

Functional Inventory of Critical Skills

Data Reference Guide

PI—PROFICIENCY INDEX		
Code	DESCRIPTION	EXPLANATION
5	Excellent	Mastered all steps
4	Good	Steps learned, needs more refinement
3	Fairly Good	Learned majority of steps, still requires instruction and prompting
2	Emerging	Skills starting to appear, or shows functional interest in activity
1	Absent	No evidence of skill (NOT due to disability or medical problem)
0	Not Applicable	Does not apply (Physical, Medical, or other disability)

<input type="checkbox"/>	Regress	Lost or losing ability to perform skill
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BIS—BEHAVIORAL INTERFERENCE SCALE			
Code	DESCRIPTION	FREQ	BEHAVIORS INTERFERE
5	Never	0	No behavioral interference
4	Rarely	<20%	Less than 20 % of the time.
3	Sometimes	20 - 40%	20 to 40% of the time
2	Often	40 – 60 %	40 to 60% of the time
1	Very Often	60 – 80%	60 to 80% of the time
0	Almost Always	>80%	More than 80% of the time

BEHAVIOR CATEGORY		
Code	BEHAVIORAL CATEGORY	SUMMARY
1	Inattentive	Unable to attend or distractible, although compliant with task
2	Hyperactive	Acting out, as though driven by a motor (non-stop)
3	Impulsive	Acts out without regard for consequence (poor safety awareness)
4	Disruptive	Disrupts activity (e.g. screaming, interrupting)
5	Non-Compliant	INTENTIONALLY does not comply
6	Destructive to Property	Intentionally destructive, not incidentally destructive
7	Physically Aggressive	Physically aggressive/threatening towards others
8	Self-Injurious	Causes injury to self
9	Self-Stimulatory/Stereotypical	Repetitive, sensory-seeking behaviors (includes stereotypical)
10	Perseverative/Ritualistic	Non-functional routines, compulsions, obsessions (Not Sensory Seeking)
11	Isolation/Withdrawal	Isolates/withdraws from activity/task (Not Inattentive)
12	Socially Inappropriate	Touching others and/or self inappropriately, picking nose, etc

ESI—ENVIRONMENTAL SUPPORT INDEX				
Code	PROMPT	FREQ	FUNCTION OF PROMPT	CLASSIFICATION
5	Independent	0	Reinforcement and Generalization	Generalization Reinforcement
4	Rehearsal	0	Reinforcement	
3	Initiation	1	When student is stuck, reminder, redirection, distraction	Instruction
2	Proximal	2	Function of prompt is to provide, clarify, augment instructional benefit	
1	Continuous	2+	Function of prompt is to contain, manage or modify behavior	Behavior Management
0	Dependent	H-O-H	Caregiver does for child	