

BEACHES CODING CATEGORIES

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
1.0 ENVIRONMENT																									
<u>1 alone</u>																									
<u>2 mother</u>																									
<u>3 father</u>																									
<u>4 sibling (s)</u>																									
<u>5 peer (s)</u>																									
<u>6 teacher</u>																									
<u>7 other adult(s)</u>																									
<u>8 food available</u>																									
<u>9 views tv</u>																									
2.0 PHYSICAL LOCATION																									
<u>1 inside home</u>																									
<u>2 outside home</u>																									
<u>3 outside general</u>																									
<u>4 playground/playspace</u>																									
<u>5 inside school</u>																									
<u>6 cafeteria</u>																									
<u>7 outside school</u>																									
<u>8 school playspace</u>																									
3.0 ACTIVITY LEVEL																									
<u>1 lying down</u>																									
<u>2 sitting</u>																									
<u>3 standing</u>																									
<u>4 walking</u>																									
<u>5 very active</u>																									
4.0 EATING BEHAVIOR																									
<u>1 ingests no food</u>																									
<u>2 ingests food</u>																									
5.0 INTERACTOR																									
<u>1 none</u>																									
<u>2 mother</u>																									
<u>3 father</u>																									
<u>4 sibling (s)</u>																									
<u>5 peer (s)</u>																									
<u>6 teacher</u>																									
<u>7 other adult(s)</u>																									
6.0 ANTECEDENTS																									
<u>1 none during interval</u>																									
<u>2 prompts to increase</u>																									
<u>3 prompts to decrease</u>																									
<u>4 provides imitative model</u>																									
<u>5 child request</u>																									
7.0 PROMPTED EVENT																									
<u>1 N/A</u>																									
<u>2 high intensity activity</u>																									
<u>3 low intensity activity</u>																									
<u>4 food</u>																									
8.0 CHILD RESPONSE																									
<u>1 none during interval</u>																									
<u>2 complies</u>																									
<u>3 refuses</u>																									
9.0 CONSEQUENCES																									
<u>1 none during interval</u>																									
<u>2 reinforce/positive feedback</u>																									
<u>3 punish/negative feedback</u>																									
10.0 CONSEQUATED EVENT																									
<u>1 N/A</u>																									
<u>2 high intensity activity</u>																									
<u>3 low intensity activity</u>																									
<u>4 food</u>																									
<u>5 child request</u>																									
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