

## Universal Behavior Interaction Tool (BIT)

Name: \_\_\_\_\_ Date: \_\_\_\_\_ School: \_\_\_\_\_

Observer: \_\_\_\_\_

Program(s): \_\_\_\_\_

Time: \_\_\_\_\_

Factor 1: Child attends to computer and demonstrates technical proficiency.

- \_\_\_\_\_ 1. Attends to visual stimuli from computer.
- \_\_\_\_\_ 2. Attends to auditory stimuli from computer.
- \_\_\_\_\_ 3. Looks at monitor to see what happens when input device is activated.
- \_\_\_\_\_ 4. Uses input device with intent.
- \_\_\_\_\_ 5. Does not turn computer off.
- \_\_\_\_\_ 6. Activates input device appropriately and carefully.
- \_\_\_\_\_ 7. Handles hardware and software with care.
- \_\_\_\_\_ 8. Evaluates programs.
- \_\_\_\_\_ 9. Shows pride in work.

\_\_\_\_\_ Total

Factor 2: Child makes independent computer-related choices and expresses enthusiasm in several ways.

- \_\_\_\_\_ 10. Selects an activity independently.
- \_\_\_\_\_ 11. Does an activity independently.
- \_\_\_\_\_ 12. Talks to computer.
- \_\_\_\_\_ 13. Expresses enthusiasm physically to another child (e.g., smiles, claps hands, waves arms).
- \_\_\_\_\_ 14. Expresses enthusiasm verbally to another child.

\_\_\_\_\_ Total

Factor 3: Child collaborates with peers at the computer.

- \_\_\_\_\_ 15. Speaks or signs to a peer at the computer.
- \_\_\_\_\_ 16. Asks questions or signs questions to peer about an activity.
- \_\_\_\_\_ 17. Takes turns at the computer.
- \_\_\_\_\_ 18. Shares ideas with peer.
- \_\_\_\_\_ 19. Explains to another child how a device or program works.
- \_\_\_\_\_ 20. Can work cooperatively if two or more children are at the computer.
- \_\_\_\_\_ 21. Moves to improve his or her view of the monitor without interfering with others.

\_\_\_\_\_ Total

Factor 4: Child interacts with adult at the computer.

- \_\_\_\_\_ 22. States at least one rule for using the computer when asked.
- \_\_\_\_\_ 23. Explains a problem to an adult (“This doesn’t work.”).
- \_\_\_\_\_ 24. Follows rules or directions given by an adult. (This item requires that an adult give a direction to the child.)
- \_\_\_\_\_ 25. Communicates a process to an adult.
- \_\_\_\_\_ 26. Expresses enthusiasm verbally to an adult.

\_\_\_\_\_ Total

Factor 5: Child demonstrates unfriendly behavior toward an adult in the computer area.

- \_\_\_\_\_ 27. Expresses hostility physically to adult (e.g., hits, frowns, pushes).
- \_\_\_\_\_ 28. Expresses hostility verbally to adult.
- \_\_\_\_\_ 29. Ignores adult when adult attempts interaction.

\_\_\_\_\_ Total

Factor 7: Child monopolizes computer.

- \_\_\_\_\_ 30. Monopolizes computer.
- \_\_\_\_\_ 31. Frowns, hits, or pushes to gain or maintain control of computer.
- \_\_\_\_\_ 32. Pushes peer away.
- \_\_\_\_\_ 33. Manipulates, controls, and directs others.

\_\_\_\_\_ Total

Comments: