

## SIT AND WATCH: IMPLEMENTATION FIDELITY CHECKLIST

Activity:	Date:			
Implementer:	Observer <sup>i</sup> :			
Target Behavior:				
Did the adult				
Give two warnings? (If the target behavior put the child or others in danger—meaning warnings were discontinued—mark N/A.)		Yes	No	N/A
Take the child to the side of the activity?		Yes	No	N/A
Position the child so he or she could see the ongoing activity?		Yes	No	N/A
Very briefly, say, "Sit here and watch until you are ready to play nicely?"		Yes	No	N/A
Return to the activity?		Yes	No	N/A
Look like he or she was having fun in the activity?		Yes	No	N/A
Ensure the child received no attention while in Sit and Watch?		Yes	No	N/A
Allow the child to choose when to leave Sit and Watch?		Yes	No	N/A
Welcome the child back to the activity?		Yes	No	N/A
Return the child to Sit and Watch if the target behavior was repeated <sup>ii</sup> ?		Yes	No	N/A
Redirect the child to an activity that was not highly desirable (but unlikely to be problematic), if necessary? (This might be appropriate if Sit and Watch was used frequently and was not working.)		Yes	No	N/A

Notes:

3/14/2021

<sup>&</sup>lt;sup>i</sup> An observer is not necessary. The person who implements Sit and Watch can complete this form to self-assess performance.

Mark "yes" if the child was returned to Sit and Watch for repeating the target behavior within 10 minutes of the last occurrence. If occurrences of the target behavior are more than 10 minutes apart, a new checklist should be completed.