Beat the Buzzer | Implementation Fidelity Checklist

Rationale: This time-limitation technique provides students with a specific amount of time to complete a task, with access to a reward or recognition if they successfully complete the task before the allotted time elapses.

Target Behaviors:
- On-time behaviors (e.g., cleaning up, completing a task)
- Positive teacher-student interactions

STEP	Did I complete this step?
Preparation:	
(1) Identify challenging situations for the student.	YES/NO
(2) Select a buzzer or timer.	YES/NO
(3) Determine a reward menu.	YES/NO
Teacher Framing:	
(4) Explain the game to the student.	YES/NO
(5) Show the timer and how it works.	YES/NO
(6) Discuss rules and rewards.	YES/NO
(7) Agree on specific routines and ready times.	YES/NO
(8) Practice the game with a few trial runs, providing behavior-specific praise and feedback.	YES/NO
Implementation:	
(9) Set the timer/buzzer for the agreed upon time.	YES/NO
(10) Encourage the student to beat the buzzer. Provide consistent support and encouragement.	YES/NO
(11) Offer a prize if they beat the buzzer.	YES/NO
(12) Assess effectiveness regularly.	YES/NO