Figure 7.1 Form for Coding Students’ Use  
of Time

Teacher \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Coder \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ # of students \_\_\_\_\_\_\_\_\_\_ over 50% of students \_\_\_\_\_\_\_\_\_\_

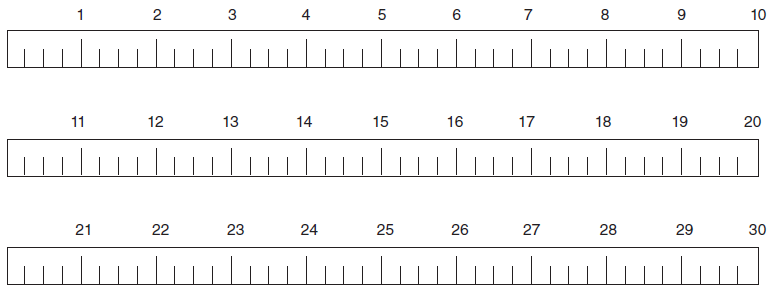
*Time analysis codes:* Decision is based on what 51% of the observed students are doing at the time.

M = Management: Time when *most* students (over 50%) are *not* receiving instruction or involved in lesson activity (e.g., changing activities, getting out or putting away equipment, listening to behavior rules or reminder).

A = Activity: Time when *most* students (over 50%) are involved in physical movement (e.g., catching a ball, throwing at a target, running).

I = Instruction: Time when *most* students (over 50%) are receiving information about how to move or perform a skill (e.g., how to move using all the space, watching a demonstration, listening to instructions).

W = Waiting: Time when *most* students (over 50%) are *not* involved in the other categories (e.g., group activity but only one or two are participating, waiting for a turn, off-task behavior, waiting for the teacher to give directions).



Percent of M time = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ÷ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_%

Total M seconds Total lesson seconds

Percent of A time = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ÷ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_%

Total A seconds Total lesson seconds

Percent of I time = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ÷ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_%

Total I seconds Total lesson seconds

Percent of W time = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ÷ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_%

Total W seconds Total lesson seconds