CHILD MANAGEMENT SKILLS TEST

- Educate individuals with The DVD Video SOS Help For Parents
- Measure how much they learn with the CMST!
- <u>Download</u> the CMST from <www.sosprograms.com> at no charge

See SOS video clips at www.sosprograms.com



The Child Management Skills Test (CMST) assesses parents' knowledge of 19 Basic Child Management Rules, Errors, Methods, and Skills. Five easily scored objective tests over 43 parentchild scenes shown in the DVD Video SOS Help For Parents comprise the CMST. The CMST Manual, Answer Sheets, and Scoring Keys may be downloaded at no charge from <www.sosprograms.com>.

CMST Manual

CHILD MANAGEMENT SKILLS TEST

FOR EDUCATIONAL, CLINICAL, AND RESEARCH APPLICATIONS

Lvnn Clark, Ph.D.

Description Of CMST

Scores on the Child Management Skills Test (CMST) reflect an individual's ability to recognize and identify the correct and incorrect application of methods and skills for managing the behavior of children.

Both the book SOS Help For Parents and Part One of The Video SOS Help For Parents teach more than 20 Child Management Rules, Errors, Methods, and Skills. Part Two of the SOS Video provides video-discussion exercises which ask the individual to identify the Rules, Errors, Methods, and Skills which are shown in 43 parentchild vignettes or scenes. The Video Leader's Guide provides the educator or counselor with discussion questions, answers, and an analysis of each of the 43 scenes. Viewing and discussing the 43 scenes provide individuals with extensive practice in recognizing the Child Management Rules, Errors, Methods, and Skills taught in the SOS Video and SOS Book

Using the CMST, individuals also can be tested over some or all of the 43 parent-child scenes. The complete CMST consists of five objective tests over basic Child Management Rules, Errors, Methods, and Skills. One or all five CMST tests may be administered and scored.

The CMST is a criterion-referenced test. The objective of the test is to determine where examinees stand with respect to their ability to recognize and identify the correct and incorrect application of methods and skills for managing the behavior of children. Test scores show how much the participant has learned. The complete CMST Manual, Answer Sheets, and Scoring Keys may be downloaded from <www.sosprograms.com>

Content Of CMST

The SOS Parenting Program teaches principles of learning and reinforcement, social learning, reflective listening, and Humanistic-Adlerian psychology used for helping children ages 2 through 12

There are over 20 Child Management Rules, Errors, Methods, Skills, and principles of behavior taught and demonstrated in the SOS Video and SOS Book. The CMST assesses the individual's ability to recognize 19 of these principles of behavior. These 19 basic Child Management Rules, Errors, Methods, Skills, and principles of behavior are

- Rule 1 Reward good behavior (Positive reinforcement of appropriate behavior)
- Rule 2 Don't "accidentally" reward bad behavior (Extinction of inappropriate behavior)
- · Rule 3 Correct/punish some bad behavior (Mild correction or punishment of some inappropriate behavior)
- Error 1 Parents fail to reward good behavior (Fail to reinforce appropriate behavior)
- Error 2 Parents "accidentally" correct/punish good behavior (Accidentally correct or punish appropriate
- Error 3 Parents "accidentally" reward bad behavior (Accidentally reinforce inappropriate behavior)
- Error 4 Parents fail to correct/punish some bad behavior (Fail to mildly correct or punish some inappropriate
- Social Rewards
- · Activity or Privilege Rewards
- · Material Rewards
- Good Effective Instructions
- · Bad Ineffective Instructions
- Grandma's Rule (i. e., Premack Principle)
- · Active Ignoring, correctly used
- · Time-Out
- Scolding & Disapproval
- · Logical Consequences
- Natural Consequences
- · Behavior Penalty (i. e., Response Cost)

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CMST Manual

CHILD MANAGEMENT SKILLS TEST

FOR EDUCATIONAL, CLINICAL, AND RESEARCH APPLICATIONS

Lynn Clark, Ph.D.

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- · Good Effective Instructions
- Bad Ineffective Instructions
- Grandma's Rule (i. e., Premack Principle)

- Active Ignoring, correctly used
- Time-Out
- · Scolding & Disapproval
- Logical Consequences
- Natural Consequences
- Behavior Penalty (i. e., Response Cost)

Test Administration

When reproducing copies of Answer Sheets be sure that all copies show the shaded vertical columns intended to help examinees keep their place during testing.

Set the SOS DVD Video to begin at Part Two, Scene #1 (about 29 minutes into the video) before your participants arrive to take the CMST. If you are showing the DVD format of the video, be sure to turn on the subtitles. Use the terms "survey" or "inventory" rather than "test" in order to reduce the threat that individuals might experience when their child management skills and knowledge are assessed.

Instructions For Administering The Test Over SOS Scenes #1 - #10

- Give participants Answer Sheets and pencils with erasers. Ask them to, "Print your name in the space indicated on your Answer Sheet."
- Give each person a copy of the study sheet, Child Management Methods And Skills Presented In The Video SOS Help For Parents. Say, "You may refer to your study sheet while you watch the scenes."
- Slowly read and explain the instructions from the CMST Answer Sheet: "Follow along with me as I read the instructions on the Answer Sheet. We will view each SOS Video Scene twice. Refer to your Child Management Methods study sheet."
- "Look <u>above</u> the heavy black line. If the parent does it right in the scene, mark one of the three Rules. If the parent does it wrong, mark one of the four Errors. Mark the most serious of the four errors."
- "Mark only one X for the Rule or Error that the parent actually used in the scene. Do not mark more than one X above the heavy black line. If the parent makes two Errors, mark the one Error that is most serious."

Scene #1 Instructions And Assistance

- Say, "We are going to see video Scene #1." Show Scene #1 twice and during the second showing, pause the video just before the scene ends.
- Slowly tell your participants, "Look above the heavy black line, at the seven Rules and Errors for managing children." Tell them, "Mark only one X for the one Rule or Error that the parent actually used in the scene that you just saw. Do not mark more than one X. If the parent did it right in the scene, mark the one Rule used. If the parent did it wrong, mark the one Error used."

Wait for participants to mark their Answer Sheets. Then tell them, "The correct answer is Error 1 Parents fail to reward good behavior. If you didn't mark Error 1, change your answer to Error 1 now."

Next, ask the individuals to, "Look below the heavy black line, at the Child Management
Methods and Skills listed." Tell them, "The total number of Xs that you need to mark below
the heavy black line are printed and appear in parentheses as 0X or 1X or 2X." Tell them, "For
Scene #1 there are no Xs to be marked below the heavy black line."

Visually check that everyone has marked their Answer Sheets correctly for Scene #1 before going to Scene #2.

Scene #2 Instructions And Assistance

- Restart the video and say, "We are going to see video Scene #2." Show Scene #2 twice and during the second showing, pause the video just before the scene ends.
- Slowly tell your participants, "Look above the heavy black line, at the seven Rules and Errors for managing children." Tell them, "Mark only one X for the one Rule or Error that the parent actually used in the scene that you just saw. Do not mark more than one X. If the parent did it right in the scene, mark the one Rule used. If the parent did it wrong, mark the one Error used."

Wait for participants to mark their Answer Sheets. Then tell them, "The correct answer is Rule 3 Correct (punish) some bad behavior. If you didn't mark Rule #3, change your answer to Rule #3 now."

Next, ask the individuals to, "Look below the heavy black line, at the Child Management
Methods and Skills listed." Tell them, "The total number of Xs that you need to mark below
the heavy black line for Scene #2 are 2Xs. Go ahead and mark two Xs. Mark the two best
answers."

Wait for participants to mark their Answer Sheets. Then tell them, "The correct answers for Scene #2, below the heavy black line, are Good Effective Instructions and Logical Consequences. If you didn't mark Good Effective Instructions and Logical Consequences, change your answers now.

Visually check that everyone has correctly marked their Answer Sheets for Scene #2 before going to Scene #3.

- Do give help and emotional support to participants as they learn how they are to mark their Answer Sheets. Tell them, "No one ever gets a perfect score." Say, "Do the best you can."
- Show Scene #3 and the rest of the video scenes. Show each scene twice and during the second showing, pause the video just before the scene ends.

The SOS DVD Video itself provides the correct answers for Scenes #1 and #2 after each scene is shown. Helping participants to correctly mark Scenes #1 and #2 helps orient them to the format of the test and to test taking. Do <u>not</u> reveal the correct answers to Scene #3 or to the other scenes. Answers to Scenes #1 and #2 are to be ignored and not counted in determining scores for participants.

If your objective is to test and score participants only over SOS Scenes #11 through #20 for example, it would be best to have them first mark answers to Scenes #1 and #2 in order to orient them to the format of the test and to test taking. Then test them over Scenes #11 through #20 as planned. Score their answers to Scenes #11 through #20 and discard their answers to Scenes #1 and #2.

Make sure to offer encouragement and emotional support to participants taking this test. When reporting scores to participants be positive, upbeat, and encouraging. You want to reward their good behavior, that is, their willingness to have their child management skills evaluated!

The SOS DVD Video is available in DVD. When showing the DVD, make sure to turn on the subtitles during the administration of the CMST.

In some cases, the educator or counselor might ask an individual to complete the CMST and to start and stop the video without assistance. After receiving an orientation to the test format, a computer literate individual may watch scenes on a DVD equipped computer and start and stop video scenes without help. However, most individuals will need for someone to operate the video as they answer the questions.

- <u>Make transparencies</u> of the Scoring Keys with a photocopier or printer capable of producing transparencies. Use Scoring Key transparencies for quicker and more accurate scoring.
- Lay the Scoring Key transparency over the participant's Answer Sheet.
- Count the number of correct answers by moving down each column. Record that score (i. e., the raw score) in the small box on the Answer Sheet. Score each Answer Sheet <u>twice</u> to ensure accuracy.
- Divide the number of correct answers by the total possible correct answers to determine the Percent Correct answers for that individual. Enter the Percent Correct answers in the small box.

The total possible correct answers for Scenes #3 through #10 is 16. The answers to Scenes #1 and #2 are not counted in the final score because you helped participants to mark the correct answers for Scenes #1 and #2, in order to orient them to the format of the test and to test taking.

For a description and analysis of the particular Child Management Rules, Errors, Methods, and Skills demonstrated in any particular video scene, see the Video Leader's Guide. The answers scored as correct on the CMST might seem arbitrary in some cases. If the parent makes an Error in a scene, the most serious Error is keyed as the correct answer. For example, in a number of scenes the parent accidentally corrects (punishes) good behavior (Error #2). Error #2 is scored as the best answer, even though it can be argued that the parent also made Error #1 which is failing to reward good behavior.

There are 43 parent-child scenes or vignettes. The CMST includes four Answer Sheets with each Answer Sheet covering 10 scenes. A fifth Answer Sheet covers only three scenes. Each Answer Sheet has its own Scoring Key. Between Scenes #22 and #23, four "What would you do cartoons?" appear. Skip these four cartoons when showing the SOS Video and administering the CMST.

Depending on your purposes, you might decide to test or retest participants over any set of ten scenes or over all 43 scenes. You could use one set of scenes as a pretest given before training, and another set of scenes as a posttest. However, all sets of ten scenes are probably not of equal difficulty.

Interpretation And Use Of CMST Scores

Both the book SOS Help For Parents and Part One of The DVD Video SOS Help For Parents teach more than 20 Child Management Errors, Methods, and Skills. The 43 scenes in Part Two of the SOS Video also teach these same child management skills. The CMST assesses a participant's understanding of the principles of behavior which are demonstrated in the 43 scenes.

Scores on the CMST reflect an individual's ability to recognize and identify the correct and incorrect application of methods and skills for managing the behavior of children. CMST scores provide feedback on teaching effectiveness as well as participant learning. CMST scores can indicate to the educator or counselor which participants are most in need of additional training in behavior management.

An educator might decide to show and discuss the first 30 video-discussion scenes for teaching purposes, and then test participants over the next 10 scenes. Or a counselor might show and discuss all 43 scenes for teaching purposes. On a subsequent occasion, the counselor might test or retest participants over one or more sets of 10 scenes.

The SOS Video is often used in training teachers and for in-service training of mental health professionals. The CMST can help evaluate the effectiveness of such training. If you are supervising practicum or field placement students, consider asking them to study the book SOS Help For Parents and then to take some or all of the CMST tests. These students should be able to independently complete the CMST after receiving an orientation to the format of the test.

It is likely that the CMST will be used in research which evaluates training in behavior management and parenting. Individuals using the CMST in research studies are invited to send copies of their research summaries to SOS Programs & Parents Press at the address listed in this Manual.

Child And Parent Assessment Instruments

Particular inventories, rating scales, and behavioral checklists are popular for assessing child behavior problems in both clinical practice and research since they are easy to administer and score and have known psychometric properties.

Two frequently used inventories are the Parenting Stress Index (PSI) (Abidin, 1995) and the Eyberg Child Behavior Inventory (Eyberg, 1980). The PSI is completed by parents whose children are ten and younger and yields Child Subscale scores, Parent Subscale scores, and a Life Stress score.

The Eyberg is completed by a parent who rates 36 child behaviors in terms of frequency of the behavior (a seven point scale) and whether or not that behavior is a problem for the parent.

The Conners' Rating Scales often are used to identify behavior problems in children.

References And Availability Of Child And Parent Assessment Instruments

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- Clark, L. F. (2004 Enhanced). <u>The video SOS help for parents: A video-discussion parent education program</u>. Bowling Green, KY: SOS Programs & Parents Press. This video was enhanced and placed in DVD format. See video clips at <www.sosprograms.com>.
- Clark, L. F. (2003). <u>SOS ayuda para padres: Una guía práctica para manejar problemas de conducta comunes corrientes</u>. Bowling Green, KY: SOS Programs & Parents Press. Spanish language translation of the book, <u>SOS help for parents</u>.
- Clark, L. F. (1996 with 2003 Updates). <u>SOS help for parents: A practical guide for handling common everyday behavior problems</u>. (2nd ed.). Bowling Green, KY: SOS Programs & Parents Press.
- Clark, L. F. (1991, 1998 Revised). <u>The video SOS help for parents: A video-discussion parent education program</u>. Bowling Green, KY: SOS Programs & Parents Press. The VHS video was digitally remastered and revised (extended) and the Video leader's guide was revised. See video clips at <www.sosprograms.com>.
- Clark, L. F.(1998). <u>El video SOS ayuda para padres</u>. Bowling Green, KY: SOS Programs & Parents Press. Spanish version of <u>The video SOS help for parents</u> with participant study sheets and handbook in Spanish. See Spanish video clip at <www.sosprograms.com>. This video package only is available in VHS format.
- Clark, L. F. (1985, 1991 Revised). <u>SOS help for professionals, SOS help for professionals manual</u> (a multimedia parent counseling/training kit for professionals). Bowling Green, KY: SOS Programs & Parents Press.
- Clark, L. F. (1989). <u>How to use time-out effectively</u>. Audiotape program. Bowling Green, KY: SOS Programs & Parents Press. Listen to audio clips at <www.sosprograms.com>.

SOS Programs & Parents Press Information

The DVD Video SOS Help For Parents is available from SOS Programs & Parents Press in DVD format. In DVD format, the SOS Video may be played either on a DVD equipped computer or on a DVD player and TV monitor. The DVD format of the SOS Video provides a subtitles option which the VHS format does not. The DVD plays internationally, region free.

Foreign language editions of SOS books and video programs are not listed here. See www.sosprograms.com for this information.

The CMST Manual, Answers Sheets, and Scoring Keys and the study sheet, *Child Management Methods And Skills Presented In The Video SOS Help For Parents*, may be reproduced for research or educational purposes if reproduced in their entirety and not for resale and with the copyright information remaining on the materials. The CMST Manual, Answer Sheets, and Scoring keys may be downloaded at <www.sosprograms.com>. The Time-Out Parent Inventory (TOPI) also may be downloaded from this website.

Contributors to the development of the Child Management Skills Test include J. Bruni, C. Clark, E. Clark, E. Jones, C. Myers, W. Pfohl, and staff at Western Kentucky University, Bowling Green, KY.

ANSWER SHEET for SOS Scenes #1 to #10

- Print your name in the space below.
- View each SOS Video scene twice. Refer to your "Child Management Methods" study sheet.
- Look <u>above</u> the heavy black line. If the parent does it right in the scene, mark one of the three Rules. If the parent does it wrong, mark one of the four Errors. Mark the most serious of the four errors.
- Mark only one X for the Rule or Error that the parent actually used in the scene. Do not mark more than one X above the heavy black line. If the parent makes two Errors, mark the one Error that is most serious.
- Next, look <u>below</u> the heavy black line, at the Methods and Skills listed. The total number of Xs that you need to mark are printed below the heavy black line and appear in parentheses as 0X or 1X or 2X. Mark the best answers.

Name Date _							Raw Score	for #3 t	o #10 =			this space.
If the parent did it <u>right</u> , mark the one <u>Rule</u> used.			Sc	enes	#1 th	ırou	gh#	10				
If the parent did it wrong, mark the one Error used.	#	1	#2	#3	#4	#5	#6	7	#7	#8	#9	#10
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Rule 1. Reward good behavior											s <u>not</u>	
Rule 2. Don't "accidentally" reward bad behavior											does Errors	
Rule 3. Correct (punish) some bad behavior											parent les or	
Errors – the parent does it wrong in the scene: Error 1. Parents fail to reward good behavior											e the he Ru	
Error 2. Parents "accidentally" correct (punish) good behavior	Do										cen of 1	
Error 3. Parents "accidentally" reward bad behavior												
Error 4. Parents fail to correct (punish) bad behavior											In this use or	
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Three Rewards Social Reward						· 				` '		
Activity or Privilege Reward												
Material Reward												
Instructions & Commands Good Effective Instructions												
Bad Ineffective Instructions												
Grandma's Rule or Active Ignoring Grandma's Rule, correctly used												
Active Ignoring, correctly used												
Five Mild Corrections (mild punishments) Time-Out												
Scolding or Disapproval			Don't mark									
Natural Consequences												
Logical Consequences												
Behavior Penalty												

ANSWER SHEET for SOS Scenes #11 to #20

- Print your name in the space below.
- View each SOS Video scene twice. Refer to your "Child Management Methods" study sheet.
- Look <u>above</u> the heavy black line. If the parent does it right in the scene, mark one of the three Rules. If the parent does it wrong, mark one of the four Errors. Mark the most serious of the four errors.
- Mark only one X for the Rule or Error that the parent actually used in the scene. Do not mark more than one X above the heavy black line. If the parent makes two Errors, mark the one Error that is most serious.
- Next, look <u>below</u> the heavy black line, at the Methods and Skills listed. The total number of Xs that you need to mark are printed below the heavy black line and appear in parentheses as 0X or 1X or 2X. Mark the best answers.

If the parent did it right, mark the one Rule used. If the parent did it wrong, mark the one Error used. #11 #12 #13 #14 #15 #16 #17 #18 #19 #20 Rules – the parent does it right Rule 1. Reward good behavior Rule 2. Don't "accidentally" reward bad behavior Rule 3. Correct (punish) some bad behavior Errors – the parent does it wrong Error 1. Parents fail to reward good behavior Error 2. Parents "accidentally" correct (punish) good behavior Error 3. Parents "accidentally" reward bad behavior Error 4. Parents fail to correct (punish) bad behavior Error 5. Parents "accidentally" reward bad behavior Error 6. Parents fail to correct (punish) bad behavior Error 7. Parents fail to correct (punish) bad behavior Error 8. Parents fail to correct (punish) bad behavior Error 9. Parents fail to correct (punish) bad behavior Error 1. Parents fail to correct (punish) bad behavior Error 1. Parents fail to correct (punish) bad behavior Error 2. Parents fail to correct (punish) bad behavior Error 3. Parents fail to correct (punish) bad behavior Error 4. Parents fail to correct (punish) bad behavior Error 5. Parents fail to correct (punish) bad behavior Error 6. Parents fail to correct (punish) bad behavior Error 7. Parents fail to correct (punish) bad behavior Error 8. Parents fail to correct (punish) bad behavior Error 9. Parents fail to correct (punish) bad behavior Error 1. Parents fail to correct (punish) bad behavior Error 1. Parents fail to correct (punish) good behavior Error 2. Parents fail to correct (punish) good behavior Error 2. Parents fail to correct (punish) good behavior Error 2. Parents fail to correct (punish) good behavior Error 3. Parents fail to reward good behavior Error 4. Parents fail to reward good	Name Date	e				Ra	w Score fo	use only or #11 to #20 correct for #	=		n this space
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Rule 2. Don't "accidentally" reward bad behavior Rule 3. Correct (punish) some bad behavior Errors – the parent does it wrong Error 1. Parents fail to reward good behavior Error 2. Parents "accidentally" reward bad behavior Error 3. Parents "accidentally" reward bad behavior Error 4. Parents fail to correct (punish) bad behavior (Number of Xs you need to mark below the black line) Three Rewards Social Reward Activity or Privilege Reward Material Reward Instructions & Commands Good Effective Instructions Bad Ineffective Instructions Bad Ineffective Instructions Grandma's Rule or Active Ignoring Grandma's Rule, correctly used Active Ignoring, correctly used Active Ignoring, correctly used Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	Rules – the parent does it right										
Rule 3. Correct (punish) some bad behavior Errors – the parent does it wrong Error 1. Parents fail to reward good behavior Error 2. Parents "accidentally" correct (punish) good behavior Error 3. Parents accidentally" reward bad behavior Error 4. Parents fail to correct (punish) bad behavior (Number of Xs you need to mark below the black line) Three Rewards Social Reward Activity or Privilege Reward Material Reward Instructions & Commands Good Effective Instructions Bad Ineffective Instructions Bad Ineffective Instructions Grandma's Rule or Active Ignoring Grandma's Rule, correctly used Active Ignoring, correctly used Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	Rule 1. Reward good behavior										
Rule 3. Correct (punish) some bad behavior Errors – the parent does it wrong Error 1. Parents fail to reward good behavior Error 2. Parents "accidentally" correct (punish) good behavior Error 3. Parents fail to correct (punish) bad behavior Error 4. Parents fail to correct (punish) bad behavior (Number of Xs you need to mark below the black line) Three Rewards Social Reward Activity or Privilege Reward Material Reward Instructions & Commands Good Effective Instructions Bad Ineffective Instructions Bad Ineffective Instructions Grandma's Rule or Active Ignoring Grandma's Rule, correctly used Active Ignoring, correctly used Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	Rule 2. Don't "accidentally" reward bad behavior										
Error 1. Parents fail to reward good behavior Error 2. Parents "accidentally" correct (punish) good behavior Error 3. Parents "accidentally" reward bad behavior Error 4. Parents fail to correct (punish) bad behavior (Number of Xs you need to mark below the black line) Three Rewards Social Reward Activity or Privilege Reward Material Reward Instructions & Commands Good Effective Instructions Bad Ineffective Instructions Grandma's Rule or Active Ignoring Grandma's Rule, correctly used Active Ignoring, correctly used Active Ignoring, correctly used Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	Rule 3. Correct (punish) some bad behavior										
Error 2. Parents "accidentally" correct (punish) good behavior Error 3. Parents "accidentally" reward bad behavior Error 4. Parents fail to correct (punish) bad behavior (Number of Xs you need to mark below the black line) Three Rewards Social Reward Activity or Privilege Reward Material Reward Instructions & Commands Good Effective Instructions Bad Ineffective Instructions Bad Ineffective Instructions Grandma's Rule or Active Ignoring Grandma's Rule, correctly used Active Ignoring, correctly used Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences Logical Consequences	Errors – the parent does it wrong										
Error 3. Parents "accidentally" reward bad behavior Error 4. Parents fail to correct (punish) bad behavior (Number of Xs you need to mark below the black line) Three Rewards Social Reward Activity or Privilege Reward Material Reward Instructions & Commands Good Effective Instructions Bad Ineffective Instructions Bad Ineffective Instructions Grandma's Rule or Active Ignoring Grandma's Rule, correctly used Active Ignoring, correctly used Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	Error 1. Parents fail to reward good behavior										
Continue of As you need to mark below the black line Continue	Error 2. Parents "accidentally" correct (punish) good beha	avior									
(Number of Xs you need to mark below the black line) Three Rewards Social Reward Activity or Privilege Reward Material Reward Instructions & Commands Good Effective Instructions Bad Ineffective Instructions Bad Ineffective Instructions Grandma's Rule or Active Ignoring Grandma's Rule, correctly used Active Ignoring, correctly used Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	Error 3. Parents "accidentally" reward bad behavior	r									
Three Rewards Social Reward Activity or Privilege Reward Material Reward Instructions & Commands Good Effective Instructions Bad Ineffective Instructions Grandma's Rule or Active Ignoring Grandma's Rule, correctly used Active Ignoring, correctly used Active Ignoring, correctly used Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	Error 4. Parents fail to correct (punish) bad behavio	or									
Social Reward Activity or Privilege Reward Material Reward Instructions & Commands Good Effective Instructions Bad Ineffective Instructions Bad Ineffective Instructions Grandma's Rule or Active Ignoring Grandma's Rule, correctly used Active Ignoring, correctly used Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	(Number of Xs you <u>need</u> to mark <u>below</u> the <u>black line</u>	(1X)	(1X)	(2X)	(1X)	(1X)	(0X	(1X)	(1X)	(0X)	(1X)
Activity or Privilege Reward Material Reward Instructions & Commands Good Effective Instructions Bad Ineffective Instructions Bad Ineffective Instructions Grandma's Rule or Active Ignoring Grandma's Rule, correctly used Active Ignoring, correctly used Active Ignoring, correctly used Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	Three Rewards		1			I					
Material Reward Instructions & Commands Good Effective Instructions Bad Ineffective Instructions Bad Ineffective Instructions Grandma's Rule or Active Ignoring Grandma's Rule, correctly used Active Ignoring, correctly used Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	Social Reward										
Instructions & Commands Good Effective Instructions Bad Ineffective Instructions Bad Ineffective Instructions Grandma's Rule or Active Ignoring Grandma's Rule, correctly used Active Ignoring, correctly used Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	Activity or Privilege Reward										
Good Effective Instructions Bad Ineffective Instructions Grandma's Rule or Active Ignoring Grandma's Rule, correctly used Active Ignoring, correctly used Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	Material Reward										
Good Effective Instructions Bad Ineffective Instructions Grandma's Rule or Active Ignoring Grandma's Rule, correctly used Active Ignoring, correctly used Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	Instructions & Commands										
Bad Ineffective Instructions mark											
Grandma's Rule, correctly used Active Ignoring, correctly used Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	Bad Ineffective Instructions										
Grandma's Rule, correctly used Active Ignoring, correctly used Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	Grandma's Rule or Active Ignoring										
Five Mild Corrections (mild punishments) Time-Out Scolding or Disapproval Natural Consequences Logical Consequences											
Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	Active Ignoring, correctly used										
Time-Out Scolding or Disapproval Natural Consequences Logical Consequences	Five Mild Corrections (mild nunishments)										
Scolding or Disapproval mark mark Natural Consequences Logical Consequences											
Natural Consequences Logical Consequences	Scolding or Disapproval										
Logical Consequences	Natural Consequences										
	<u> </u>										

ANSWER SHEET for SOS Scenes #21 to #30

- Print your name in the space below.
- View each SOS Video scene twice. Refer to your "Child Management Methods" study sheet.
- Look <u>above</u> the heavy black line. If the parent does it right in the scene, mark one of the three Rules. If the parent does it wrong, mark one of the four Errors. Mark the most serious of the four errors.
- Mark only one X for the Rule or Error that the parent actually used in the scene. Do not mark more than one X above the heavy black line. If the parent makes two Errors, mark the one Error that is most serious.
- Next, look <u>below</u> the heavy black line, at the Methods and Skills listed. The total number of Xs that you need to mark are printed below the heavy black line and appear in parentheses as 0X or 1X or 2X. Mark the best answers.

Name Date							#21 to #30 correct for #2		5. Percent C	orrect =
If the parent did it <u>right</u> , mark the one <u>Rule</u> used.		Sc	cenes	#21 1	hrou	gh #3	0			
If the parent did it wrong, mark the one Error used.		#22	#23	#24	#25	#26	#27	#28	#29	#30
Rules – the parent does it right										
Rule 1. Reward good behavior										
Rule 2. Don't "accidentally" reward bad behavior										
Rule 3. Correct (punish) some bad behavior										
Errors – the parent does it wrong										
Error 1. Parents fail to reward good behavior						Don't mark				
Error 2. Parents "accidentally" correct (punish) good behav	ior									
Error 3. Parents "accidentally" reward bad behavior										
Error 4. Parents fail to correct (punish) bad behavior										
(Number of Xs you need to mark below the black line)	(2X)	(1X)	(1X)	(0X)	(2X)	(1X)	(2X)	(3X)	(2X)	(1X)
Three Rewards		1			I	-			Don't	
Social Reward									mark	
Activity or Privilege Reward				Ш					Don't mark	
Material Reward										
Instructions & Commands										
Good Effective Instructions		Don't mark								
Bad Ineffective Instructions	Don't mark						Don't mark			
Grandma's Rule or Active Ignoring										
Grandma's Rule, correctly used										
Active Ignoring, correctly used										
Five Mild Corrections (mild punishments)										
Time-Out		Don't mark								
Scolding or Disapproval										
Natural Consequences										
Logical Consequences										
Behavior Penalty										

ANSWER SHEET for SOS Scenes #31 to #40

- Print your name in the space below.
- View each SOS Video scene twice. Refer to your "Child Management Methods" study sheet.
- Look <u>above</u> the heavy black line. If the parent does it right in the scene, mark one of the three Rules. If the parent does it wrong, mark one of the four Errors. Mark the most serious of the four errors.
- Mark only one X for the Rule or Error that the parent actually used in the scene. Do not mark more than one X above the heavy black line. If the parent makes two Errors, mark the one Error that is most serious.
- Next, look <u>below</u> the heavy black line, at the Methods and Skills listed. The total number of Xs that you need to mark are printed below the heavy black line and appear in parentheses as 0X or 1X or 2X. Mark the best answers.

Name Date _					Ra	w Score for	#31 to #40	= B1 to #40 = 20		-
If the parent did it <u>right</u> , mark the one <u>Rule</u> used.		Sc	enes	#31 t	hrou	gh #4	0			
If the parent did it <u>wrong</u> , mark the one <u>Error</u> used.	#31	#32	#33	#34	#35	#36	#37	#38	#39	#40
Rules – the parent does it right										
Rule 1. Reward good behavior										
Rule 2. Don't "accidentally" reward bad behavior										
Rule 3. Correct (punish) some bad behavior										
Errors – the parent does it wrong										
Error 1. Parents fail to reward good behavior										
Error 2. Parents "accidentally" correct (punish) good behavior										
Error 3. Parents "accidentally" reward bad behavior										
Error 4. Parents fail to correct (punish) bad behavior								Don't mark		
(Number of Xs you need to mark below the black line)	(1X)	(3X)	(1X)	(0X)	(1X)	(1X)	(1X)	(1X)	(1X)	(0X)
Three Rewards	(,	((,	(01.5)	(,	(,	(,	(,	(,	
Social Reward										
Activity or Privilege Reward										
Material Reward										
Instructions & Commands										
Good Effective Instructions	Don't mark									
Bad Ineffective Instructions										
Grandma's Rule or Active Ignoring										
Grandma's Rule, correctly used										
Active Ignoring, correctly used										
Five Mild Corrections (mild punishments)										
Time-Out										
Scolding or Disapproval								Don't mark		
Natural Consequences										
Logical Consequences										
Behavior Penalty										

ANSWER SHEET for SOS Scenes #41 to #43

- Print your name in the space below.
- View each SOS Video scene twice. Refer to your "Child Management Methods" study sheet.
- Look <u>above</u> the heavy black line. If the parent does it right in the scene, mark one of the three Rules. If the parent does it wrong, mark one of the four Errors. Mark the most serious of the four errors.
- Mark only one X for the Rule or Error that the parent actually used in the scene. Do not mark more than one X above the heavy black line. If the parent makes two Errors, mark the one Error that is most serious.
- Next, look <u>below</u> the heavy black line, at the Methods and Skills listed. The total number of Xs that you need to mark are printed below the heavy black line and appear in parentheses as 0X or 1X or 2X. Mark the best answers.

Name Date _					Raw S	core for #	41 to #43			this space.		
If the parent did it <u>right</u> , mark the one <u>Rule</u> used.		S	cenes	#41 th	through #43							
If the parent did it <u>wrong</u> , mark the one <u>Error</u> used.	#41	#42	#43				_					
Rules – the parent does it right												
Rule 1. Reward good behavior												
Rule 2. Don't "accidentally" reward bad behavior												
Rule 3. Correct (punish) some bad behavior												
Errors – the parent does it wrong												
Error 1. Parents fail to reward good behavior												
Error 2. Parents "accidentally" correct (punish) good behavior												
Error 3. Parents "accidentally" reward bad behavior												
Error 4. Parents fail to correct (punish) bad behavior												
(Number of Xs you need to mark below the black line)	(2X)	(0X)	(1X)									
Three Rewards	, ,	1 ,	, ,									
Social Reward												
Activity or Privilege Reward												
Material Reward												
Instructions & Commands												
Good Effective Instructions												
Bad Ineffective Instructions												
Grandma's Rule or Active Ignoring										-		
Grandma's Rule, correctly used												
Active Ignoring, correctly used												
Five Mild Corrections (mild punishments)												
Time-Out												
Scolding or Disapproval												
Natural Consequences												
Logical Consequences												
Behavior Penalty												

- Print your name in the space below.
- View each SOS Video scene twice. Refer to your "Child Management Methods" study sheet.

Look paren

Mark one X

 Next, mark answe

Name

SCORING KEY for Scenes #3 to #10. Make a transparency of this

sheet for a scoring template.

Only score Scenes #3 to #10.

the most serious of the four errors. If the

<u>ually</u> used in the scene. Do <u>not</u> mark more than wo Errors, mark the one Error that is <u>most</u> serious.

Skills listed. The total number of Xs that you need to in parentheses as 0X or 1X or 2X. Mark the best

For office use only. Do not mark in this space. Raw Score for #3 to #10 =

Yalle Only score Scenes #3 to 1	#1L	<i>)</i> .					al possible o		3 to #10 = 16	6. Percent C	Correct =
If the parent did it <u>right</u> , mark the one <u>Rule</u> used.		 		cenes	1				٠		
If the parent did it <u>wrong</u> , mark the one <u>Error</u> used.	#1		#2	#3	#4	#5	#6	#7	#8	#9	#10
Rules – the parent does it <u>right</u> in the scene:										t t	
Rule 1. Reward good behavior					х		x			s <u>not</u>	
Rule 2. Don't "accidentally" reward bad behavior										does <u>n</u> Errors	
Rule 3. Correct (punish) some bad behavior			•							parent ules or	
Errors – the parent does it wrong in the scene: Error 1. Parents fail to reward good behavior	•	ı								the Rules	
Error 2. Parents "accidentally" correct (punish) good behavior	Don	ı't							x	ene of th	
Error 3. Parents "accidentally" reward bad behavior	IIIai	N.		x				х		nis scene one of the	х
Error 4. Parents fail to correct (punish) bad behavior				A		х				In this use on	
Error 4. Farents fail to correct (purish) bad behavior						^					
(Number of Xs you <u>need</u> to mark <u>below</u> the <u>black line</u>)	(0X	<) ((2X)	(1X)	(1X)	(0X)	(2X)	(1X)	(1X)	(1X)	(2X)
Three Rewards			1								
Social Reward			_		X		X				
Activity or Privilege Reward			_				X				Х
Material Reward				X				X			
Instructions & Commands Good Effective Instructions			•								
Bad Ineffective Instructions										х	х
Grandma's Rule or Active Ignoring Grandma's Rule, correctly used											
Active Ignoring, correctly used											
Active ignoring, correctly used	1	1	'			1					
Five Mild Corrections (mild punishments) Time-Out											
Scolding or Disapproval		D	on't nark						x		
Natural Consequences											
Logical Consequences			•								
Behavior Penalty											

- Print your name in the space below.
- View each SOS Video scene twice. Refer to your "Child Management Methods" study sheet.
- parent Mark

one X

SCORING KEY for Scenes #11 to #20.

 Next, mark

Make a transparancy of this sheet for a scoring template. answe

tht in the scene, mark one of the three Rules. If the the most serious of the four errors.

<u>rally</u> used in the scene. Do <u>not</u> mark more than o Errors, mark the one Error that is most serious.

Skills listed. The total number of Xs that you need to n parentheses as 0X or 1X or 2X. Mark the best

Name

For office use only. Do not mark in this space. Raw Score for #11 to #20 Total possible correct for #11 to #20 = 19. Percent Correct =

If the parent did it <u>right</u> , mark the one <u>Rule</u> used. <u>Scenes #11 through #20</u>										
If the parent did it <u>wrong</u> , mark the one <u>Error</u> used.	#11	#12	#13	#14	#15	#16	#17	#18	#19	#20
Rules – the parent does it right										
Rule 1. Reward good behavior	х				x			x		x
Rule 2. Don't "accidentally" reward bad behavior										
Rule 3. Correct (punish) some bad behavior				x			x			Don't mark
Errors – the parent does it wrong										
Error 1. Parents fail to reward good behavior						х			X	
Error 2. Parents "accidentally" correct (punish) good behavior		х								
Error 3. Parents "accidentally" reward bad behavior			х							
Error 4. Parents fail to correct (punish) bad behavior										
(Number of Xs you need to mark below the black line)	(1X)	(1X)	(2X)	(1X)	(1X)	(0X)	(1X)	(1X)	(0X)	(1X)
Three Rewards	(,	((=2 1)	()	()	(0) ()	(17.5)	(174)	(0) ()	(174)
Social Reward	х		x		x			x		x
Activity or Privilege Reward			х							
Material Reward										
Instructions & Commands										
Good Effective Instructions	Don't mark									
Bad Ineffective Instructions		Don't mark								
Grandma's Rule or Active Ignoring										
Grandma's Rule, correctly used										
Active Ignoring, correctly used										
Five Mild Corrections (mild punishments)										
Time-Out				х			х			
Scolding or Disapproval		х	Don't mark							Don't mark
Natural Consequences										
Logical Consequences										
Behavior Penalty										

- Print your name in the space below.
- View each SOS Video scene twice. Refer to your "Child Management Methods" study sheet.
- paren

SCORING KEY Mark for Scenes #21 to #30. one X Next, Make a transparancy of this mark sheet for a scoring template.

ht in the scene, mark one of the three Rules. If the the most serious of the four errors.

<u>rally</u> used in the scene. Do <u>not</u> mark more than vo Errors, mark the one Error that is most serious.

Skills listed. The total number of Xs that you need to n parentheses as 0X or 1X or 2X. Mark the best

Name

answe

For office use only. Do not mark in this space. Raw Score for #21 to #30 : Total possible correct for #21 to #30 = 25. Percent Correct =

If the parent did it <u>right</u> , mark the one <u>Rule</u> used. Scenes #21 through #30										
If the parent did it wrong, mark the one Error used.	#21	#22	#23	#24	#25	#26	#27	#28	#29	#30
Rules – the parent does it right										
Rule 1. Reward good behavior					x					х
Rule 2. Don't "accidentally" reward bad behavior									x	
Rule 3. Correct (punish) some bad behavior		x						x		
Errors – the parent does it wrong										
Error 1. Parents fail to reward good behavior										
Error 2. Parents "accidentally" correct (punish) good behavior			x			x				
Error 3. Parents "accidentally" reward bad behavior	x						х			
Error 4. Parents fail to correct (punish) bad behavior				х						
(Number of Xs you need to mark below the black line)	(2)	(1X)	(1V)	(0.4)	(2V)	(1V)	(2V)	(2V)	(2V)	(4V)
Three Rewards	(2X)	(1X)	(1X)	(0X)	(2X)	(1X)	(2X)	(3X)	(2X)	(1X)
Social Reward	х				x		х		Don't mark	х
Activity or Privilege Reward							х		Don't mark	
Material Reward	х				х					
Instructions & Commands										
Good Effective Instructions		Don't mark						x	x	
Bad Ineffective Instructions	Don't mark						Don't mark			
Grandma's Rule or Active Ignoring										
Grandma's Rule, correctly used									х	
Active Ignoring, correctly used										
Five Mild Corrections (mild punishments) Time-Out		Don't mark								
Scolding or Disapproval			x			х		х		
Natural Consequences										
·		1								
Logical Consequences		x						x		

- Print your name in the space below.
- View each SOS Video scene twice. Refer to your "Child Management Methods" study sheet.
- Look | paren
- Mark one X

Next, mark answe

SCORING KEY for Scenes #31 to #40.

Make a transparancy of this sheet for a scoring template.

the most serious of the four errors.

ually used in the scene. Do not mark more than wo Errors, mark the one Error that is most serious.

I Skills listed. The total number of Xs that you need to in parentheses as 0X or 1X or 2X. Mark the best

Name

Date

For office use only. Do not mark in this space.
Raw Score for #31 to #40 =
Total possible correct for #31 to #40 = 20. Percent Correct =

If the parent did it <u>right</u> , mark the one <u>Rule</u> used.		<u>Sc</u>	cenes	#31 t	hrou	gh #4	0			
If the parent did it <u>wrong</u> , mark the one <u>Error</u> used.	#31	#32	#33	#34	#35	#36	#37	#38	#39	#40
Rules – the parent does it right										
Rule 1. Reward good behavior		x								
Rule 2. Don't "accidentally" reward bad behavior										
Rule 3. Correct (punish) some bad behavior	X				x		X			
Errors – the parent does it wrong										
Error 1. Parents fail to reward good behavior										х
Error 2. Parents "accidentally" correct (punish) good behavior			x			x				
Error 3. Parents "accidentally" reward bad behavior								x		
Error 4. Parents fail to correct (punish) bad behavior				x				Don't mark	х	
(Number of Xs you <u>need</u> to mark <u>below</u> the <u>black line</u>)	(1X)	(3X)	(1X)	(0X)	(1X)	(1X)	(1X)	(1X)	(1Y)	(0X)
Three Rewards	(1/)	(3/)	(1/)	(0X)	(1/)	(1/)	(1/)	(1/)	(1/)	(0/)
Social Reward		x								
Activity or Privilege Reward		х						х		
Material Reward		х								
Instructions & Commands										
Good Effective Instructions	Don't mark									
Bad Ineffective Instructions									х	
Grandma's Rule or Active Ignoring										
Grandma's Rule, correctly used										
Active Ignoring, correctly used										
Five Mild Corrections (mild punishments) Time-Out	х									
Scolding or Disapproval			х			х		Don't mark		
Natural Consequences							х	mant		
Logical Consequences					х					
Behavior Penalty										

- Print your name in the space below.
- View each SOS Video scene twice.
 Refer to your "Child Management Methods" study sheet.
- Look <u>a</u> parent

Name

SCORING KEY Mark of for Scenes #41 to #43. one X

 Next, I mark a answe

Make a transparancy of this sheet for a scoring template.

nt in the scene, mark one of the three Rules. If the he most serious of the four errors.

ally used in the scene. Do not mark more than o Errors, mark the one Error that is most serious.

Skills listed. The total number of Xs that you need to n parentheses as 0X or 1X or 2X. Mark the best

> For office use only. Do not mark in this space. Raw Score for #41 to #43 = Total possible correct for #41 to #43 = 6. Percent Correct =

					To	tal possible	correct for #4	11 to #43 = 6	. Percent C	orrect =
If the parent did it <u>right,</u> mark the one <u>Rule</u> used. If the parent did it <u>wrong,</u> mark the one <u>Error</u> used.				#41 t	hrou	gh #4	<u> 3</u>	ı		
	#41	#42	#43							
Rules – the parent does it right										
Rule 1. Reward good behavior										
Rule 2. Don't "accidentally" reward bad behavior										
Rule 3. Correct (punish) some bad behavior	x									
Errors – the parent does it wrong										
Error 1. Parents fail to reward good behavior										
Error 2. Parents "accidentally" correct (punish) good behavior										
Error 3. Parents "accidentally" reward bad behavior			x							
Error 4. Parents fail to correct (punish) bad behavior		x								
(Number of Ve you need to mark helew the black line)	(2V)	(0V)	(1V)							
(Number of Xs you <u>need</u> to mark <u>below</u> the <u>black line</u>) Three Rewards	(2X)	(0X)	(1X)							
Social Reward										
Activity or Privilege Reward			x							
Material Reward										
Instructions & Commands										
Good Effective Instructions										
Bad Ineffective Instructions										
Cuandras's Bula or Active Imperior		'								
Grandma's Rule or Active Ignoring Grandma's Rule, correctly used										
Active Ignoring, correctly used										
		1								
Five Mild Corrections (mild punishments) Time-Out										
Scolding or Disapproval	х									
Natural Consequences										
Logical Consequences										
Behavior Penalty	x									