PROMPTING HIERARCHY

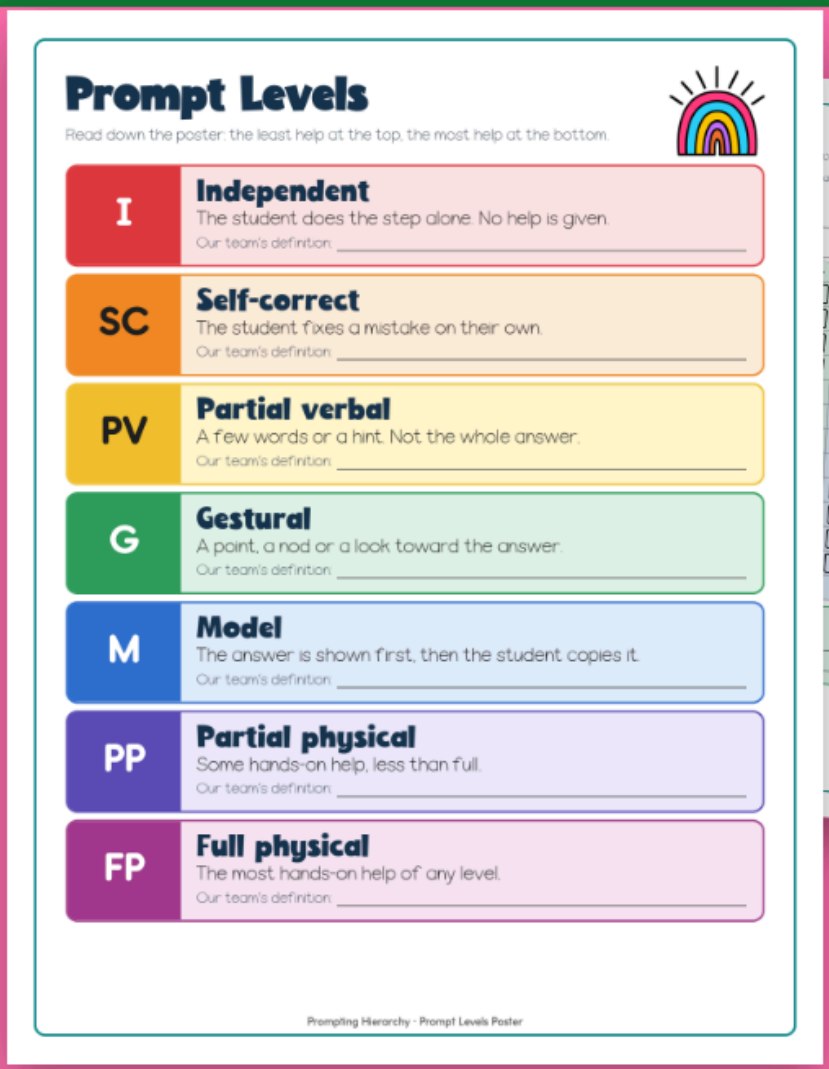
POSTERS, CARDS + DATA SHEETS

18 PAGES

7 LEVELS



LEAST HELP → MOST HELP



BRIGHT PATH SPED

Terms of Use

Please read before you print your first page.

One classroom or team license

- This file is for one classroom or one team of staff who work with the same students.
- Please do not share it, post it online, or sell it.
- Extra licenses for a team or a school are available on the product page.

This is a fillable PDF

- Open it in a PDF reader (Adobe Acrobat Reader, Preview, or your browser), click into a line or a box, type, and Save As.
- Every line and box is already a type-in field. There is nothing to unlock.
- It works offline. No account and no internet connection are needed after download.

Print at 100 percent

Turn off fit to page and shrink to fit. The lines and boxes are dark, so the pages photocopy in black and white. Use the blackline pages to save color ink.

Keep student names private

Every sheet holds a student's name and trial marks. Keep printed pages in a folder, and follow your school's own privacy rules.

The team writes the rules

This file names the seven prompt levels and gives you places to record them. It does not say which target to teach, which level to start at, or when to change a level. Write your team's rules on page 13.

Need help?

If a field will not behave or a page will not print the way you expect, use Ask a Question on the product page before leaving a review. Every question is read, and a fix to the file ships as a free update: re-download it any time from My Purchases.

© Bright Path Sped. For single-classroom use by the original purchaser.

PREVIEW

How to Use This File

Five steps, a few print tips, and a place for your team's own rule.

Five steps

1. Open the PDF in a reader. Click a line or a box and type. Press Tab to move on.
2. Type the student's name, the date, the staff name and the target at the top of the sheet.
3. For each trial, mark one code: the most help you used on that trial.
4. Count the codes and write the totals on the last row of the sheet.
5. Carry the totals to the weekly tracker and the skill summary, then share the team page.

Print and use tips

- The poster is the full-color copy. The blackline pages are the same levels and save ink.
- Print the reference cards on cardstock. An adult trims them on the dashed lines and laminates them.
- Print the bulletin-board strips on colored paper, then post them in order.

Where each part is

- The levels: poster page 5, blackline page 6, strips page 8.
- The reference cards are page 7. The staff and para page is 12.
- The trial sheet is page 9. The weekly tracker is 10. The summary is 11.
- The team hand-off is page 13, a filled example is page 14, and the phrase bank is 15.
- Print the binder set (pages 16 and 17) on cardstock.

Our team's rule for when a level changes (write it here)

_____

_____

_____

My own notes

_____

_____

PREVIEW

Prompt Levels, Black and White

The same seven levels for printing in black ink. Write one example from your class on each line.



I	**Independent** The student does the step alone. No help is given. An example from our class: _____
SC	**Self-correct** The student fixes a mistake on their own. An example from our class: _____
PV	**Partial verbal** A few words or a hint. Not the whole answer. An example from our class: _____
G	**Gestural** A point, a nod or a look toward the answer. An example from our class: _____
M	**Model** The answer is shown first, then the student copies it. An example from our class: _____
PP	**Partial physical** Some hands-on help, less than full. An example from our class: _____
FP	**Full physical** The most hands-on help of any level. An example from our class: _____

PREVIEW

Bulletin-Board Strips

Print each strip on colored paper and post the seven in order along the board.



I	**Independent**	The student does the step alone. No help is given.
SC	**Self-correct**	The student fixes a mistake on their own.
PV	**Partial verbal**	A few words or a hint. Not the whole answer.
G	**Gestural**	A point, a nod or a look toward the answer.
M	**Model**	The answer is shown first, then the student copies it.
PP	**Partial physical**	Some hands-on help, less than full.
FP	**Full physical**	The most hands-on help of any level.

PREVIEW

Weekly Prompt-Fading Tracker



Each row is one skill. Each week, write the code used most often for that skill.

Name _____ Staff _____

Codes: I Independent · SC Self-correct · PV Partial verbal · G Gestural · M Model · PP Partial physical · FP Full physical. Mark one code for the most help used on that trial.

Skill or target	Week 1	Week 2	Week 3	Week 4	Week 5	Notes

PREVIEW

Our team's rule for changing a level (write it here)

_____

_____

_____

Notes for next week

_____

_____

Staff and Para Quick Reference



For the adults who run the trials. Find the code, then write it on the sheet.

Code	Level	What it means	Our team's note
I	Independent	The student does the step alone. No help is given.	
SC	Self-correct	The student fixes a mistake on their own.	
PV	Partial verbal	A few words or a hint. Not the whole answer.	
G	Gestural	A point, a nod or a look toward the answer.	
M	Model	The answer is shown first, then the student copies it.	
PP	Partial physical	Some hands-on help, less than full.	
FP	Full physical	The most hands-on help of any level.	

Record it this way

- Write one code on the sheet for each trial.
- Use the code for the most help you gave on that trial.
- Write the team's note in the last column if the team has a rule for a code.

Who to ask about a level

Date reviewed

Our team's rule for changing a level (write it here)

PREVIEW

Prompt Level Data Sheet (Filled In)

Riley Brooks (invented) with Ms. Patel (invented). The student, the staff member and every mark are made up.

Codes: I Independent · SC Self-correct · PV Partial verbal · G Gestural · M Model · PP Partial physical · FP Full physical. Mark one code for the most help used on that trial.

Name: **Riley Brooks (invented)**

Date: **Mon 12/7**

Staff: **Ms. Patel (invented)**

Target or program: **Match four colored cards to four mats**

Trial	Item or target	I	SC	PV	G	M	PP	FP	Notes
1	Red card to the red mat	X							–
2	Blue card to the blue mat	X							–
3	Green card to the green mat			X					Looked first
4	Yellow card to the yellow mat				X				Pointed at mat
5	Red card to the red mat	X							–
6	Blue card to the blue mat		X						Fixed on its own
7	Green card to the green mat					X			Copied model
8	Yellow card to the yellow mat			X					Asked, matched
9	Red card to the red mat	X							–
10	Blue card to the blue mat					X			Copied model
Total	10 trials	4	1	2	1	2	0	0	–

Check the totals

- Trials run: 10. Codes marked: 10. The two numbers match.
- Count by code: I 4 · SC 1 · PV 2 · G 1 · M 2 · PP 0 · FP 0. A code with no marks is a zero.

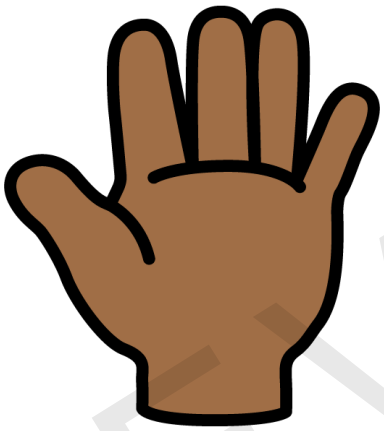
Notes for the week

PREVIEW

Teacher prep: print on cardstock. The wide panel goes into the front cover pocket, the tall strip into the spine pocket of a binder.

PROMPT LEVELS

Cards, Posters and Data Sheets



Student

Team

School year

PREVIEW

PROMPT LEVELS