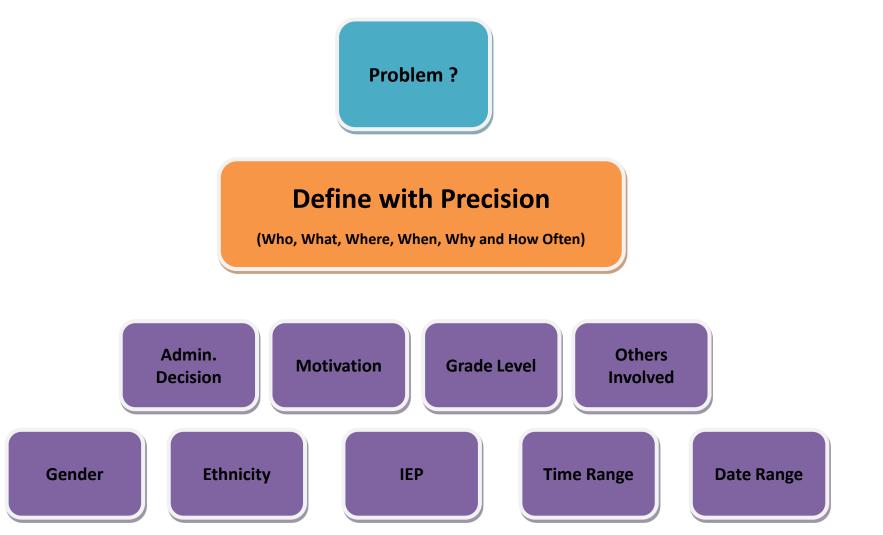
2. Define the problem with precision *Who, What, Where, When, Why & (How often)*

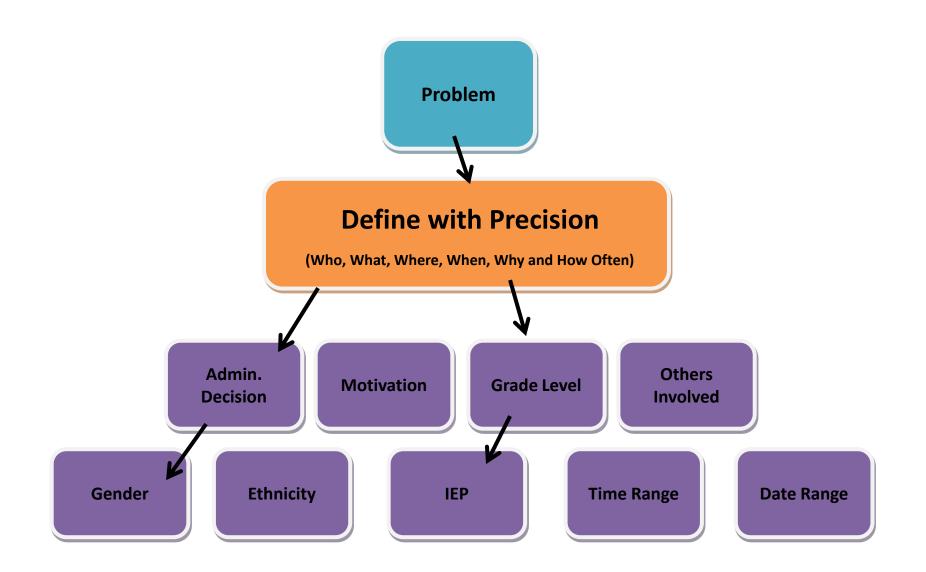
3. Build solution that is practical, instructional and functional.

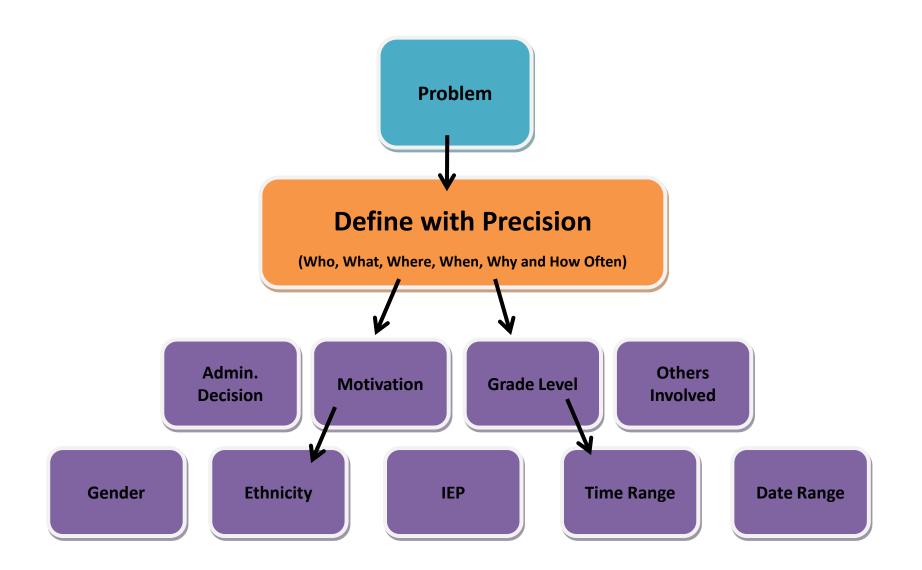
Based on behavioral function, comprehensive, and fits with team values, skills, resources and administrative support.

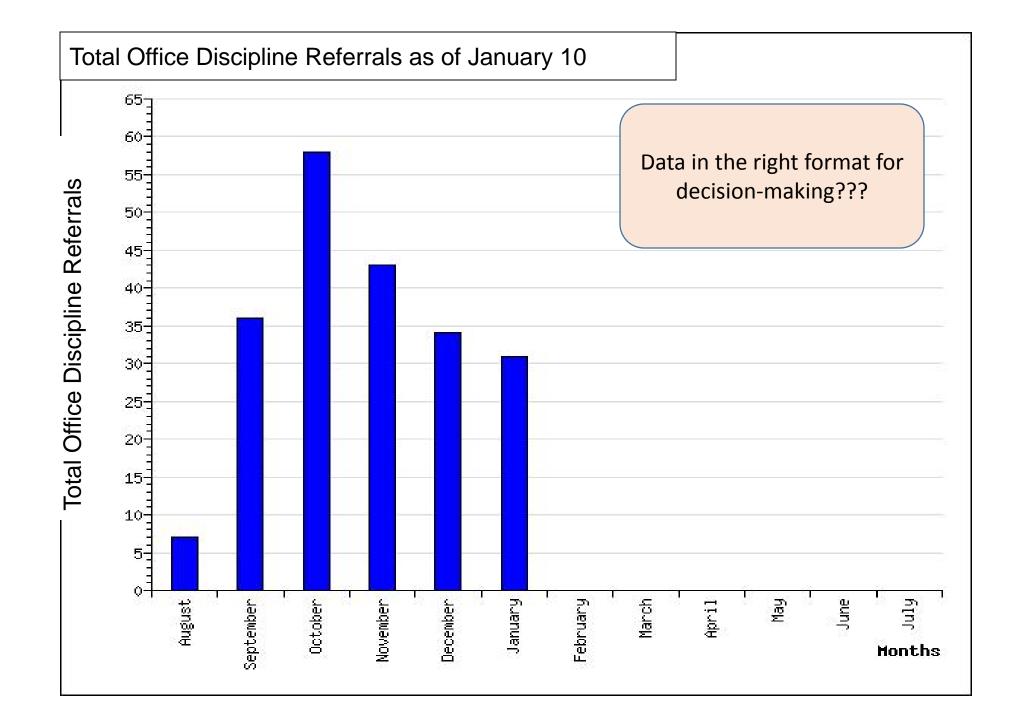


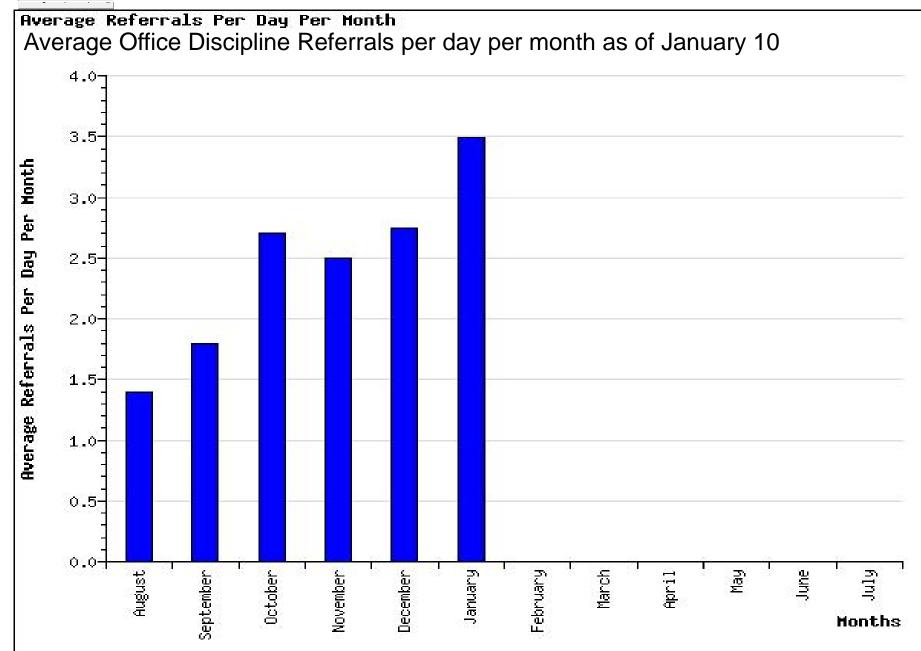
Using Data to Solve Problems:

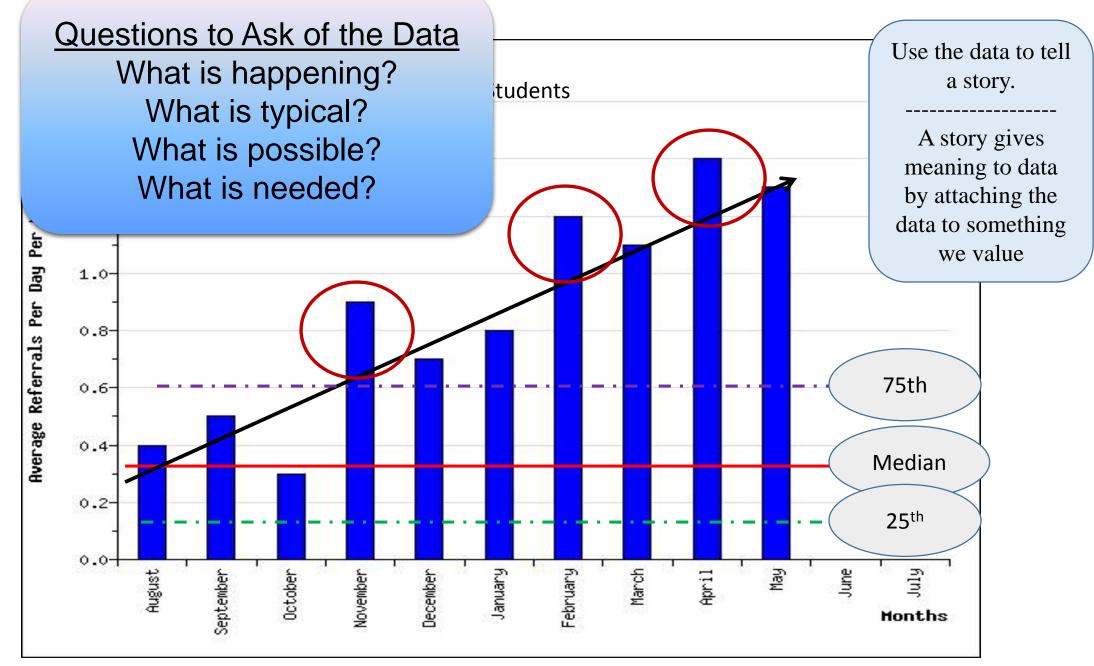














Problem Solving

Grade Range	Number of Schools	Mean Enrollment per School	Mean ODRs per 100 Students/ School Day	Median ODRs per 100 per Students/ School Day	25 th Percentile ODR/100 Students/ School Day	75 th Percentile ODR/100 Students/ School Day
K-6	3580	468	.34 (.60)	.20	.09	.39
6-9	1023	643	.48 (.67)	.30	.15	.57
9-12	526	931	.48 (.71)	.28	.16	.53
PreK-8	365	427	.55 (1.04)	.27	.12	.51
PreK-12	92	308	.88 (.2.11)	.26	.15	.65

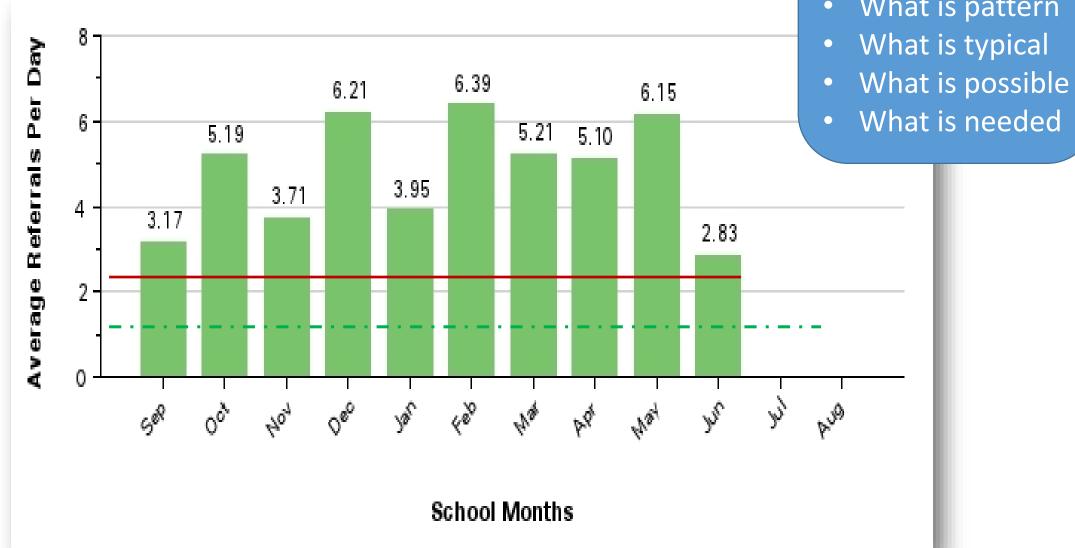
thonar

What is

Possible

SWIS Summary 2016-17(Majors Only) 5586 Schools, 2,500,992 Students

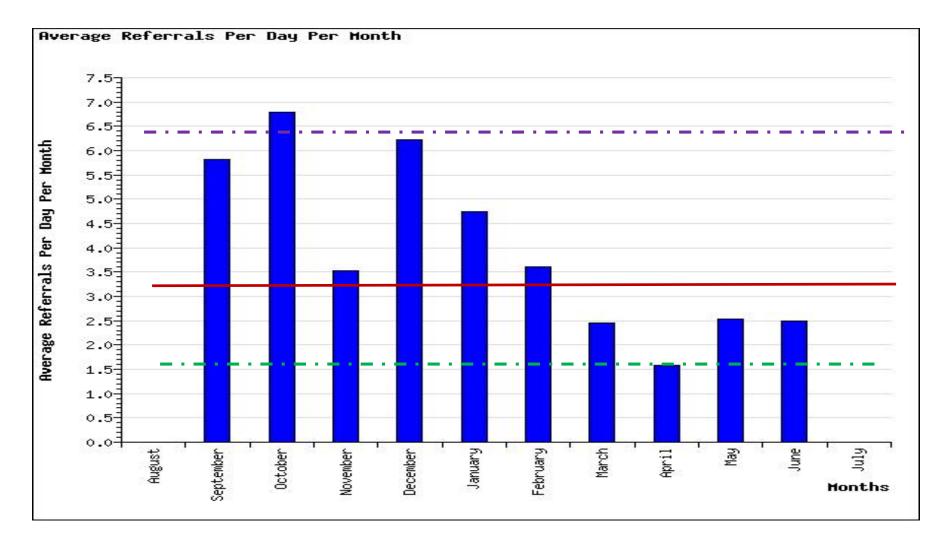
Example

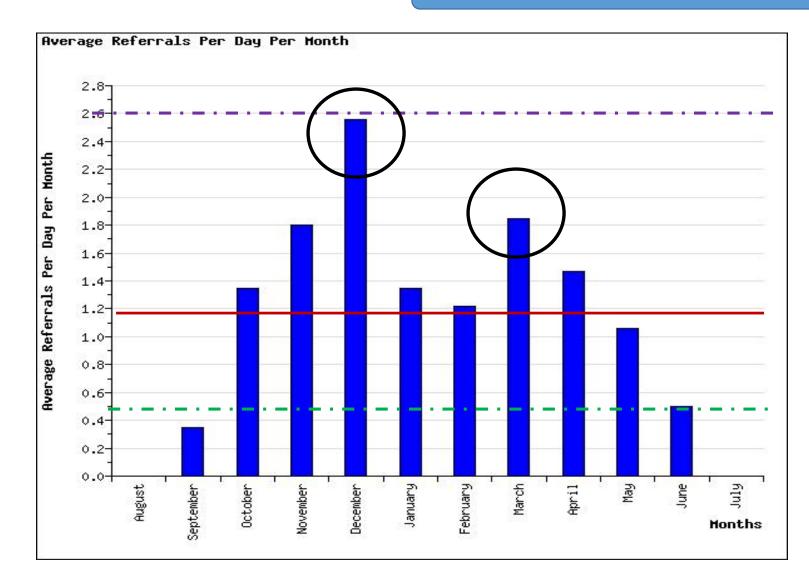


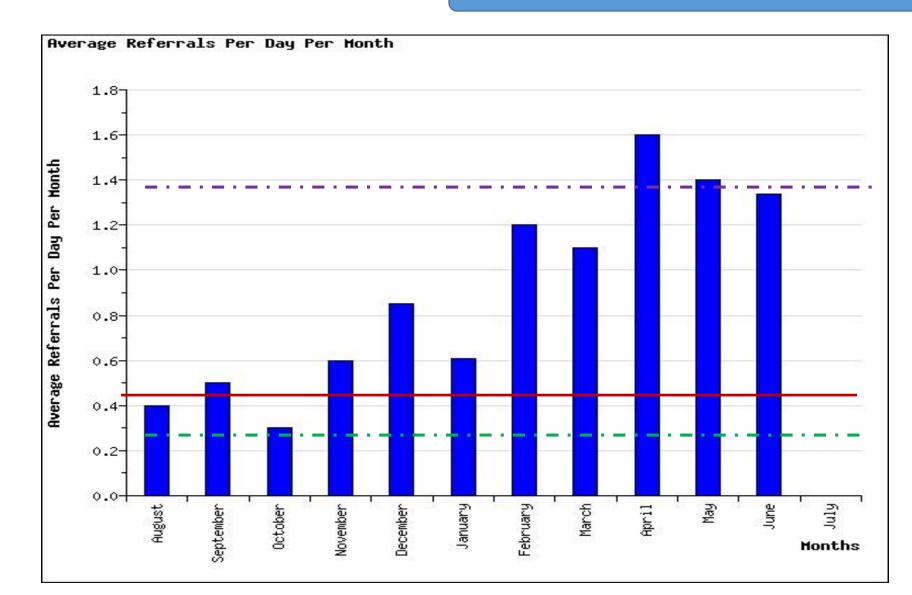
Do we have a problem?

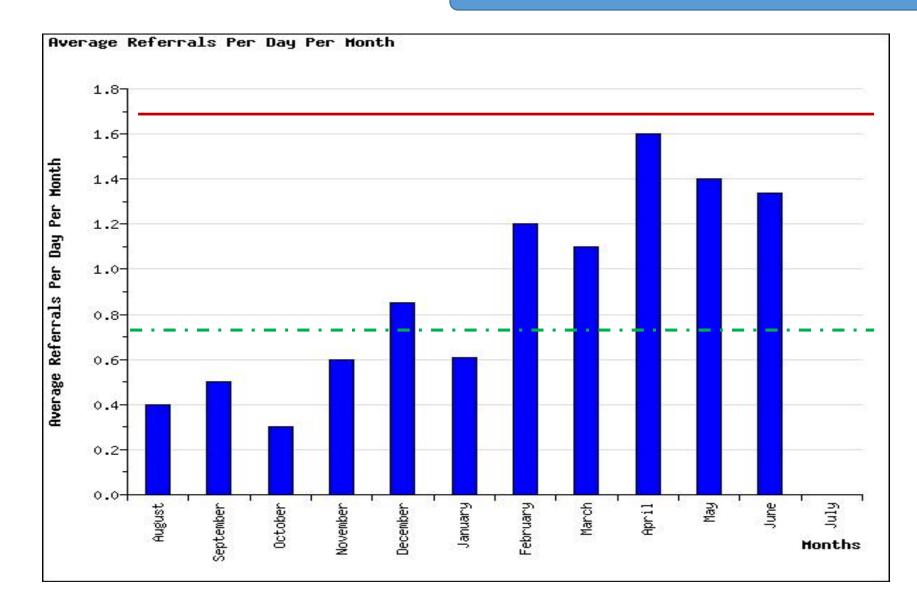
What is pattern

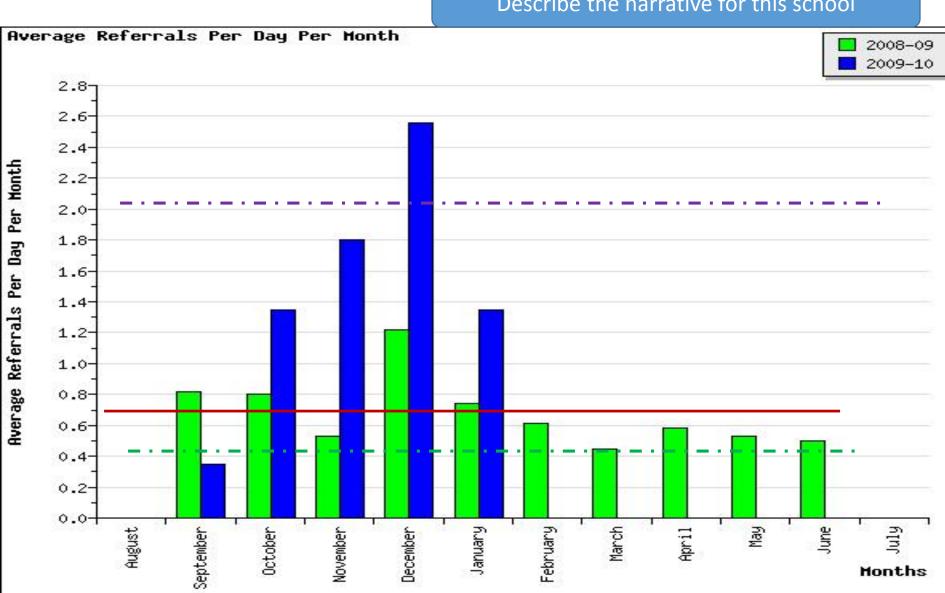
Elementary School 1500 Students (1500/100 = 105 X .22 = 3.3)



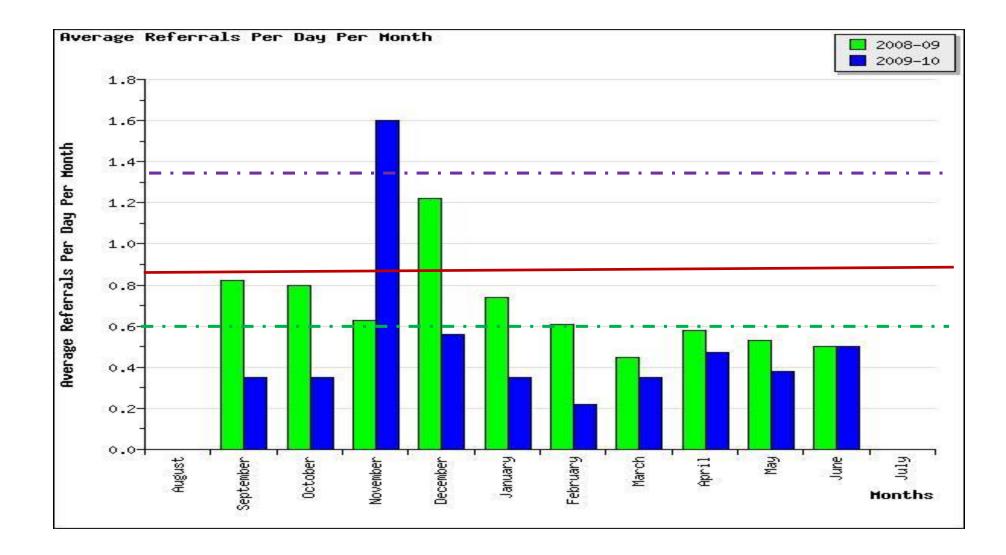








Describe the narrative for this school





Problem Solving

Effective Problem Solving

1. First identify if there is a problem *Difference between observed and expected behavior.*

2. Define the problem with precision *Who, What, Where, When, Why & (How often)*

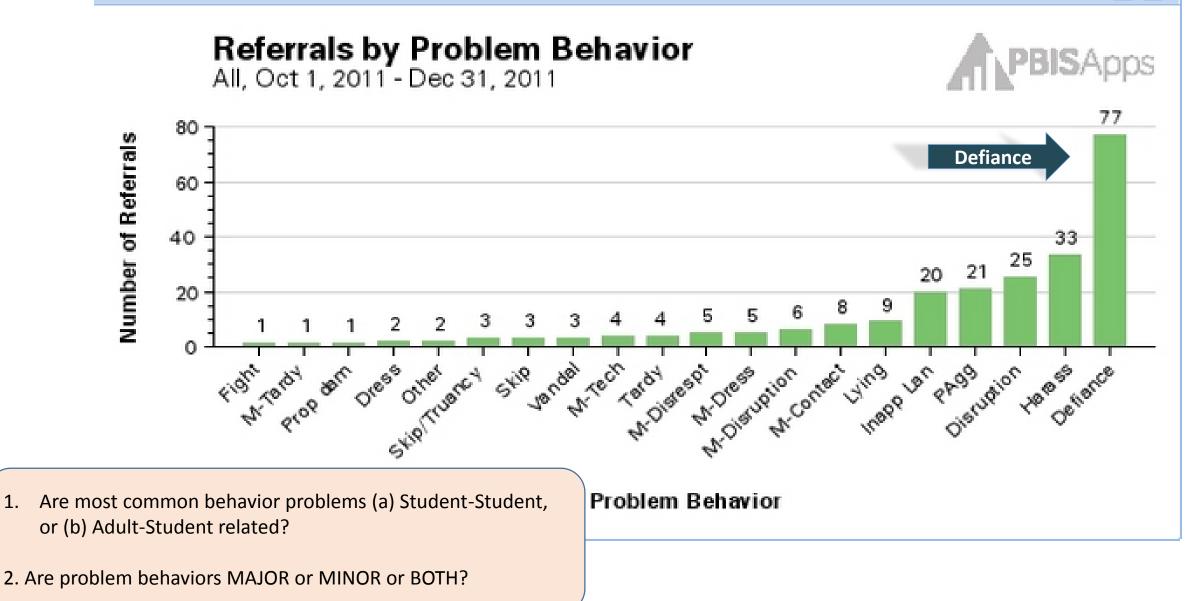
3. Build solution that is practical, instructional and functional.

Based on behavioral function, and fits with the values, skills, resources and administrative support.

What Behavior(s)

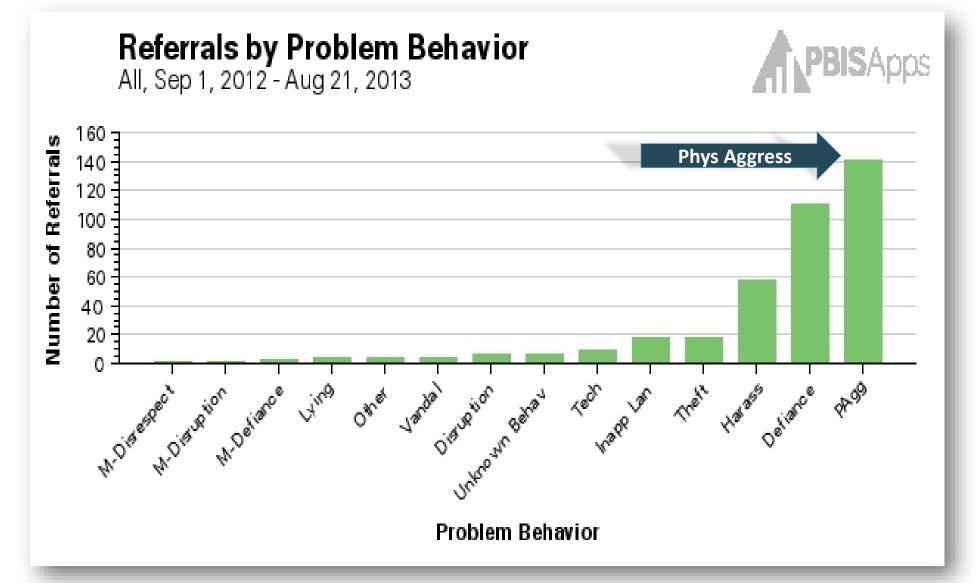
Graph

1.

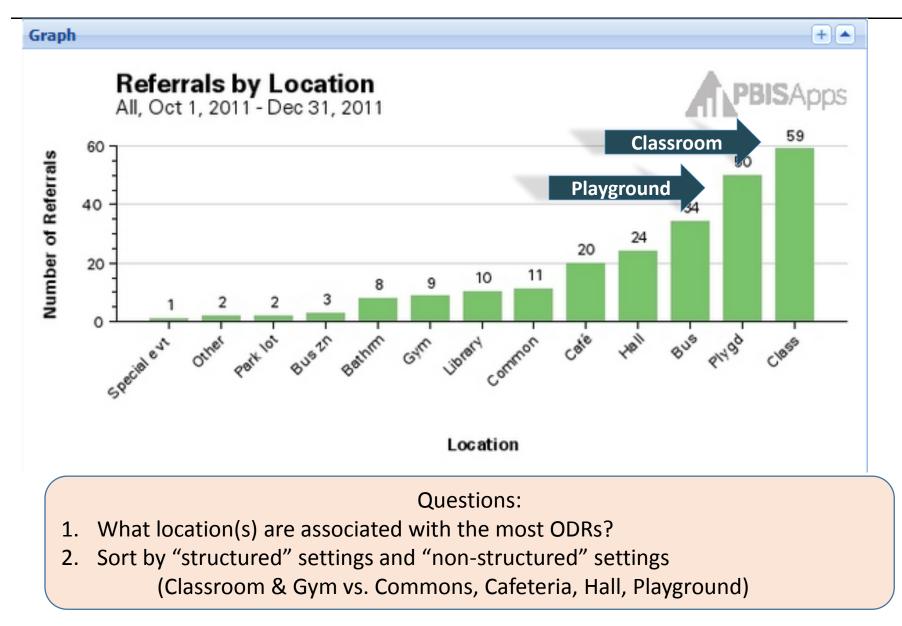


+ .

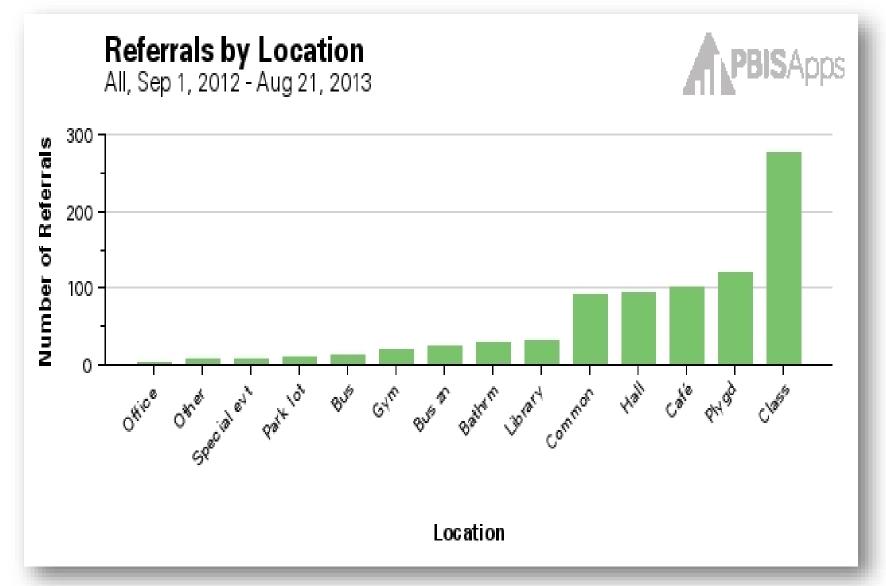
What Behavior(s)



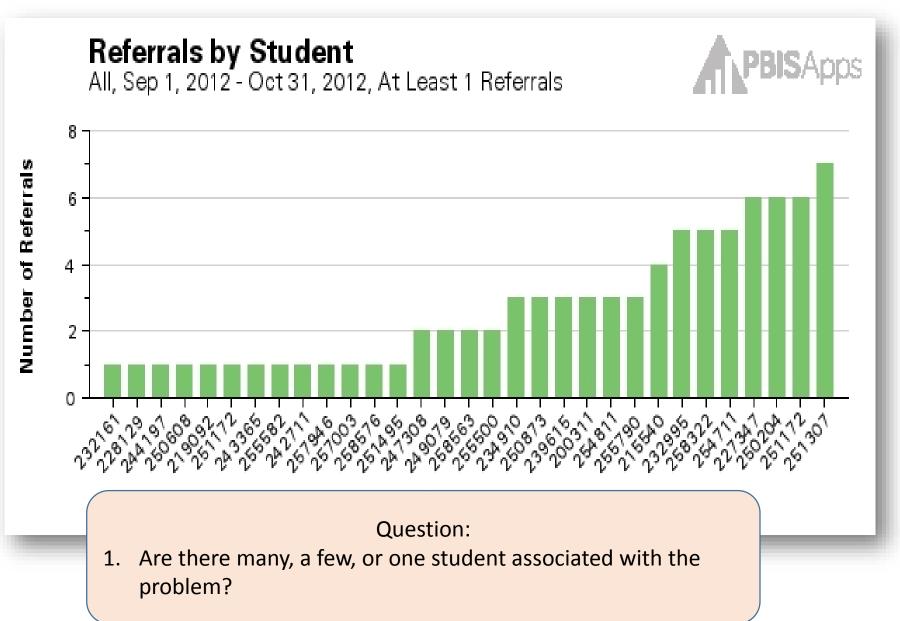
Where?



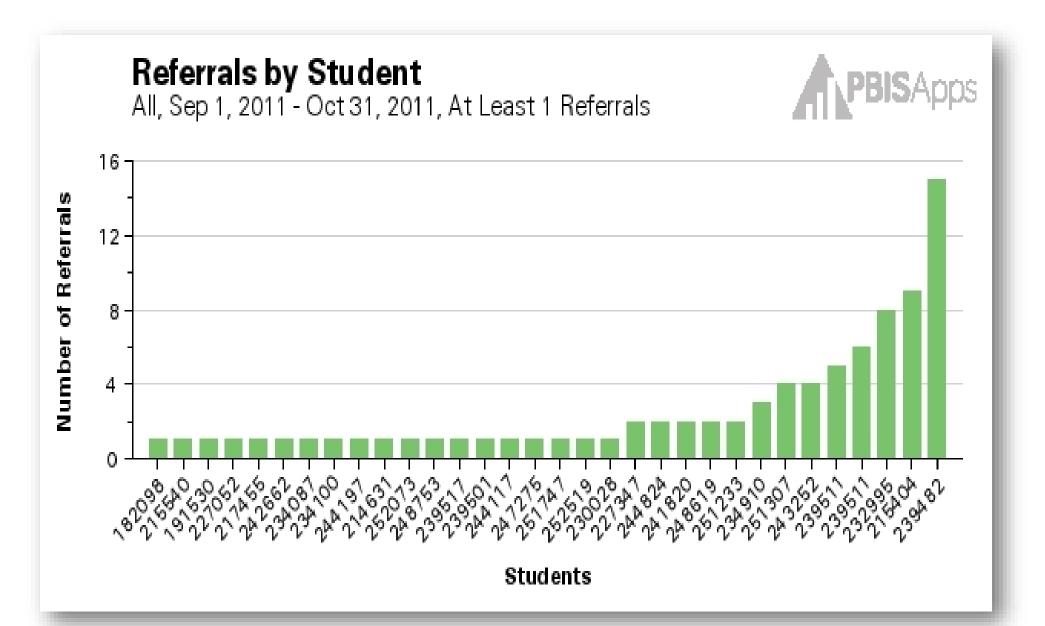
Where



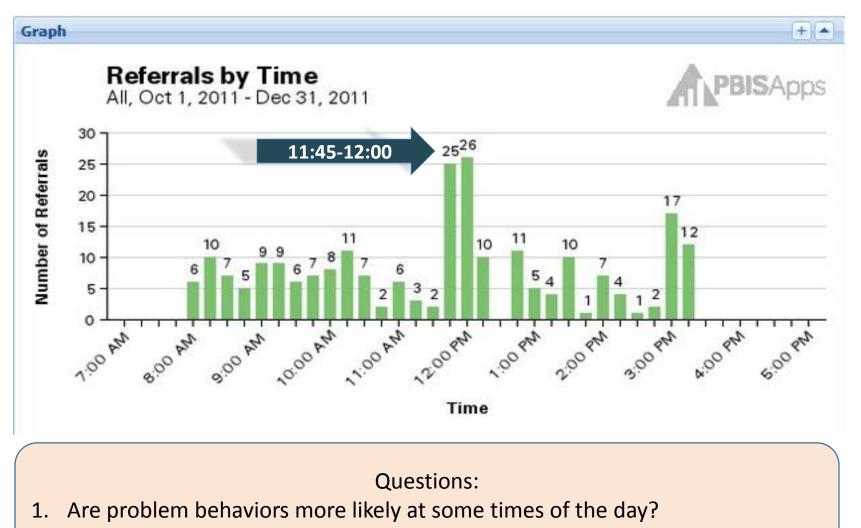
Who



Who

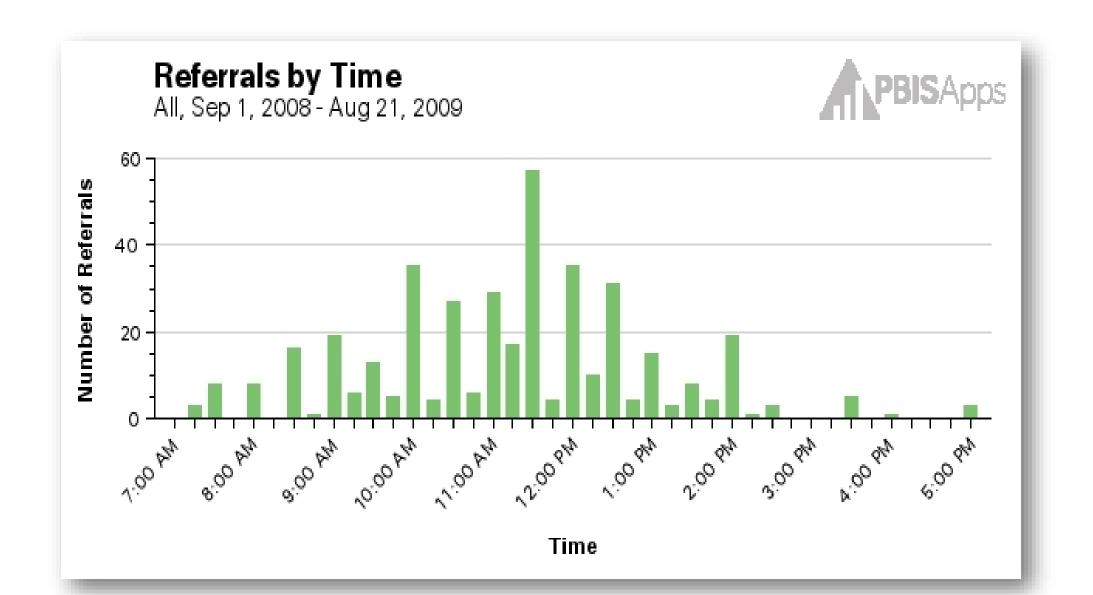


When?

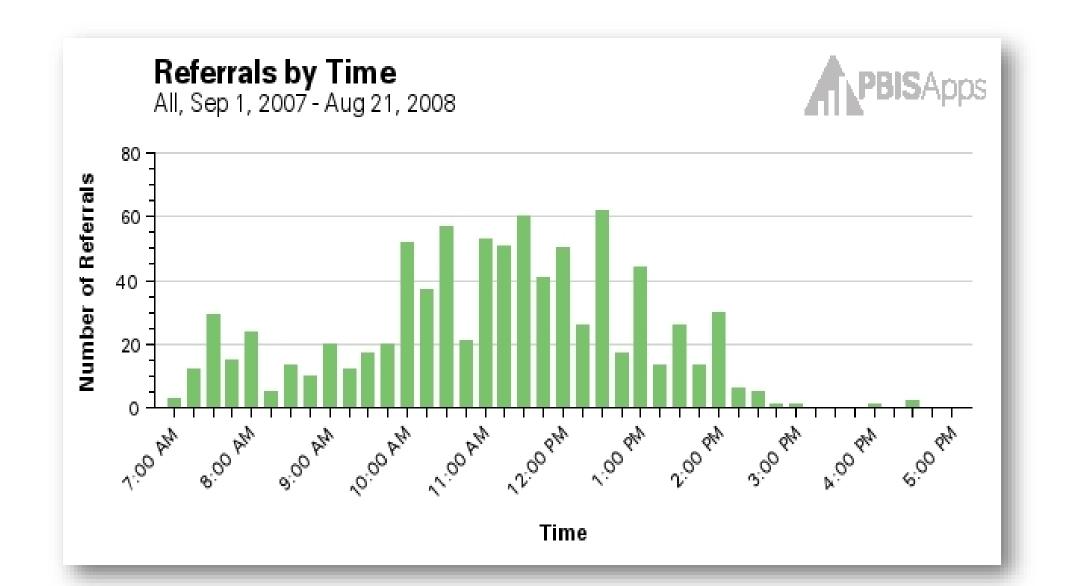


2. What is happening during periods when problems are most likely?

When



When

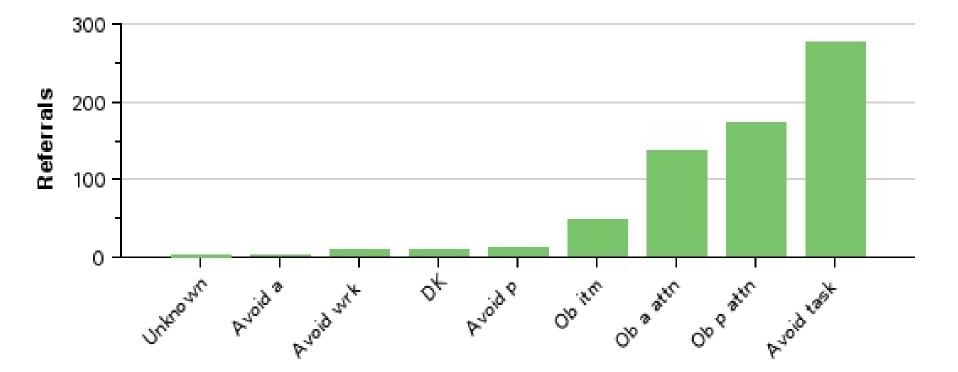


Why?

ODR from Classroom ONLY

Referrals by Perceived Motivation Drill Down





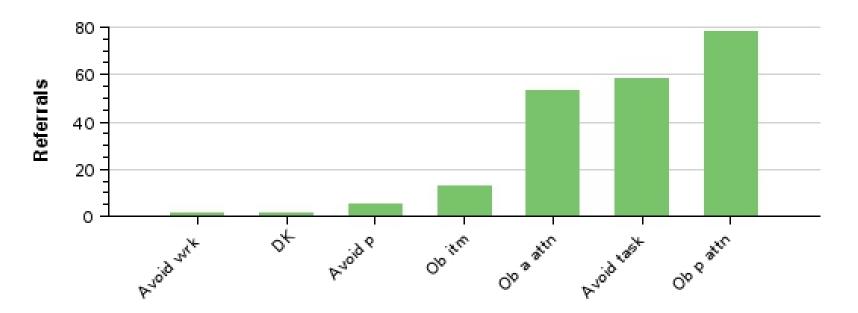
Motivation

Why?

ODR from Playground ONLY

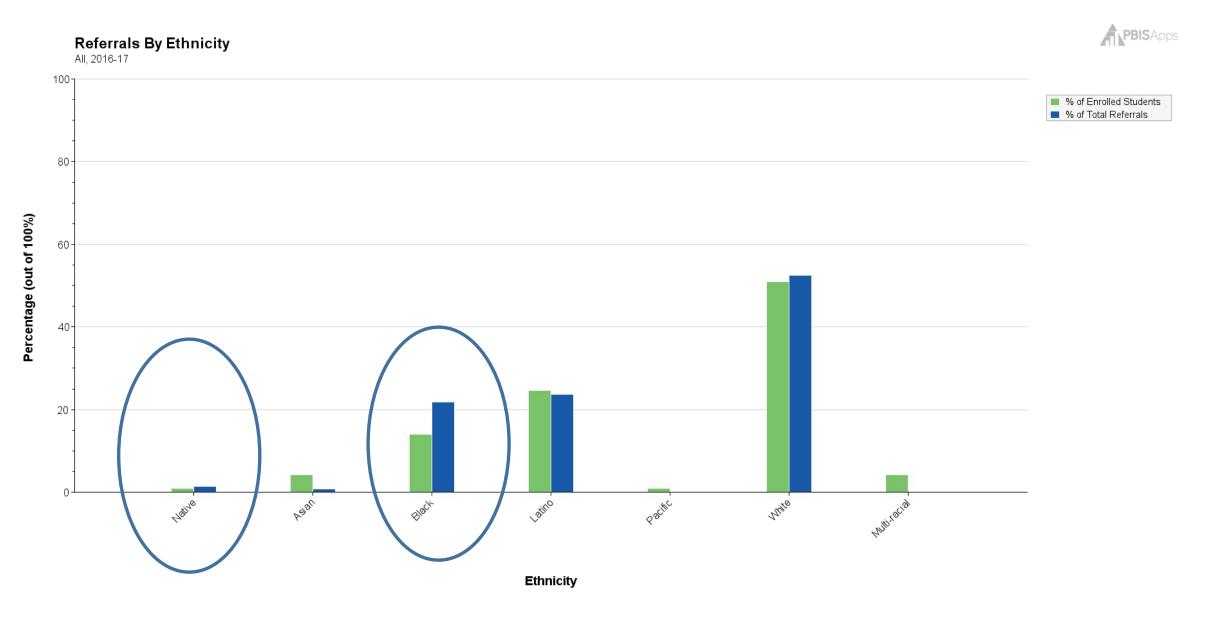
Referrals by Perceived Motivation Drill Down

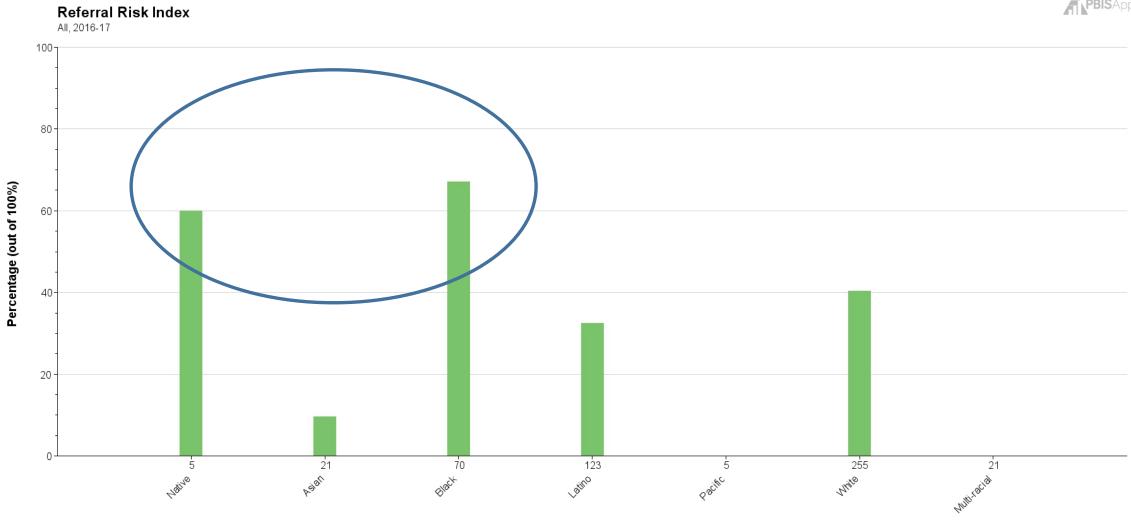




Motivation

Ethnicity





Enrollment | Ethnicity

PBISApps

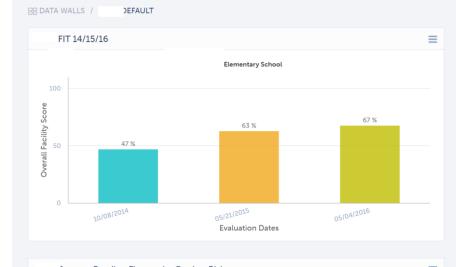
SWIFT DataWall

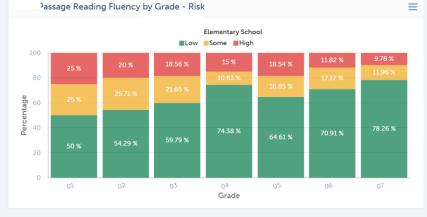


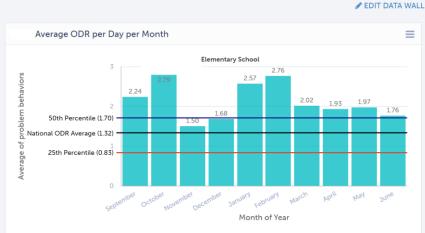


Are we Implementing with Fidelity?

Are Students Engaging in Problem Behavior?

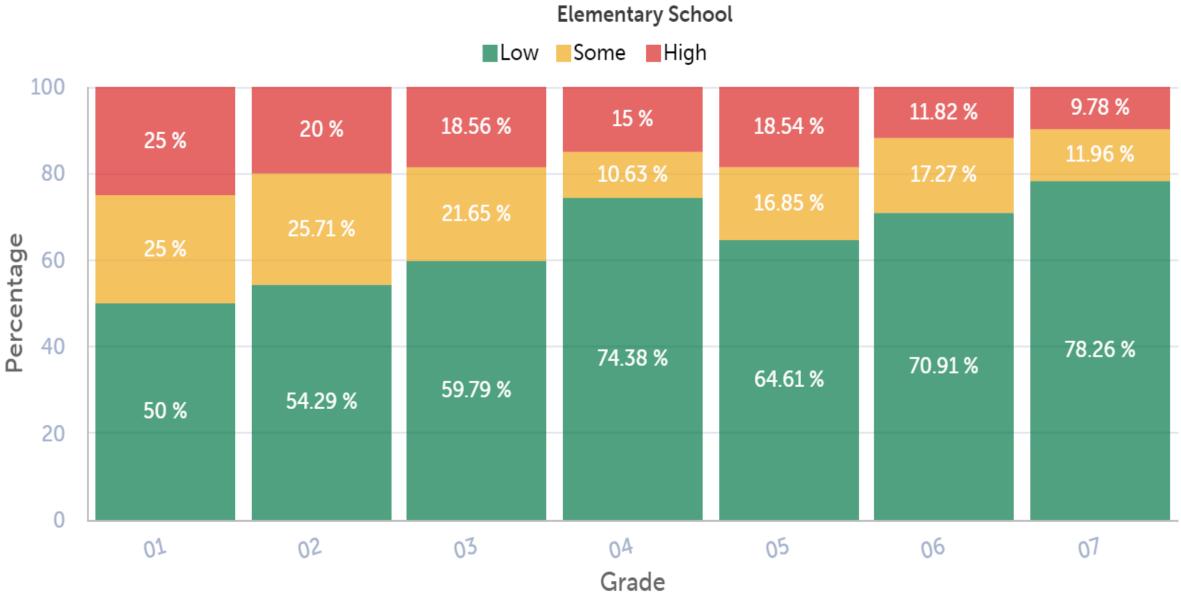








Are Students Meeting Reading Expectations Are Students Meeting Math Expectations?



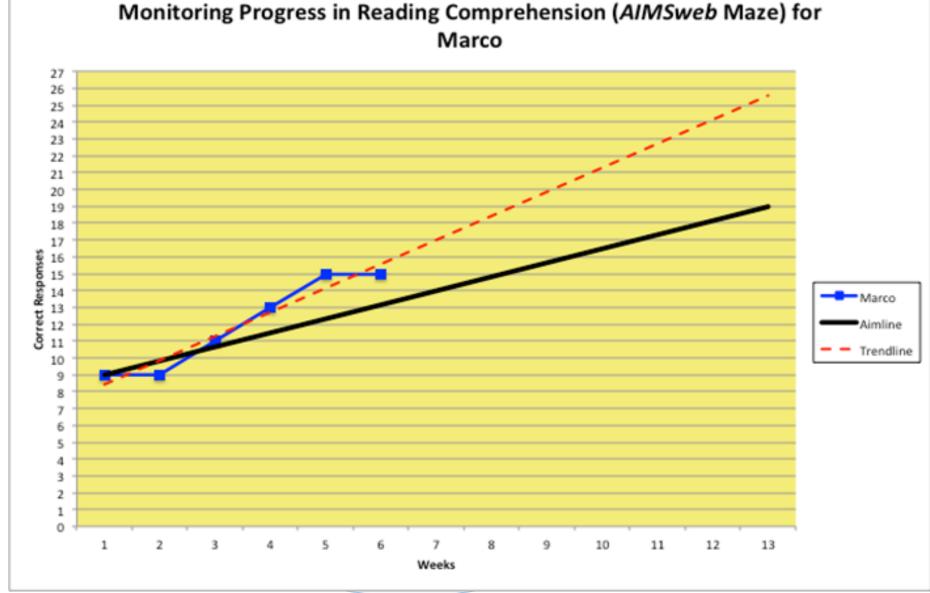
Flementary School

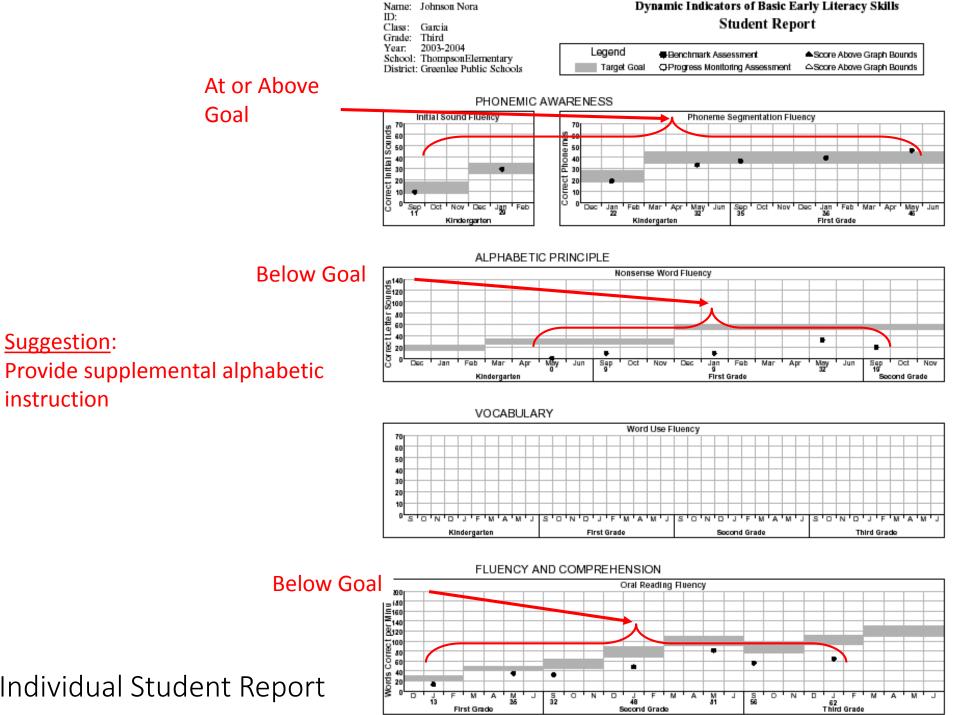
Academics



 Decision Making

Use the same decision-making logic for academics **Define the problem with precision before making a decision**





M

0

32

D 48

Second Grade

D

M

' M ' A '

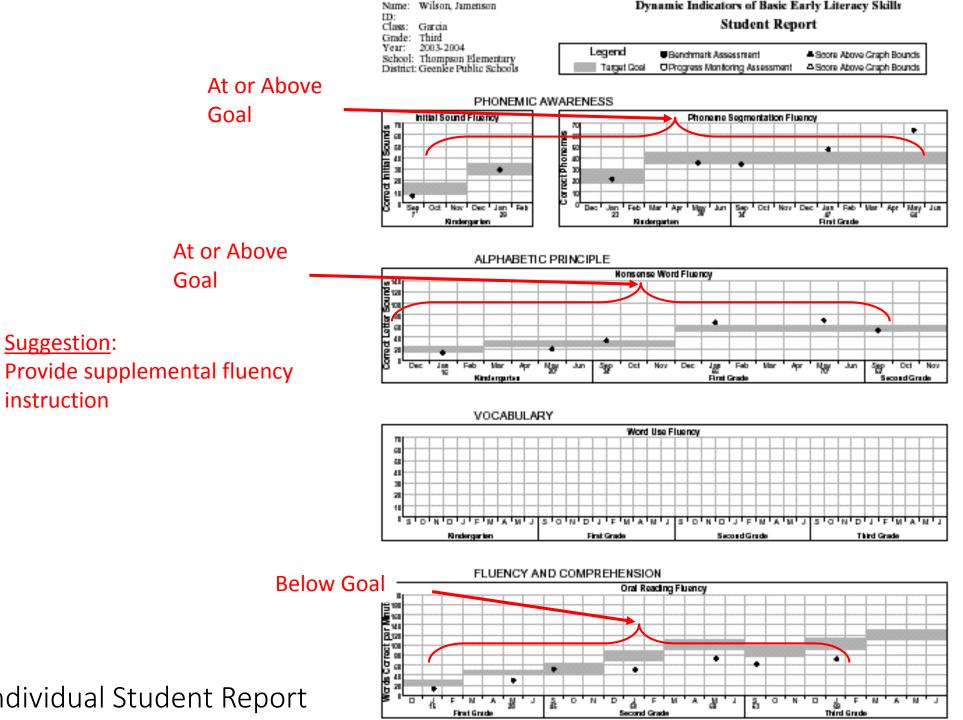
D

13 13

First Grade

Steve Goodman

Individual Student Report



ń.

м - A ¥ J â

First Grade

5 F Second Grade

м А М

D

D N

, 2, о, м, о

Steve Goodman

Individual Student Report

Building Solutions

Go to 73

Solutions

• Key Features

- Technically Sound
 - Solution is based on "precise" problem statement
 - Solution involves building competence, not just removing problem
 - Solution is logically associated with **removing** rewards for problem
 - Uses "evidence-based" practices

• Contextual Fit

- Practical, doable, efficient
- Consistent with values of those who must perform the solution
- Administrative support

Solution Development



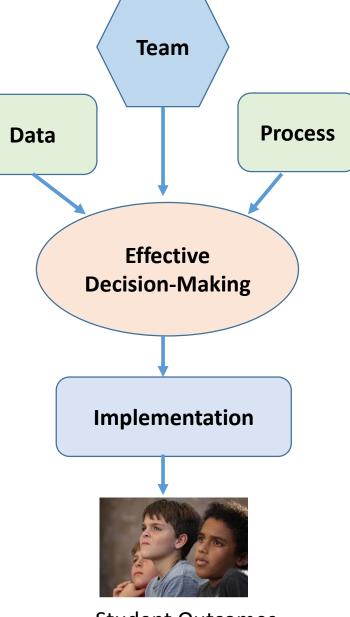
Safety

ent	Solution Component	Action Step(s)
Kine (Prevention	
6	Teaching	
ts	Recognition	
е	Extinction	
1	Corrective Consequence (only if needed)	
	Data collection	

Self Assess



• Effective Decision-making



Student Outcomes

1. Do we have **teams** with:

• The right people, clear responsibility, adequate authority, regular meeting schedule and time to perform?

2. Do we have the **data** we need to make effective decisions?

3. Do we have a clear **process** for defining problems, building solutions, and building action plans

4. Do we actually **implement** solutions / plans? And do we use data to adapt over time?