

Red Light, Purple Light | Implementation Fidelity Checklist

Rationale: This positive behavior intervention game is evidence-based with demonstrated positive effects on students' self-regulation.

Target Behaviors:

- Self-management skills, such as:
 - Remembering instructions;
 - Switching attention, and;
 - Inhibiting impulsive behaviors and emotions.

| STEP | Did I complete this step? |
|---|---------------------------|
| Preparation: | |
| (1) Select appropriate music for circle time | YES/NO |
| (2) Arrange sufficient space for movement activities | YES/NO |
| (3) Gather any needed props or visual cues | YES/NO |
| (4) Determine rules and specific instructions tailored to students' developmental levels | YES/NO |
| (5) Plan progression of complexity for cognitive challenges | YES/NO |
| Teacher Framing: | |
| (6) Explain the RLPL game to students, including its purpose and connection to self-management skills | YES/NO |
| (7) Outline the rules, including what "Red Light" and "Purple Light" signify | YES/NO |
| (8) Set clear expectations and provide encouragement | YES/NO |
| (9) Introduce any visual or auditory cues that will be used | YES/NO |
| Implementation: | |
| (10) Begin music and circle time | YES/NO |
| (11) Provide the initial, less complex instructions to start the game | YES/NO |

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| (12) Gradually increase complexity according to planned progression | YES/NO |
| (13) Monitor student participation and engagement, using visual and auditory cues as necessary to guide behaviors and offer feedback/encouragement | YES/NO |