



RETHINK BEHAVIORAL HEALTH

MOBILE APP TRAINING

INSTALLING THE APP



- Visit the **Apple** or **Google Play App Store** and search 'Rethink BH'. Look for the following icon:

Device Category	OS	Example
iPhone	iOS v10 and up	iPhone 6, 6+, 7, 7+, 8, 8+, X, 11, etc.
iPad	iOS v10 and up	All: iPad Air, iPad mini, iPad 2, iPad 3, iPad 4, iPad 5, iPad 6, iPad 7 etc.
Android Phone	Android v5.0.2 and Up	Samsung, Google, LG, Moto, HTC, etc.
Android Tablets	Android v5.0.2 and Up	ASUS, Lenovo, Google, Samsung Galaxy Tablet, etc.

RECOMMENDED OPERATING SYSTEMS FOR IOS AND ANDROID

BEFORE USING THE APP

- Make sure all appointments are added on the website.**
- Make sure individual and group sessions are added.**
- Make sure session note templates have been created and customized to meet funder requirements.**
- Make sure all skill acquisition and behavior reduction programs are set up on the website.**
- For skills, make sure the following fields are set up: goals/objectives, maintenance settings, targets, mastery criteria, data collection type and settings, and the exercise field of the lesson plan.**
- If baseline data has been collected, add this in for skills and behaviors on the website.**
- Switch from baseline to teaching/intervention for all skills and behaviors.**
- For behavior reduction goals, make sure step 1 and step 5 of behavior support are set up.**

OFFLINE DATA ENTRY

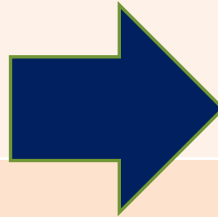
If staff are planning on using the app in offline mode, the following steps are required:

1. Staff must log in initially to preset their device by selecting the following on the app WITH connection.

2. Select the Client(s) they need to have access to

3. Select Skills and targets that they need to enter data on

4. Select Behaviors that they need to enter data on

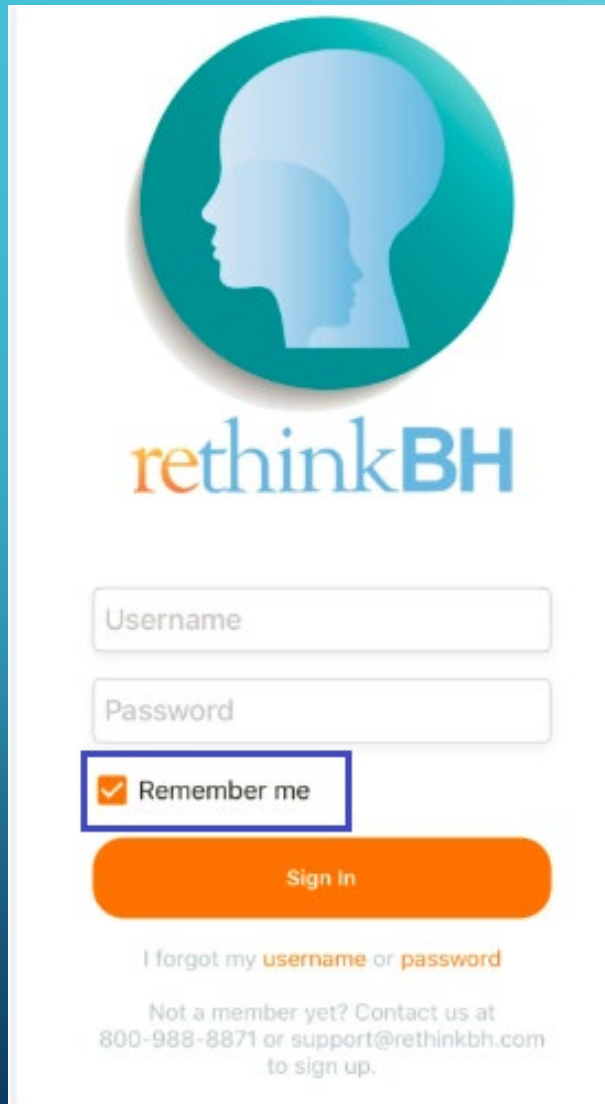


Now you're ready to take offline data!

After clients, skills, and behaviors are preset, they can log out of the app and use the app for data collection in OFFLINE MODE.

LOGGING IN

Log in Screen



The screenshot shows the login interface for rethinkBH. At the top is a circular logo with a teal-to-blue gradient, containing a white silhouette of a human head in profile. Below the logo is the text "rethinkBH" in a sans-serif font, with "rethink" in teal and "BH" in blue. The form consists of three input fields: "Username", "Password", and a "Remember me" checkbox which is checked and highlighted with a blue border. Below these fields is an orange "Sign In" button. At the bottom, there is a link "I forgot my username or password" and a footer with contact information: "Not a member yet? Contact us at 800-988-8871 or support@rethinkbh.com to sign up."

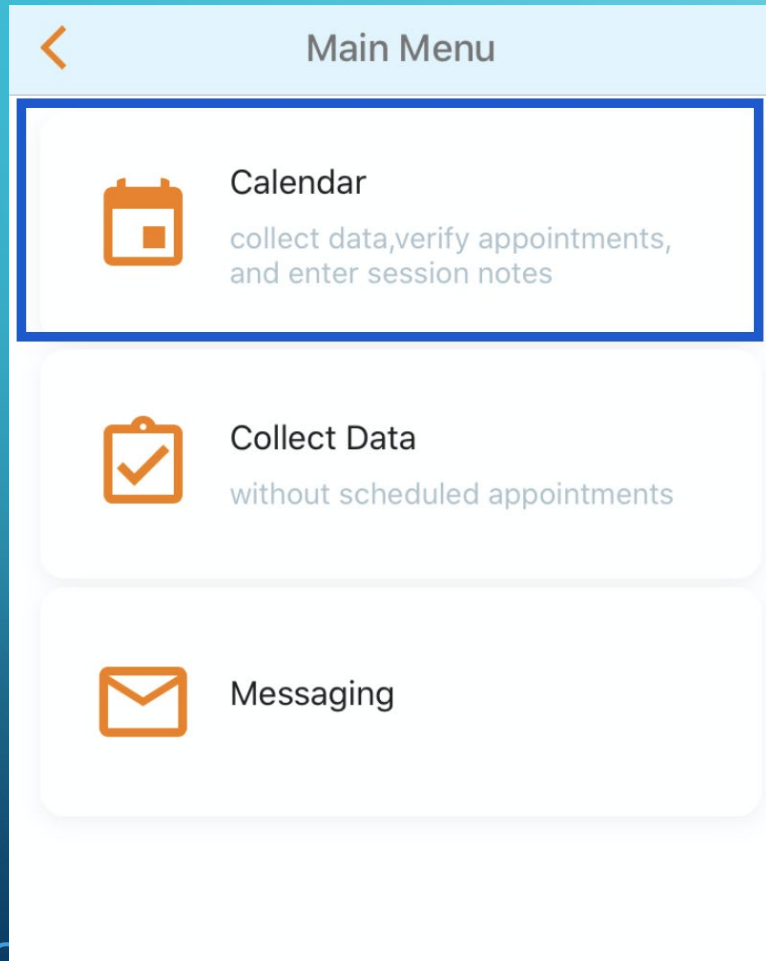
Login in from your IOS or Android device with or without internet connection.

To log into the mobile app, use the same username and password that you use to log in to **rethinkbh.com**.

The app now has an additional checkbox on the login screen (Remember Me) which will trigger the use of the saved fingerprint or face ID.

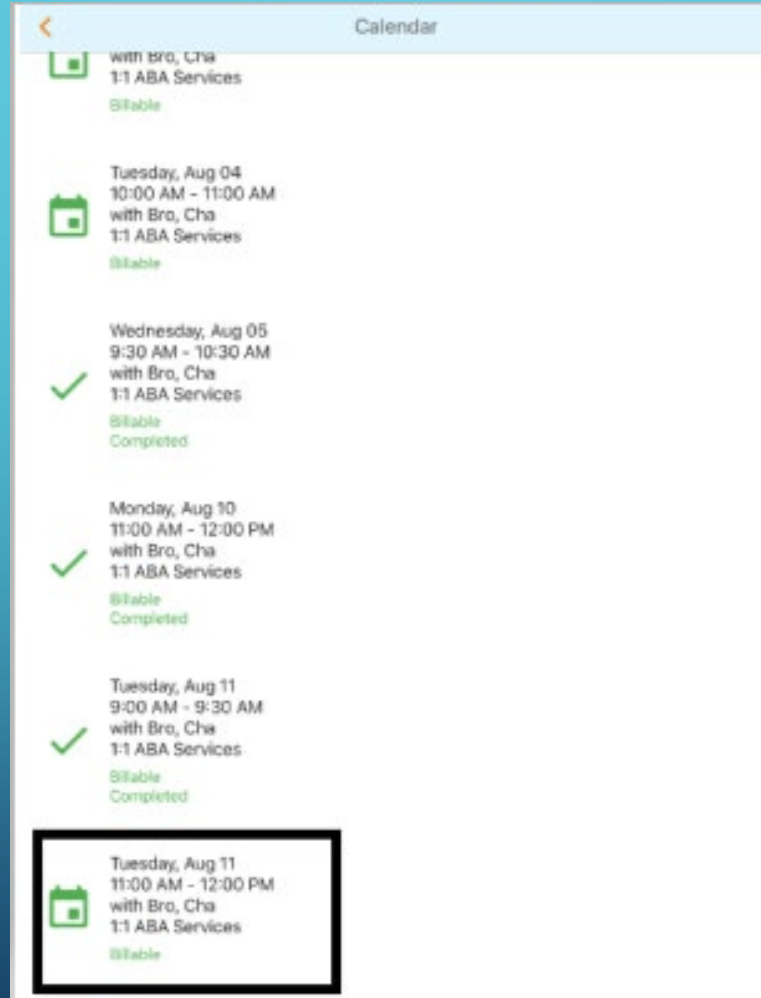
MAIN MENU PAGE ON MOBILE APP

On the main menu page you now have different Clinical and PM options on our mobile app:



1. **Calendar** – allows access to your appointment, take data, enter session notes, and verify appointments. **CLICK ON CALENDAR TO GET STARTED WITH INDIVIDUAL SESSIONS**
2. **Collect Data** – allows you to enter data first if you don't have scheduled appointments. The Collect Data tab is also the recommended route for group sessions. **CLICK ON COLLECT DATA TO GET STARTED WITH GROUP SESSIONS**
3. **Messaging** – can be turned on by administrators and used to message other staff members securely through the app.

START WITH THE CALENDAR



< 6:00 PM - 7:00 PM, ABA Direc... Sync

DETAILS

NOTES

VERIFY

Client Name: Mor, Ric

Staff Name: BCBA BCBA

Service Type: ABA

Service: ABA Direct BCBA

Activity:

Date: Jul 30, 2020

Time: 6:00 PM - 7:00 PM

Supervisor: testing 4

Status: Needs Verification

Notes:

Collect Data

COLLECT DATA BUTTON

By clicking on “Collect Data”, this will take you to the list of skill and behavior programs that you need for your session.

SELECT YOUR SKILL AND BEHAVIOR PROGRAMS FOR THE SESSION

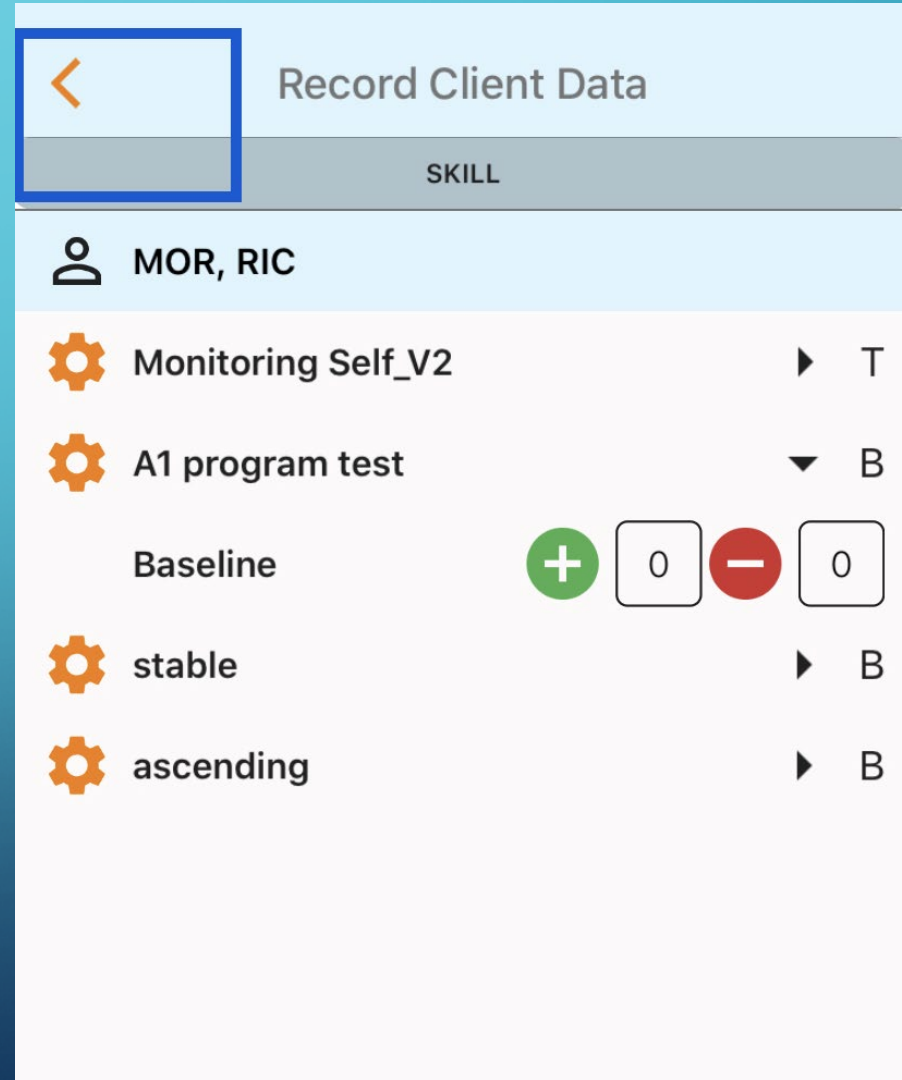
1. Choose the programs you want to work on within the session
2. Click Next (Right arrow on top) to start collecting data
3. If you need to select all skills and behaviors, all that is needed is to check the behavior and skill check box and then press the right arrow to proceed.

The screenshot shows a mobile application interface titled "Select Programs". At the top, there is a navigation bar with a back arrow on the left, the title "Select Programs" in the center, and a refresh icon and a forward arrow on the right. Below the navigation bar, there is a user profile section with a person icon and the text "MOR, RIC" and a dropdown arrow. The main content area is a list of programs, each with a right-pointing triangle icon on the left and a checkbox on the right. The "Skills" category is expanded, showing a list of programs. The "Behaviors" category is collapsed. The programs listed are: Behaviors (checkbox), Skills (checkbox), Monitoring Self_V2 (checked), A1 test for exercise (checkbox), A1 program test (checked), ascending_V3 (checkbox), backwards (checkbox), stable_V2 (checkbox), stable (checked), ascending (checked), descending (checkbox), and Solve Rubik's Cube (checkbox).

Category	Program Name	Selected
Behaviors	Behaviors	<input type="checkbox"/>
Skills	Skills	<input type="checkbox"/>
	Monitoring Self_V2	<input checked="" type="checkbox"/>
	A1 test for exercise	<input type="checkbox"/>
	A1 program test	<input checked="" type="checkbox"/>
	ascending_V3	<input type="checkbox"/>
	backwards	<input type="checkbox"/>
	stable_V2	<input type="checkbox"/>
	stable	<input checked="" type="checkbox"/>
	ascending	<input checked="" type="checkbox"/>
	descending	<input type="checkbox"/>
	Solve Rubik's Cube	<input type="checkbox"/>

COLLECT DATA AND GO BACK TO THE APPOINTMENT TO SYNC

- Once you finish data collection, you will have to go back to the appointment to complete session note, verify, and sync the data from there.
- Syncing is only done at the appointment screen.



ENTER SESSION NOTE, VERIFY, AND SYNC

- Once you go back to the appointment, you will see the tabs DETAILS, NOTES, AND VERIFY.
- Typically you will fill the session notes within the session as the last step will be to verify the session times and obtain parent's signature.
- Once data has been entered, session notes completed, and verification is completed, you're able to sync your session from any tab in the appointment screen (details, session notes, or verify page)
- Even after you sync the appointment, you can always come back to collect more data points from within the appointment and link them to this appointment.

The screenshot shows a mobile application interface for session management. At the top, there is a header bar with a back arrow, the time "6:00 PM - 7:00 PM, ABA Direc...", and a "Sync" button. Below the header is a tabbed interface with three tabs: "DETAILS", "NOTES", and "VERIFY". The "DETAILS" tab is currently selected. The main content area displays the following information:

- Client Name: Mor, Ric
- Staff Name: BCBA BCBA
- Service Type: ABA
- Service: ABA Direct BCBA
- Activity:
- Date: Jul 30, 2020
- Time: 6:00 PM - 7:00 PM
- Supervisor: testing 4
- Status: Needs Verification
- Notes:

At the bottom of the screen, there is an orange button labeled "Collect Data".

RECORDING DATA ON SKILLS

Once you have started a data session, you will see the names of the skills you have selected with a letter code to the right of the goal name:

❖ **“T”** indicates that you will be recording teaching data

❖ **“B”** indicates that you will be recording baseline data

❖ **“M”** indicates that you have targets in maintenance

❖ **“TM”** indicates that you have targets in teaching and maintenance

Parent Goal: Spontaneous and Prompted Mands	TM
Parent Goal: Labeling Categories	TM
Parent Goal: Sustaining a Conversation on a Topic	TM
Parent Goal: Identifying Body Parts	TM
Parent Goal: Taking Turns	TM
Parent Goal: Brushing Teeth	M
Parent Goal: Printing Name	T
Tacting Opposites	T
Crossing the Street	T
Making Requests by Pointing	B
Labeling Objects	T
Sustaining a Conversation on a Topic	M
Identifying Body Parts	TM
Taking Turns	M
Brushing Teeth	M

Lesson Plan Details

By clicking on the gear icon to the left of the skill name, you can then view the setting screen.

On the settings/notes screen you can review: the full lesson plan

The screenshot shows the 'Program Properties' settings screen for 'BIN, CHA'. It features a 'SETTINGS' tab and a 'NOTES' tab. The main content area is titled 'Using a Variety of Statements to Make Requests'. It includes a 'Teaching Targets' section with checkboxes for 'prompted' (checked) and 'spontaneous' (checked), and a 'Probe?' section with two empty checkboxes. Below this is a 'Goal' section with the text: 'The student will make requests to engage in actions/activities, or access items by using a variety of statements.' This is followed by three 'Objective' sections: 'Objective 1' (When presented with a preferred item, the student will make a request to engage with that item by using a variety of statements.), 'Objective 2' (When presented with a preferred activity, the student will make a request to engage in that activity by using a variety of statements.), and 'Objective 3' (When presented with preferred activities/items/actions, the student will make additional requests to engage with the items or activities by using a variety of statements.). The 'Mastery Criteria' section states 'At Least 25 occurrences per Hour across 10 consecutive Sessions'. The 'Exercise' section includes 'Materials: Preferred items' and a detailed description of the activity: 'Determine which items the student likes by placing varied items on the table and waiting to see which items the student chooses to play with or eat. Set these items aside as the items you will use to teach the lesson. Manipulate a preferred item or activity or pretend to eat a preferred food in front of the student and wait for the student to initiate for the item (e.g., by asking for it, pointing toward it, or reaching for it). When the student uses a statement to request the item (e.g., "Can I have that please?"), give him the item that he requested. Manipulate the item again in front of the student. If the student uses the same statement, ask him to say it differently or wait to see if he will change his response to something else. To help the student respond correctly, model a different statement for the student to request the item (e.g., "Can I have a turn?"). When the student uses a different statement to request, provide the item and offer praise (e.g., "I like that way you asked for a turn"). Continue to entice the student by manipulating or consuming preferred items in front of the student. If the student says the last statement, prompt a different statement by modeling something else to say. Provide more/better rewards when

The screenshot shows the 'Program Properties' notes screen for 'BIN, CHA'. It features a 'SETTINGS' tab and a 'NOTES' tab. The main content area is titled 'BIN, CHA' and contains several sections: 'entice the student by manipulating or consuming preferred items in front of the student. If the student says the last statement, prompt a different statement by modeling something else to say. Provide more/better rewards when the student responds correctly without a model. Error Correction: Provide a verbal model of a different statement', 'Generalization: Have a different person withhold a preferred item/activity/action to see if the student uses a variety of requests. Bring the student to different places (e.g., candy store) and have him request items or activities using a variety of statements.', 'Error Correction: Provide a verbal model of a different statement', 'Supplies: Preferred items', 'Teaching Strategies:', 'Troubleshooting: Problem: The student seems to be having trouble thinking of statements to use. Solution: During initial teaching, try writing different statements down on a piece of paper. Present different requests in succession, so that he is rotating through different request statements.', 'Helpful Hints: Model different statements when you request things from the student. Make sure the student is motivated for this lesson. If he is not interested in the activity or item, choose new items or take a brief break from the lesson and run it at a later time.', and 'Lesson Updates: Note: updates here Author: BCBA BCBA Date: 01-28-2019 Note: add note Author: Behavior Technician Date: 01-10-2019'

The full lesson plan includes: Goal, Objectives, Targets, Mastery Criteria, Maintenance Mastery Criteria, Exercise, Generalization, Error Correction, Supplies, Teaching Strategies, Troubleshooting, Helpful Hints, & Lesson Updates

DESELECTING AND SELECTING TARGETS

- By default all teaching and maintenance targets added on the website will be checked off on the mobile app
- When you're getting starting it's important to deselect and/or select teaching and maintenance targets needed for data collection
- After you select the targets needed, press SAVE

The screenshot displays the 'Program Properties' screen in a mobile application. At the top, there is a navigation bar with a back arrow, the title 'Program Properties', and a 'Save' button. Below this is a tabbed interface with three tabs: 'SETTINGS' (selected), 'DATA', and 'NOTES'. The main content area is titled 'BRO, CHA' and contains several sections:

- Matching Categories:**
 - Teaching Targets:**
 - Animals: (left), (right, labeled 'Probe?')
 - Vehicles: (left), (right, labeled 'Probe?')
 - Furniture: (left), (right, labeled 'Probe?')
 - Maintenance Targets:**
 - Food: (left), (right, labeled 'Probe?')
 - Clothing: (left), (right, labeled 'Probe?')
 - Toys: (left), (right, labeled 'Probe?')
- Goal:**

The student will match by placing a variety of pictures/items with their corresponding category within a larger set.
- Mastery Criteria:**

5 trials, 80% over 3 consecutive sessions

VIEWING PREVIOUS SKILLS DATA ON MOBILE APP

- List of 5 most recent data points for all targets and baseline
- Ability to view details of previous data sessions, similar to the website & includes raw data
- Viewing graph of the individual programs

Program Properties		Save
SETTINGS	DATA	NOTES
BRO, CHA - ***Matching Categories		
Phase changes		
11/06/2019	Target Food Mastered on 11/6/2019	>
11/10/2019	Target Clothing Mastered on 11/10/2019	>
11/13/2019	Target Toys Mastered on 11/13/2019	>
Baseline		
11/01/2019		0% >
11/01/2019		0% >
Animals		
07/31/2020		60% >
11/20/2019		100% >
Vehicles		
11/20/2019		100% >
Furniture		
11/20/2019		100% >
Food		
(P) 11/06/2019		100% >
(P) 11/06/2019		100% >

Details
Date: 11/20/2019
Entered By: MO BCBA
Phase: Teaching Data
Notes:
Number of correct: 2
Number of incorrect: 0
% of opportunities: 100%
Trial by Trial: ++

HOW TO VIEW SKILL GRAPHS

Program Properties Save

SETTINGS DATA NOTES

BRO, CHA - ***Matching Categories 📊

Phase changes

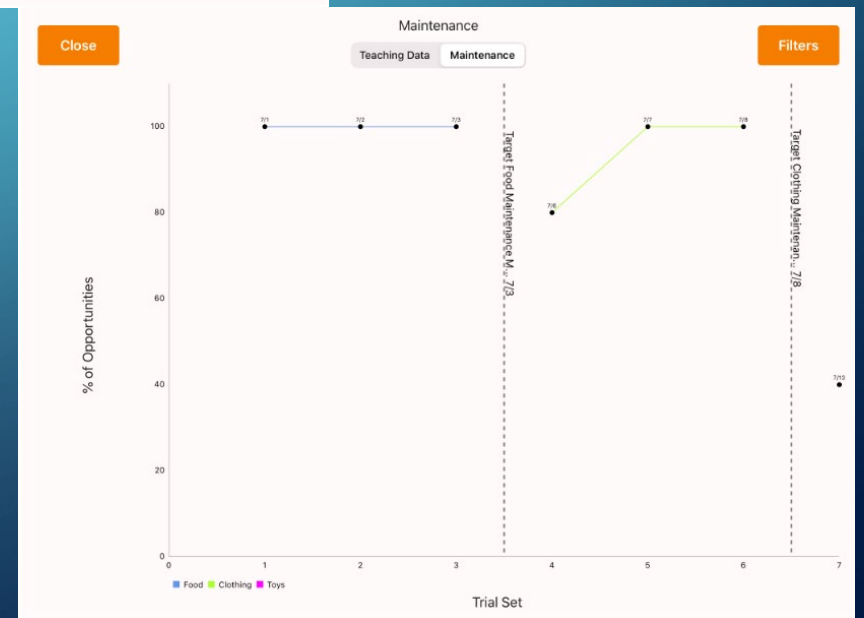
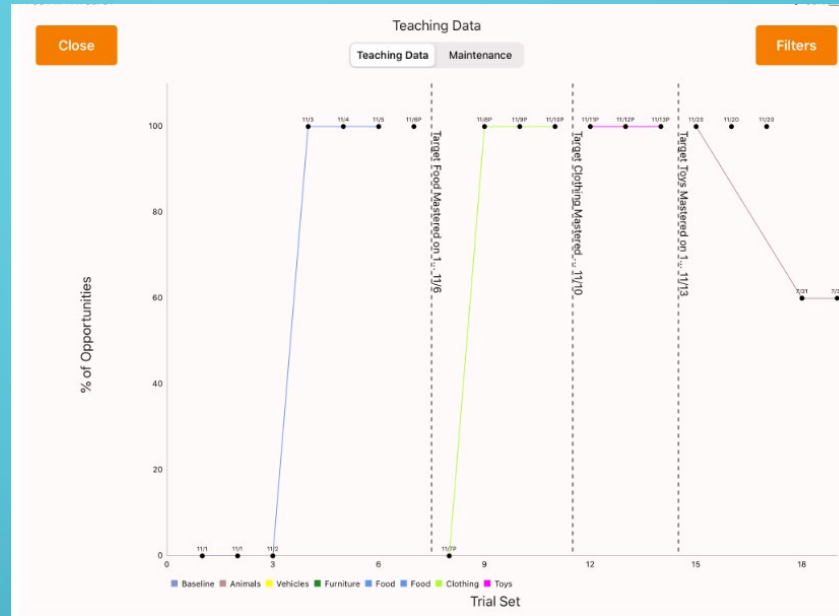
- 11/06/2019 Target Food Mastered on 11/6/2019 >
- 11/10/2019 Target Clothing Mastered on 11/10/2019 >
- 11/13/2019 Target Toys Mastered on 11/13/2019 >

Baseline

- 11/01/2019 0% >
- 11/01/2019 0% >

Animals

- 07/31/2020 60% >
- 11/20/2019 100% >



HOW TO ADD SKILL/TARGET NOTES

To enter notes on a target:

- Tap on the gear icon, tap on notes tab to add notes for each teaching or maintenance target with data entered.
- Select your target, Type your notes in the Notes field and tap on the save icon in the top right hand corner.

The screenshot shows the 'Program Properties' interface with the 'NOTES' tab selected. The target is 'BRO, CHA'. The lesson is '***Counting to a Designated Number'. The target field contains two rows of data: 15 and 10. The note field is currently empty.

Target	Value
15	
10	

Note: Additional comments...

NAVIGATING THE BEHAVIOR PAGE

- When you click on the BX tab at the top, you can view challenging behaviors that you've selected for data collection.
- By clicking on the gear icon, you can view:
 - Full Behavior Plan
 - Previous Data Entered & Graphs
 - Add notes for behaviors
- By clicking the ABC icon in the right-hand corner, ABC data collection can be entered for all behaviors.

The screenshot displays the 'Record Client Data' interface. At the top, there is a navigation bar with a back arrow and the title 'Record Client Data'. Below this, there are two tabs: 'SKILL' and 'BX', with 'BX' being the active tab. The main content area shows a client profile for 'BRO, CHA' with an 'ABC' icon in the top right corner. Below the profile, there is a list of behaviors with their respective durations and control options:

- ***self injury (Partial Interval)**: Duration 00:14:01, with an orange progress bar and an 'OCCURRED' button.
- ***noncompliance when presented with an instruction**: Includes a green '+' button, a '0' counter, a red '-' button, and another '0' counter.
- **Elopement from the instructional area**: Includes a green '+' button and a '0' counter.
- ***tantrum behavior (duration)**: Duration 00:00, with a toggle switch.

BEHAVIOR PLAN DETAILS

- On the Behavior Settings Screen, you can view behavior plan details for each behavior.
- Behavior Plan details include the following:
- Behavior, Definition, Goal, Objectives, Plan Name, Plan Start/End Date, Review Dates, Assessments Completed, Assessment Start/End Dates, Assessment Notes, Function(s) of Behaviors, Antecedent Strategies, Replacement Skills, Adaptive Skills, Other Proactive Strategies, Consequence Strategies for Problem Behavior and Appropriate Behaviors

Program Properties Save

SETTINGS DATA NOTES

BRO, CHA

****Elopement from the instructional area**

Currently Collecting: Teaching Data

Definition:
Operational definition of elopement

Goal:
During therapy sessions Charlie will decrease Elopement from the instructional area from 5 to 0 per session over 10 consecutive session(s)

Objective 1:
During therapy sessions Charlie will decrease Elopement from the instructional area to 3 per session over 3 consecutive session(s)

Objective 2:
During therapy sessions Charlie will decrease Elopement from the instructional area consecutive session(s)

Objective 3:
During therapy sessions Charlie will decrease Elopement from the instructional area consecutive session(s)

Plan Name: Plan 1

Plan Start Date: Mar 17, 2020

Plan End Date:

Assessment Name: ABC

Assessment Start: Mar 02, 2020

Assessment End: Mar 06, 2020

Assessment Note: ABC data completed

Function of Behavior: Escape/Avoid

Antecedent:

Replacement Skills:

- Making Requests by Using Word or Sound Approximations

Adaptive Skills:

- Completing Tasks

Other Proactive Strategies:

- Give Clear Instructions
- Provide Choice
- Provide Scheduled Breaks
- Provide Visual Support
- Set Clear Expectations
- Use a Visual Schedule
- Use Behavioral Momentum

Consequence:

Problem Behaviors:

- Block Escape from Task
- Prompt Student to Complete Task
- Redirect Student to Engage in Task

Appropriate Behaviors:

- Provide Access to Preferred Item
- Provide Individual Reinforcement
- Provide Praise

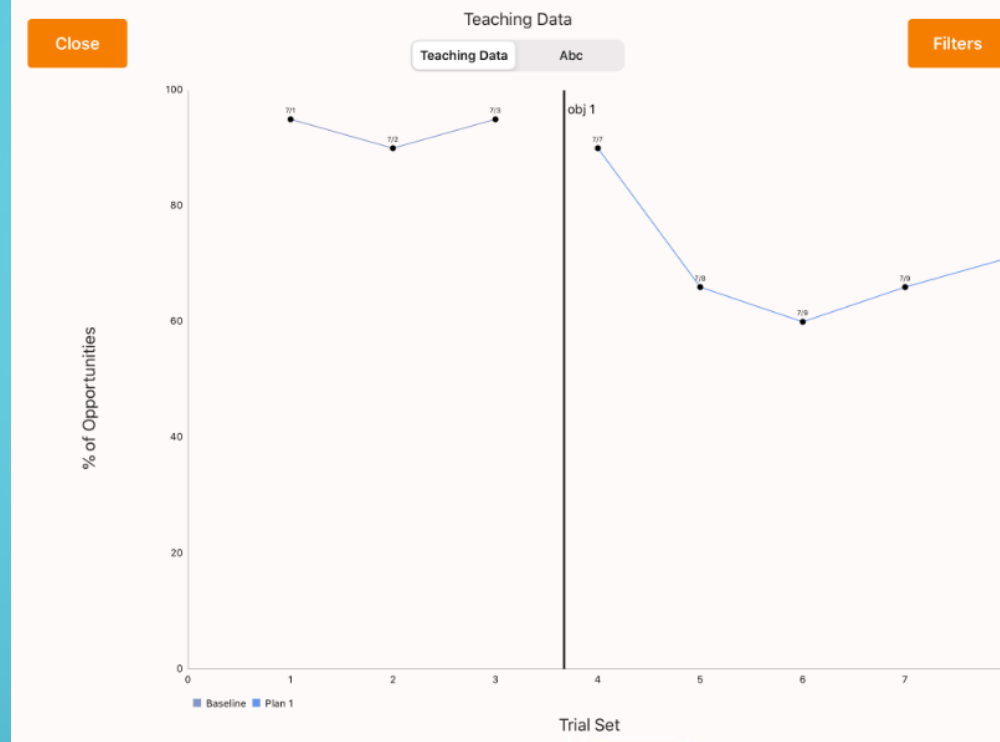
VIEWING PREVIOUS BEHAVIOR DATA ON MOBILE APP

- List of 5 most recent data points for all behavior reduction programs and baseline.
- Ability to view details of previous data sessions, similar to the website & includes raw data.
- Viewing graph of the individual behavior reduction programs.

Program Properties		Save
SETTINGS	DATA	NOTES
BRO, CHA - **Elopement from the instructional area		
Baseline		
03/01/2020	5	>
Plan 1		
07/30/2020	0	>
07/30/2020	0	>
07/30/2020	1	>
07/30/2020	0	>
07/29/2020	0	>
Abc		
03/18/20 8:00 AM	BCBA	>

Details
Date: 07/30/2020
Entered By: BCBA BCBA
Phase: Teaching Data
Notes:
Number occurred: 1
Hours observed: 2.67
Behavior Details:
Occurred At: 10:46 AM

HOW TO VIEW BEHAVIOR GRAPHS: INTERVENTION & ABC GRAPHS



Program Properties

Settings DATA NOTES Save

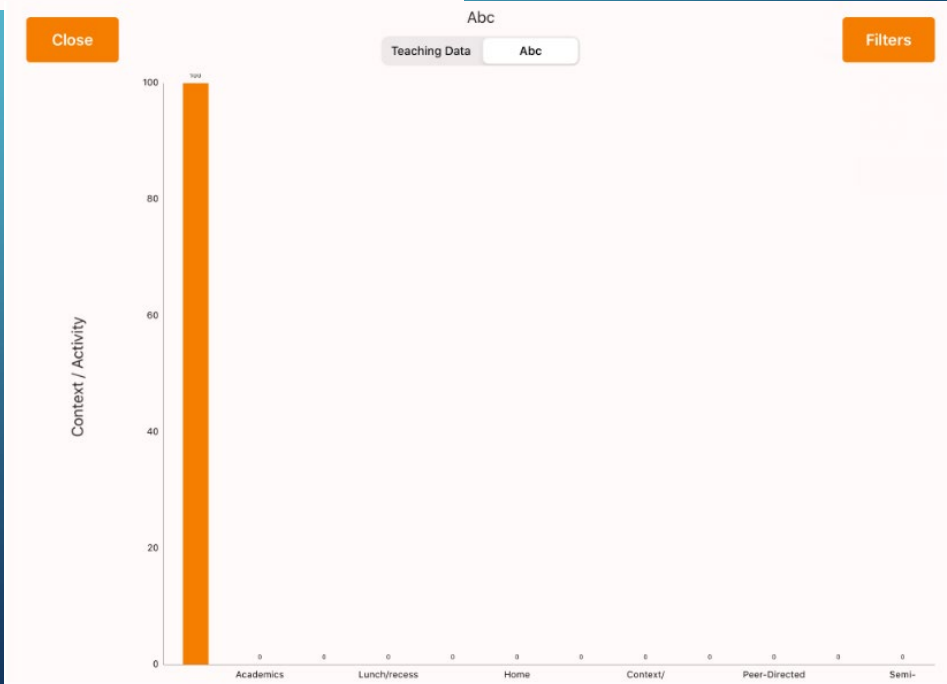
BRO, CHA - ***Noncompliance when presented with an instruction

Baseline

07/03/2020	95%
07/02/2020	90%
07/01/2020	95%

Plan 1

07/09/2020	60%
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HOW TO ADD BEHAVIOR NOTES

To enter notes on a behavior:

Tap on the gear icon, tap on notes tab to add notes for a behavior with data entered.

Type your notes in the Notes field and tap on the save icon in the top right hand corner.

The screenshot displays the 'Program Properties' interface. At the top, there is a back arrow, the title 'Program Properties', and a 'Save' button. Below the title bar is a navigation menu with three tabs: 'SETTINGS' (with a gear icon), 'DATA' (with a list icon), and 'NOTES' (with a calendar icon). The 'NOTES' tab is currently selected. The main content area shows the behavior name 'BRO, CHA' with a small icon to its right. Below this, the text 'Lesson: **Elopement from the instructional area' is displayed. Underneath, there is a 'Note:' label followed by a large, empty text input field. At the bottom of the input field, the placeholder text 'Additional comments...' is visible.

TYPES OF DATA COLLECTION ON THE MOBILE APP

Skill Acquisition

Opportunity based

Opportunity based with prompts

Task Analysis

Task Analysis with prompts

Duration

Frequency

Interval (partial interval, whole interval, or momentary time sample)

Behavior Reduction

Duration

Frequency

Interval (partial interval, whole interval, or momentary time sample)

Opportunity based (% of opportunities)

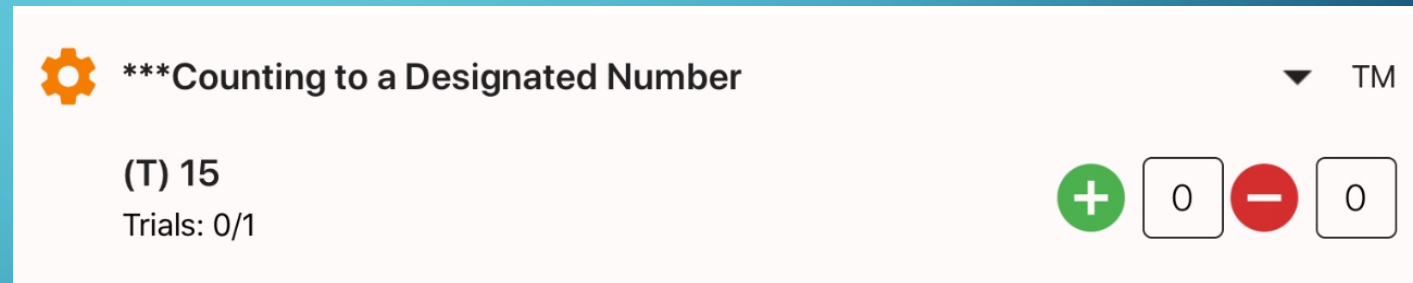
ABC data collection

OPPORTUNITY BASED DATA (WITHOUT PROMPTS)

For opportunity-based program, you will see a '+' and '-' button next to each target that is selected.

Tap '+' each time the client provides a correct response and tap '-' each time the client provides an incorrect response.

Opportunity Based without Prompts



The screenshot shows a program interface with a gear icon on the left and a dropdown menu on the right. The main text reads '***Counting to a Designated Number'. Below this, it shows '(T) 15' and 'Trials: 0/1'. On the right side, there are four buttons: a green '+' button, a white '0' button, a red '-' button, and another white '0' button.

EDITING OPPORTUNITY BASED DATA (WITHOUT PROMPTS)

To edit data already entered:

Tap on text boxes that need editing, make changes with number pad. When finished editing, click on DONE on the number pad. Continue to collect data.

The screenshot shows a mobile application interface titled "Record Client Data". At the top, there are two tabs: "SKILL" (selected) and "BX". Below the tabs, there is a user profile icon and the name "BRO, CHA". A gear icon indicates settings, and the text "***Counting to a Designated Number" is displayed with a dropdown arrow and "TM".

There are two data entry rows:

- Row 1: "(T) 15" with "Trials: 1/1". To the right is a number pad with a green "+" button, a box containing "5", a red "-" button, and a box containing "1".
- Row 2: "(M) 10" with "Trials: 0/1". To the right is a number pad with a green "+" button, a box containing "0", a red "-" button, and a box containing "0".

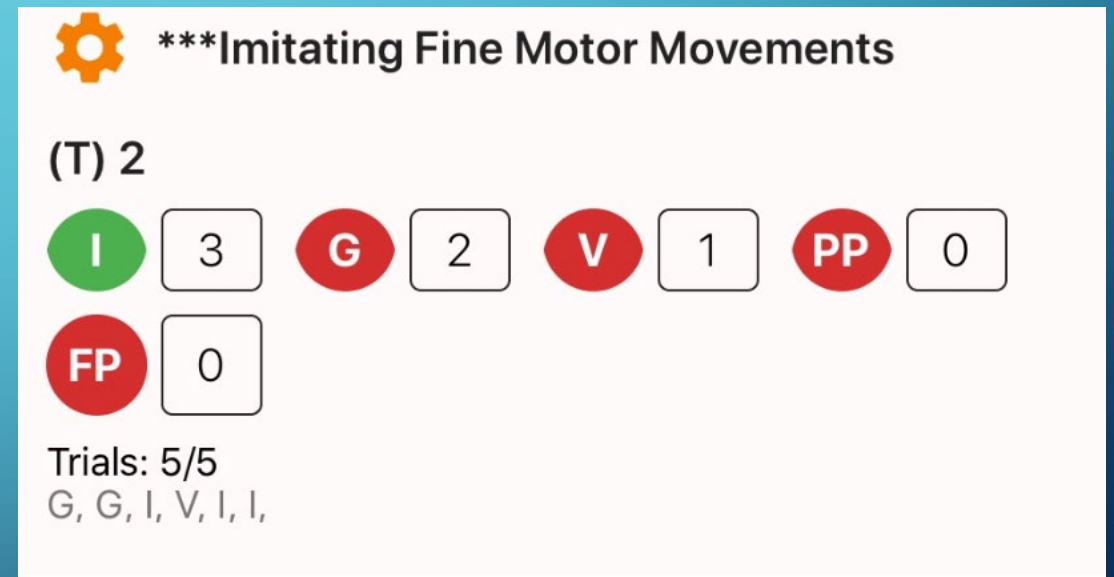
At the bottom right of the screen, there is a blue "Done" button. Below the screen, a standard mobile keyboard is visible, with the "Done" button highlighted in blue.

OPPORTUNITY BASED WITH PROMPTS DATA

Below each target, you will see a set of buttons with a 1-2 letter code. Each button represents a different prompt code and level that had been previously set up for that lesson. For each response, the client provides, tap the button associated with the prompt that was given to help the client respond correctly.

The number of each prompt or independent responses are in the text boxes to the right of each response. The prompts used are listed below under trials.

Opportunity based with prompts



The screenshot shows a digital interface for a task titled "***Imitating Fine Motor Movements". At the top left is a gear icon. Below the title, the text "(T) 2" is displayed. The interface features five prompt buttons, each consisting of a colored circle with a code and a white box with a number: a green circle with 'I' and a box with '3', a red circle with 'G' and a box with '2', a red circle with 'V' and a box with '1', a red circle with 'PP' and a box with '0', and a red circle with 'FP' and a box with '0'. At the bottom, it shows "Trials: 5/5" and a list of prompts: "G, G, I, V, I, I,".

*****Imitating Fine Motor Movements**

(T) 2

I 3 G 2 V 1 PP 0

FP 0

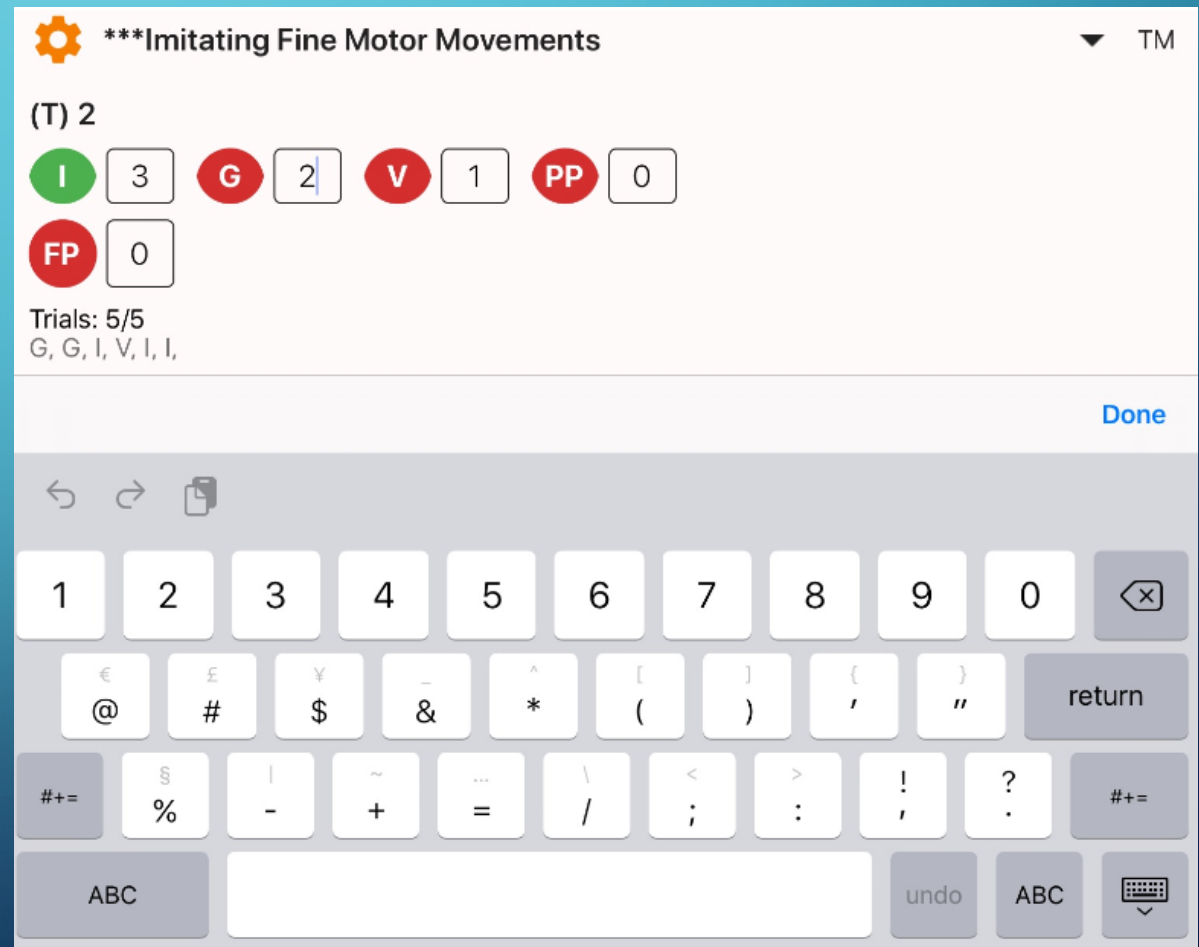
Trials: 5/5
G, G, I, V, I, I,

EDITING OPPORTUNITY BASED PROMPT DATA

Editing Opportunity Based with Prompts

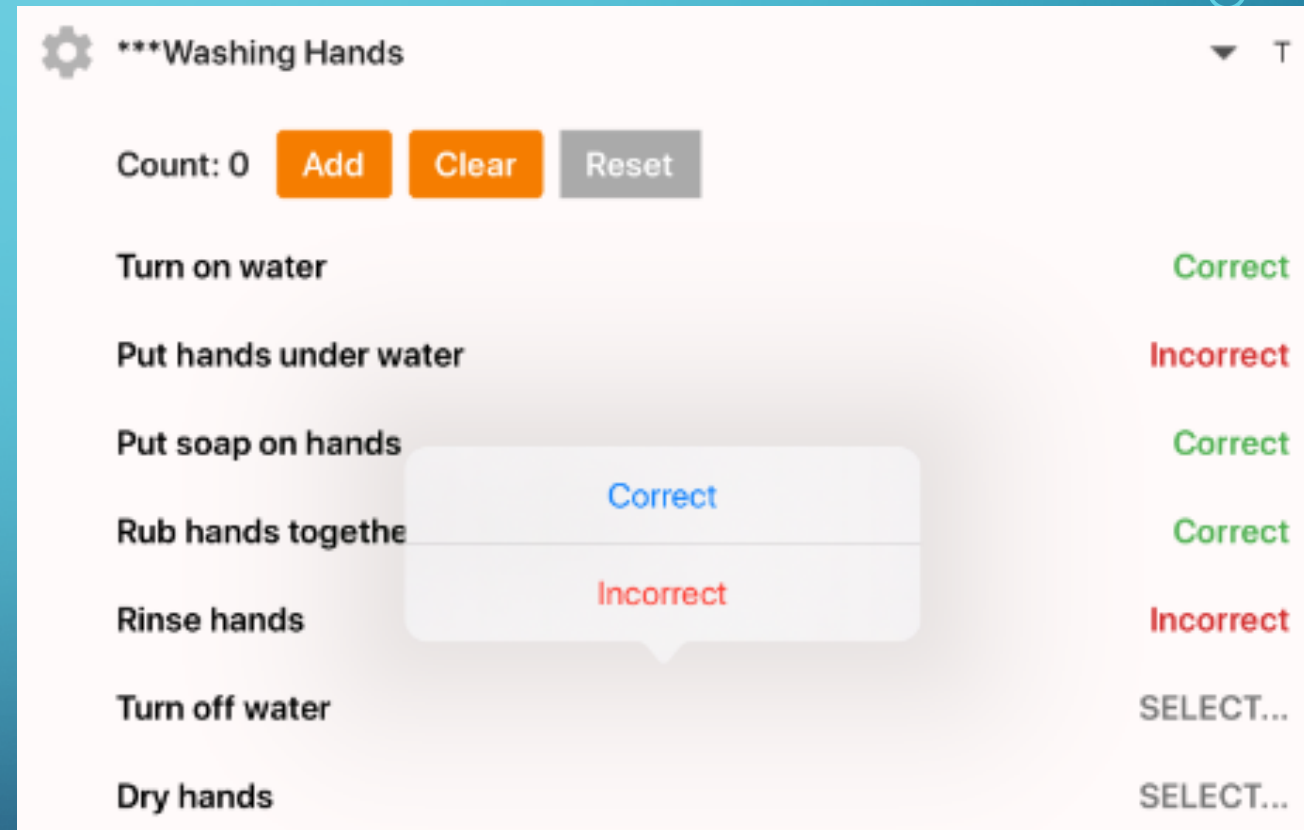
To edit opportunity-based data with prompts:

Tap on text box next to response, the number pad appears, make corrections, and press done.

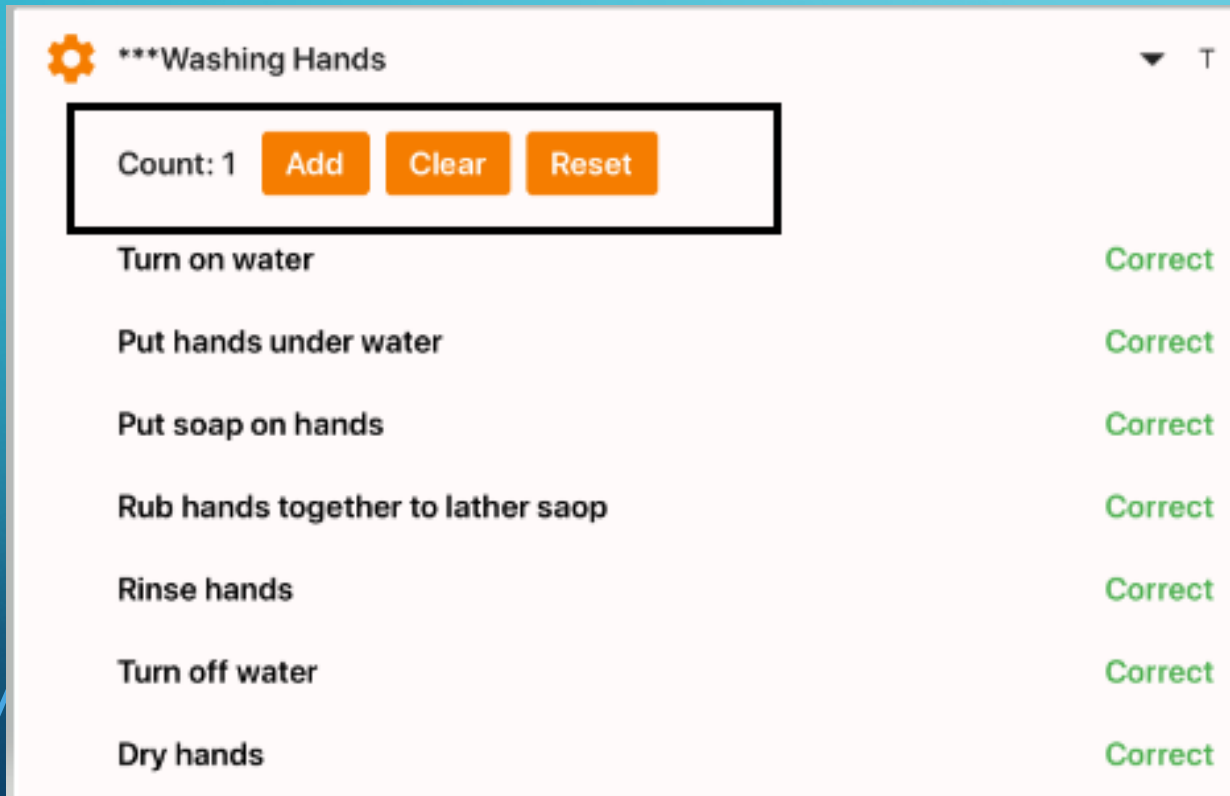


TASK ANALYSIS WITHOUT PROMPTS

- Tap on the title of the program – this allows a TA program to expand
- Then there will be a select button next to each step of the TA for data collection
- Tap on the SELECT button and a pop-up will appear with two options (correct and incorrect). After the client has attempted a step, choose correct if they were successful and incorrect if they were not successful.
- Please note that a selection must be made for each teaching step that is available in order to save the data.



MULTIPLE OPPORTUNITIES FOR TASK ANALYSIS WITHOUT PROMPTS



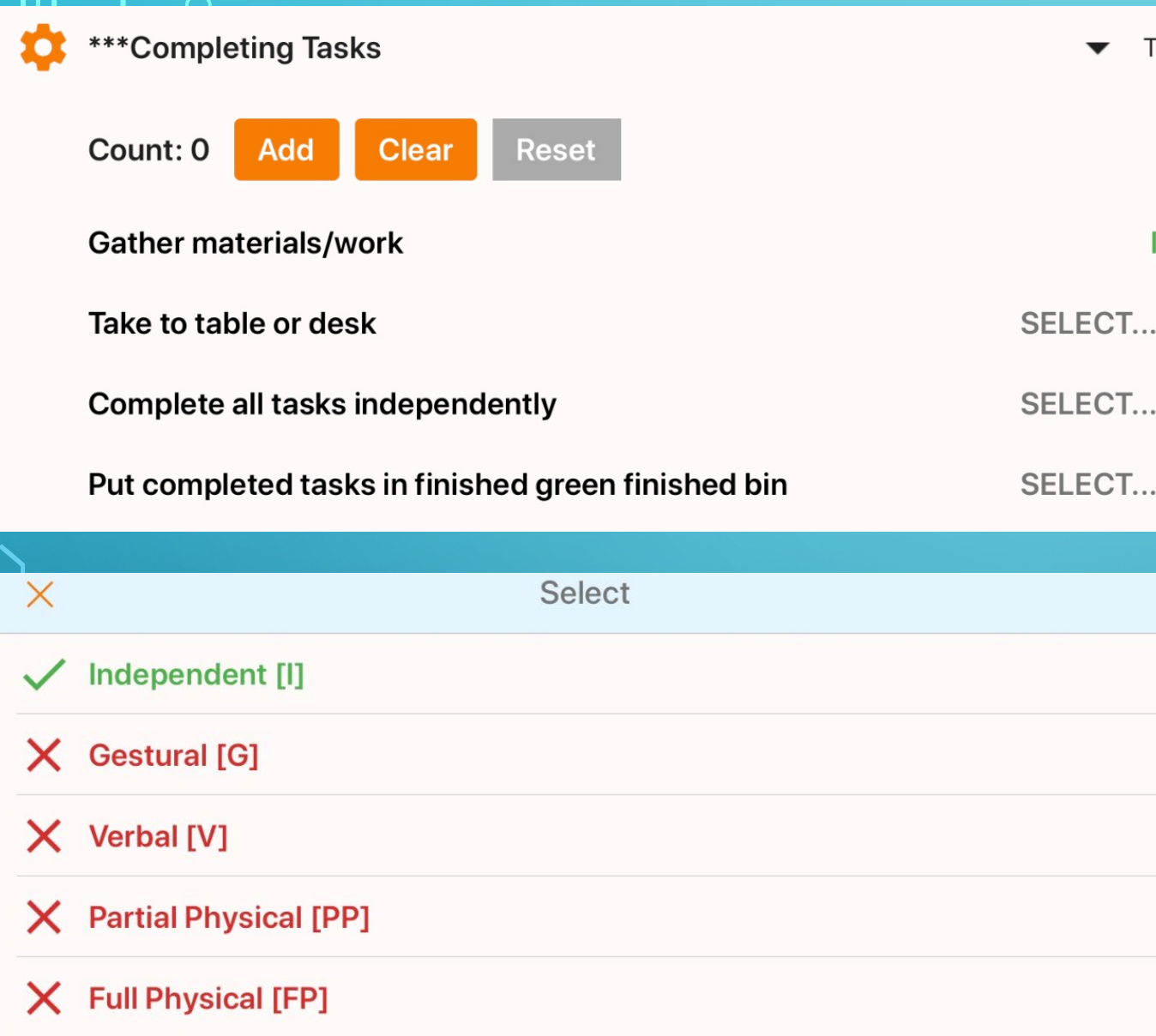
The screenshot shows a task analysis interface titled '***Washing Hands'. At the top left is a gear icon. Below the title, there is a control bar with 'Count: 1', an 'Add' button, a 'Clear' button, and a 'Reset' button. A list of seven steps follows, each with a 'Correct' status indicator on the right:

Task Step	Status
Turn on water	Correct
Put hands under water	Correct
Put soap on hands	Correct
Rub hands together to lather soap	Correct
Rinse hands	Correct
Turn off water	Correct
Dry hands	Correct

To enter multiple opportunities for task analysis without prompts, follow these steps:

- 1-Enter data on all steps of the TA
- 2-You'll notice the Count is 1
- 3-Press the Add button to enter a second opportunity for the TA
- 4-Add as many opportunities as needed for the session
- 5-Once you sync the data all opportunities will be saved and calculated as an average
- 6-The Clear button clears all steps of the current TA opportunity
- 7-The Reset button takes you back to the previous opportunity

TASK ANALYSIS WITH PROMPTS



***Completing Tasks

Count: 0 **Add** **Clear** **Reset**

Gather materials/work

Take to table or desk SELECT...

Complete all tasks independently SELECT...

Put completed tasks in finished green finished bin SELECT...

Select

- ✓ Independent [I]
- ✗ Gestural [G]
- ✗ Verbal [V]
- ✗ Partial Physical [PP]
- ✗ Full Physical [FP]

- Tap on the title of the program – this allows a TA program to expand
- Then there will be a select button next to each step of the TA for data collection
- Tap on the SELECT button and a new screen will appear with prompting options that have been set up on the website for this program. After the client has attempted a step, choose the prompt level provided.
- Color coding of green and red are provided for correct and incorrect prompts.
- Please note that a selection must be made for each teaching step that is available in order to save the data.

MULTIPLE OPPORTUNITIES FOR TASK ANALYSIS WITH PROMPTS

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***Completing Tasks

Count: 1 Add Clear Reset

Gather materials/work SELECT...

Take to table or desk SELECT...

Complete all tasks independently SELECT...

Put completed tasks in finished green finished bin SELECT...

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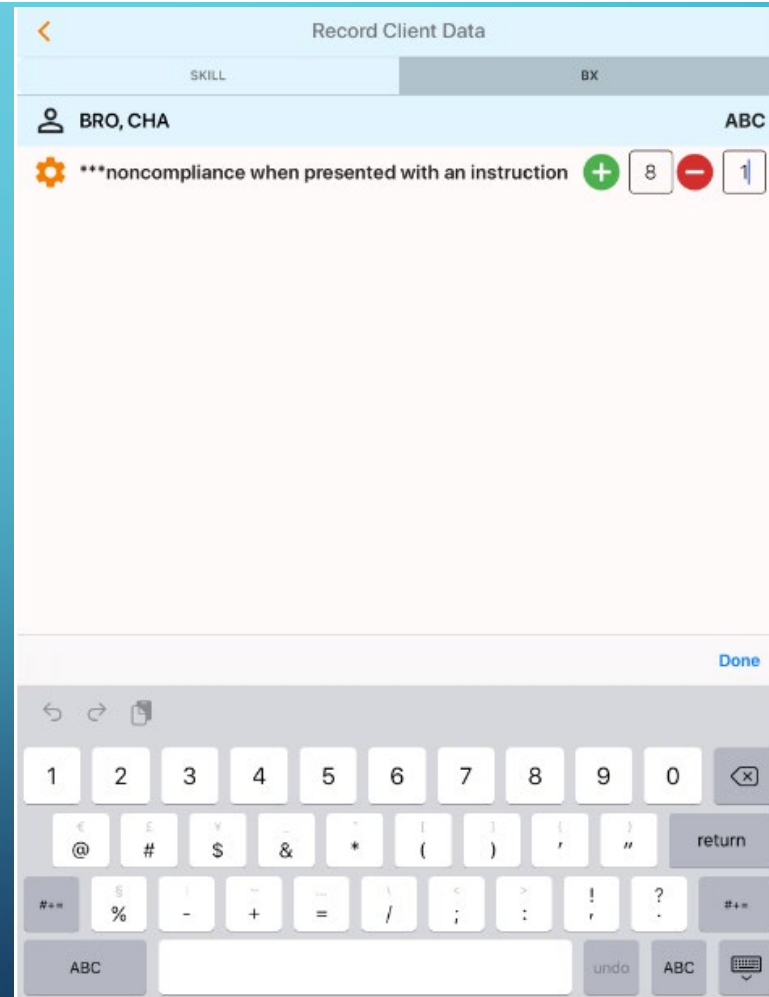
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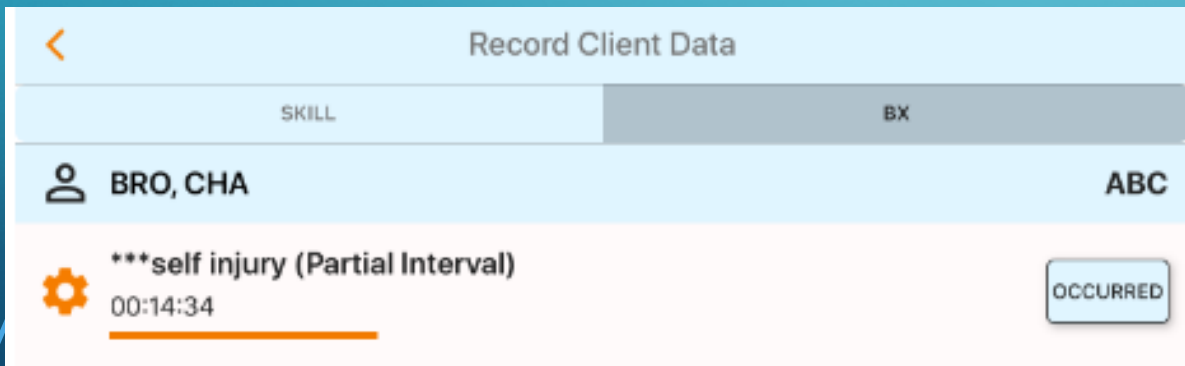
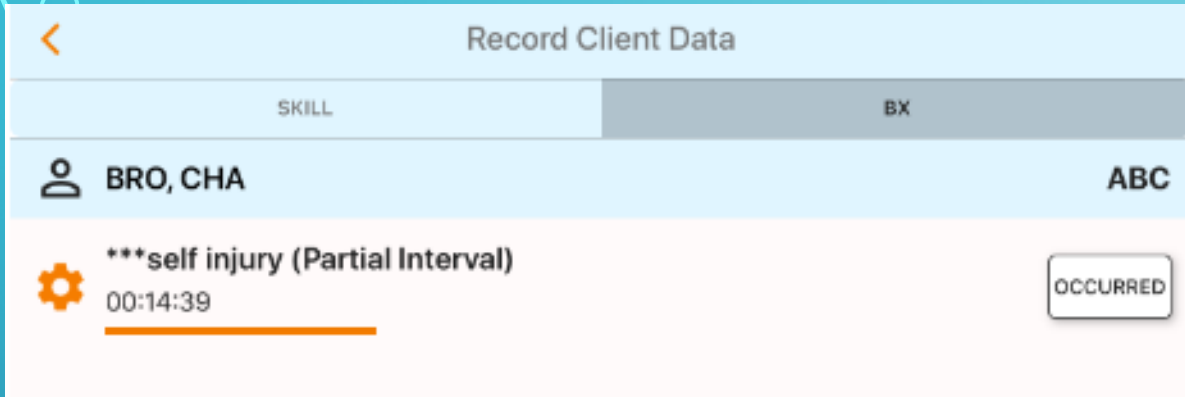
OPPORTUNITY BASED FOR BEHAVIORS

- To collect opportunity based or % of opportunities for behaviors:
- During opportunities, tap the + button for each time the behavior occurred and the – button each time the behavior did not occur.
- To edit opportunity based data for behaviors:
- Tap on the text box and edit any opportunities/make any corrections before syncing data.

 ***noncompliance when presented with an instruction  8  1



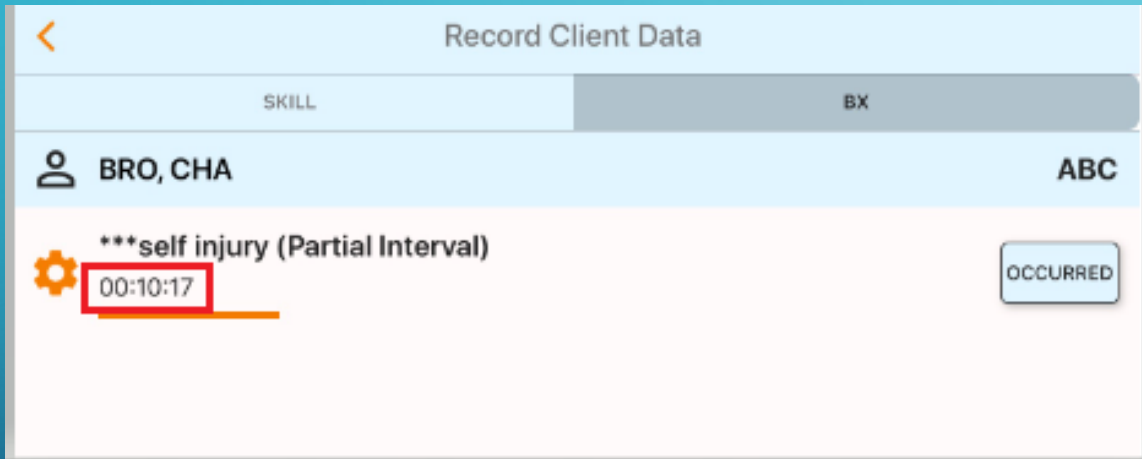
PARTIAL INTERVAL DATA



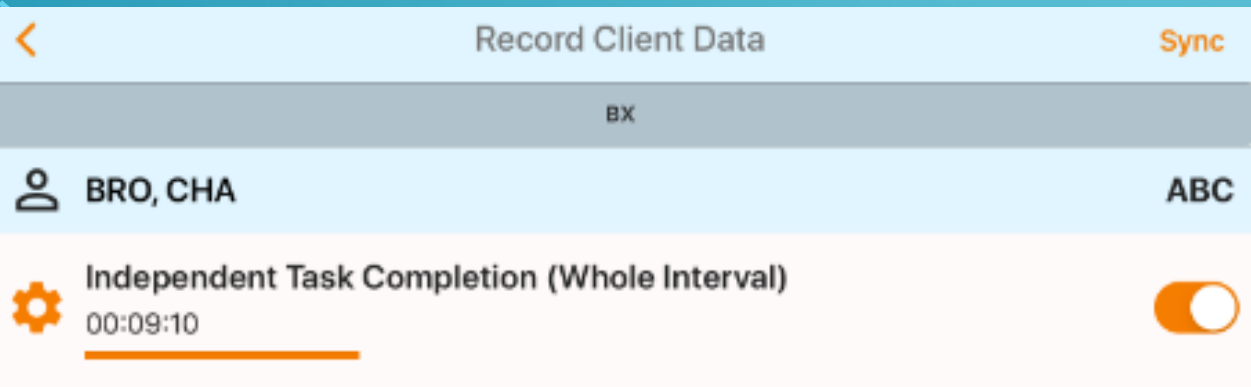
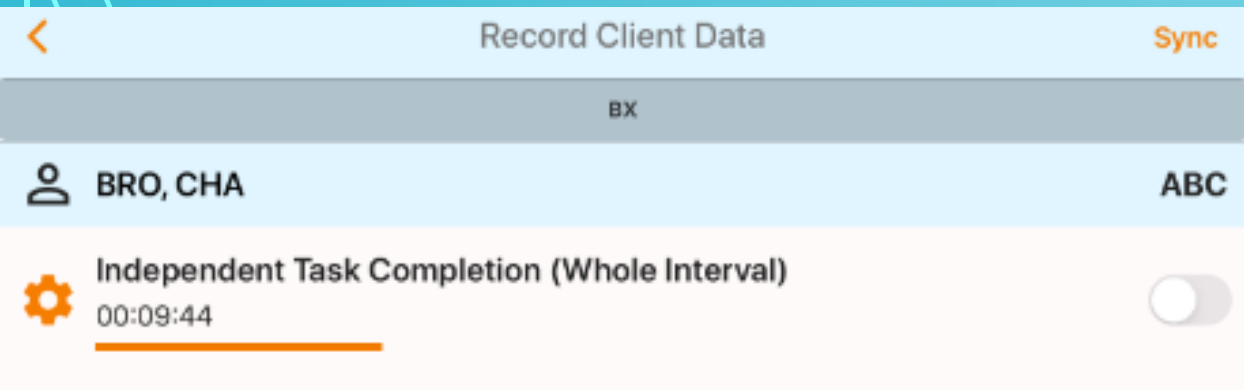
- For targets and behaviors set up to record partial interval data, you will see a white 'Occurred' button on the right and a timer on the left. When you start the data session, the timer will count down immediately and show you how much time is remaining for the current interval.
- When the behavior occurs, tap on the Occurred button. The button will turn dark blue.
- The occurred button can only be pressed 1 time during an interval.

PARTIAL INTERVAL DATA

- The timer that is under the target behavior name will continue to count down for each interval.
- Once the timer reaches zero, it will reset and the 'Occurred' button will turn white and you will be able to tap on it again to record the next occurrence of the behavior.
- If the behavior did not occur during an interval, it will automatically be recorded as a non-occurrence for that interval. Users do not have to mark a no or non-occurrence for that interval.

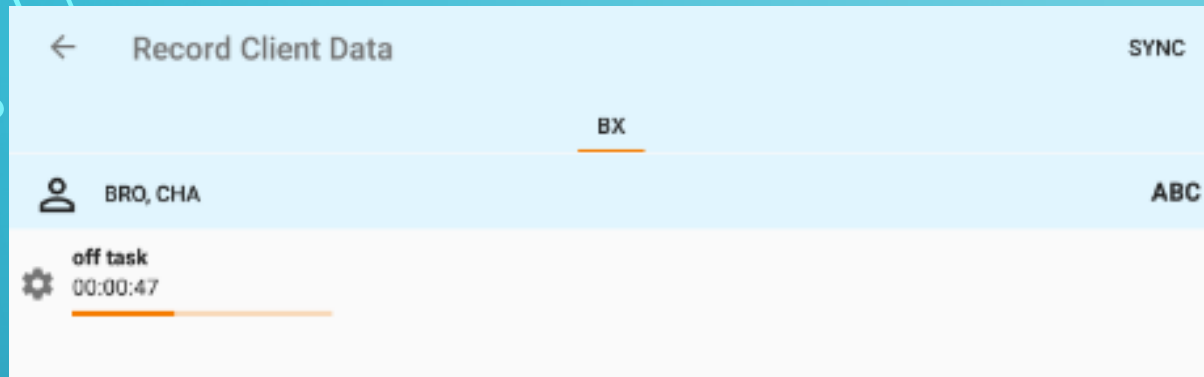


WHOLE INTERVAL DATA



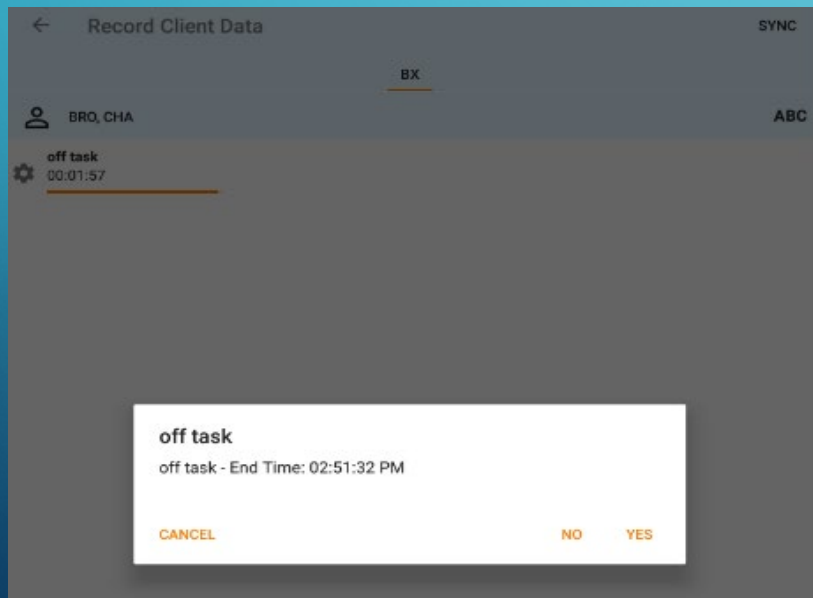
- For targets or behaviors that are set up as whole interval, you will see a gray button used to toggle the timer.
- In addition, there is an orange bar underneath the timer showing how much time there is left in the interval.
- When you start the session, the counter will be turned off. When the behavior begins, press the button to start the timer. When the behavior ends, press the button to stop the timer. Repeat this throughout the session. Rethink will then compare the times that the behavior was occurring with the start and end times of each interval and calculate the percentage of intervals that the behavior was occurring throughout.

MOMENTARY TIME SAMPLE ANDROID DEVICES



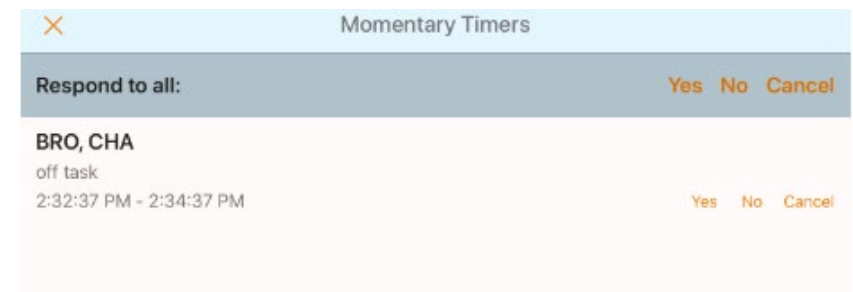
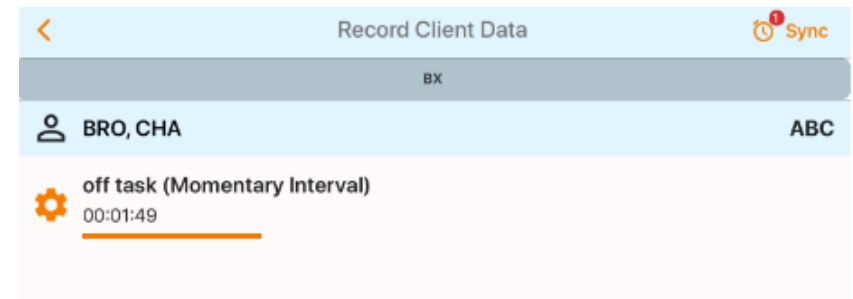
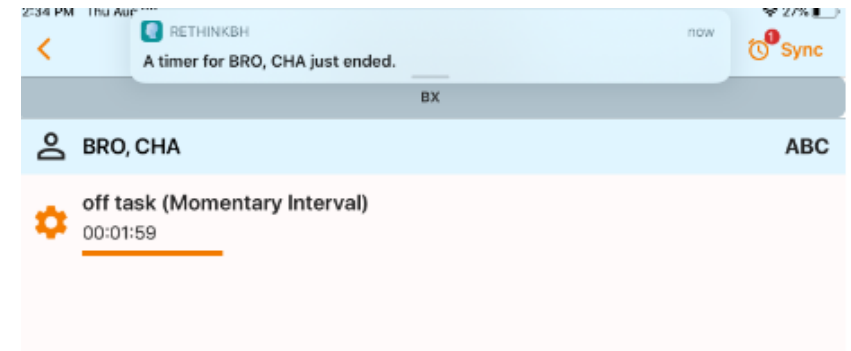
For targets or behaviors using momentary time sample, you will see a counter with a orange bar underneath it.

The counter shows how much time is remaining in the current interval, and it is counting down.

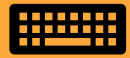


Once the counter reaches zero, you will see a pop-up asking if the behavior is occurring at that moment. Your options are yes – it is occurring, no – it's not occurring, or cancel If no data is needed for that specific interval.

MOMENTARY TIME SAMPLE IOS DEVICES



INTERVAL DATA COLLECTION TIPS



If you don't need to enter interval data right away, you can use the back arrow to select your skill/behavior program when needed and enter interval data.

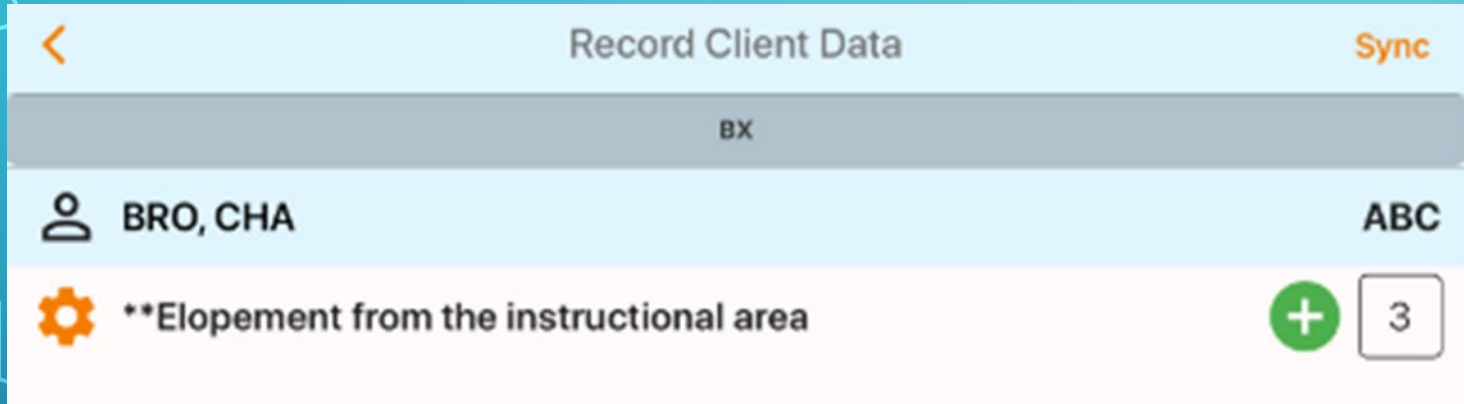


If you only need to enter interval data for a short period of time, you can select the skill/behavior, enter data, and use the back arrow to deselect the skill/behavior once you're finished entering in data. The data will be saved and will sync when you sync the rest of your data session.

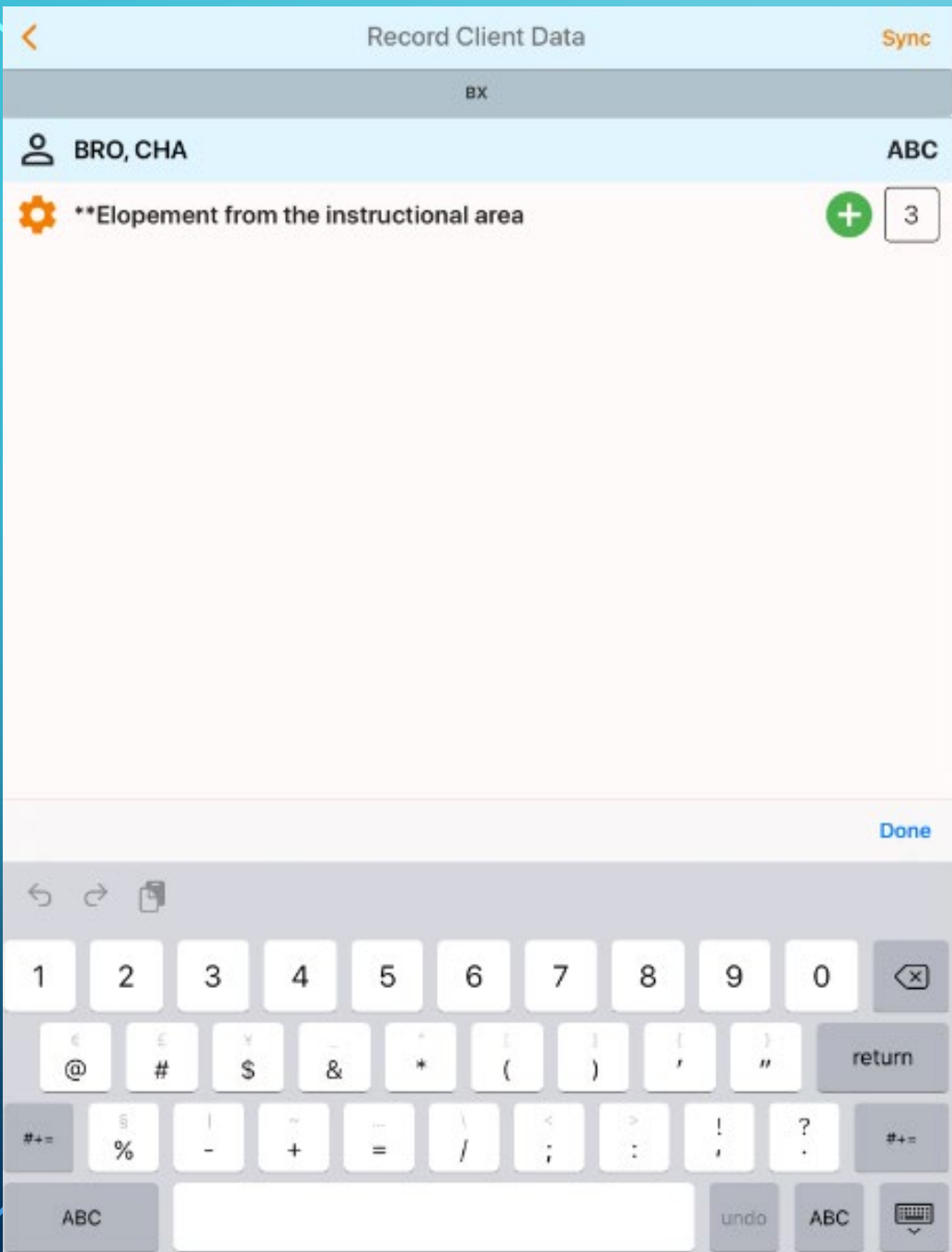


If you need to collect interval data during the whole session, select the skill/behavior in the beginning and the interval will run the length of the whole session until you sync your data.

FREQUENCY DATA



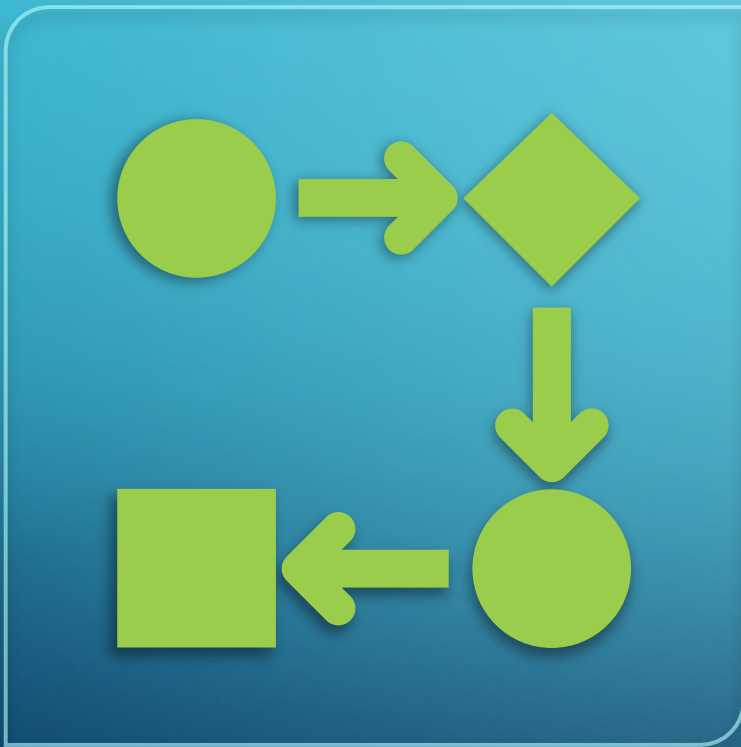
- To record frequency data on a behavior or a skill, you will see a “+” button to record each occurrence.
- Tap the “+” button each time the behavior or skill occurs.
- When you sync your data the total frequency occurrence will be recorded and graphed.



EDITING FREQUENCY DATA

- **Made a mistake? Tap Edit on the behavior needing edits → Tap the box → Manually enter new value with the number pad. Save changes to all data.**

ENTERING ZERO FOR FREQUENCY OR DURATION DATA COLLECTION



- For skill and behaviors, if zero occurrences occurred during a session follow these steps to have your data graphed as zero:
 1. Select behaviors/skills needed for the session.
 2. For frequency, do not enter any occurrences.
 3. For duration, do not enter any occurrences.
 4. Sync your data at the end of the session without any data entered for skills/behaviors with zero occurrences.
 5. Data will be graphed as zero times/minutes for both frequency and duration.

ENTERING MAINTENANCE DATA

- Select the skill needed for maintenance data collection
- Click on the gear icon to deselect/select the targets needed for the session, save changes
- Expand the goal on the data entry screen to see maintenance targets
- Enter maintenance data and any notes on targets
- At the end of the session, baseline, teaching, and maintenance data can be synced.

Making Eye Contact when Name is Called ▶ T

Imitating Actions with Objects Paired with Sounds ▶ B

OT Goal: Imitating Fine Motor Movements ▶ B

Visually Tracking an Object ▶ B

Matching Identical Pictures ▼ TM

(T) cup
Trials: 0/1

(M) ball
Trials: 0/1

(M) car
Trials: 0/1

Matching Identical Objects-Younger ▶ B

10:00 AM - 11:00 AM, 1:1 ABA Services - B Sync

DETAILS NOTES VERIFY

Selected template: ***Rethink Sample RBT Session Note >

ABA Session Note

DOB

Date of Birth
08/...

Age of Client
5y ...

Location of Service*: >
Check all that apply

Other Location of Service (if applicable)
description

Purpose of Session*: >

Other

ENTER SESSION NOTES

- After you have finished collecting data, hit the left back arrow to complete your session note.
- Click on the NOTES tab and select the template needed.
- Be sure to complete all required fields and signatures.

VERIFY YOUR APPOINTMENT ON THE APP

- After completing your session note, verify your appointment and complete the Parent Verification (if required by your company)
- Click on the VERIFY tab to verify the start and end times.
- Completed the parent verification with a signature if required.

10:00 AM - 11:00 AM, 1:1 ABA Services - B Sync

DETAILS NOTES **VERIFY**

Staff

Actual Appointment Start Time: 10:00 AM

8	58	
9	59	
10	00	AM
11	01	PM
12	02	

Actual Appointment End Time: 11:00 AM

9	58	
10	59	
11	00	AM
12	01	PM
1	02	

Verify

Parent

Name: Sample Parent Choose

Relationship: Parent Choose

Tap to add signature

Verify

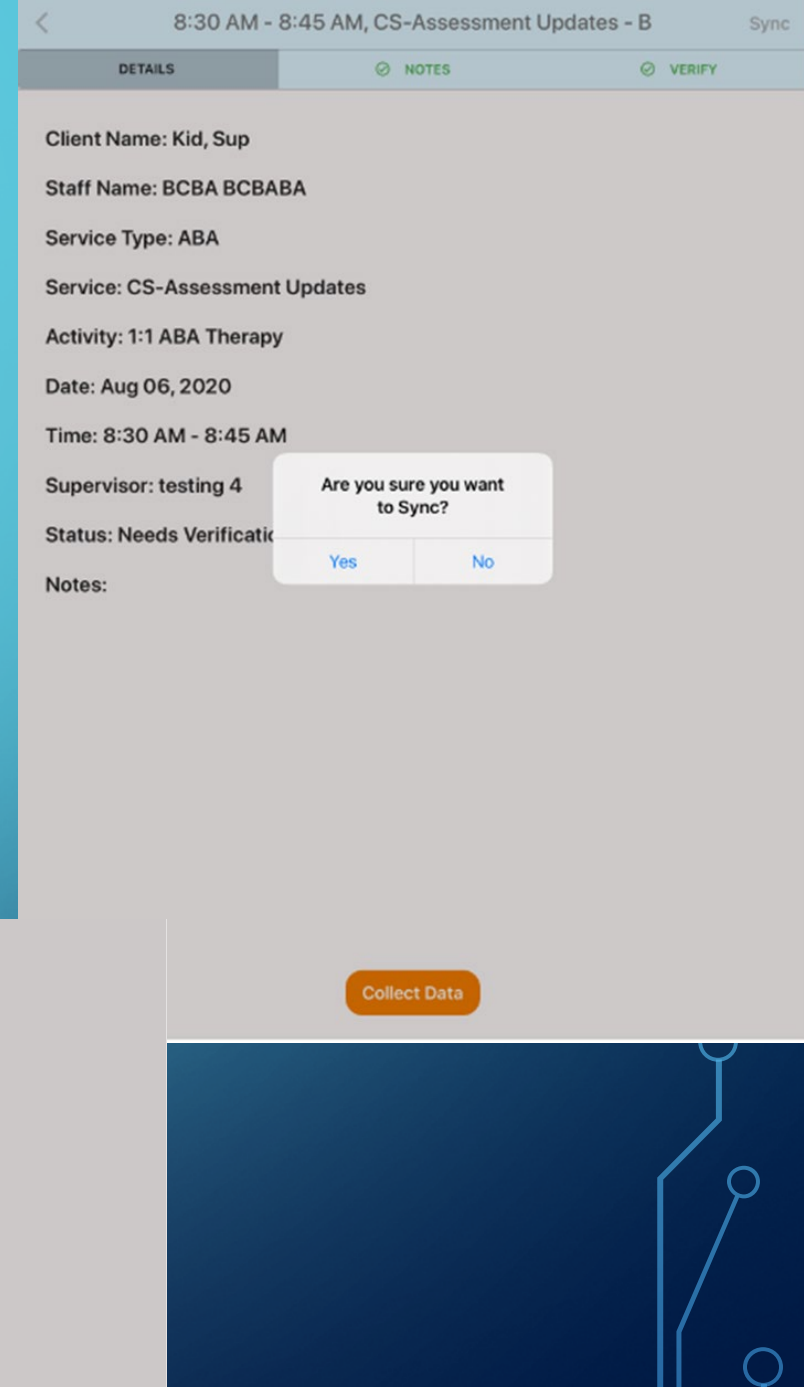
Ending and Syncing Your Data Session

When you are finished recording data, completed your session note, and verified your session, tap on the SYNC button in the top right-hand corner. The button ends your session with the Rethink App.

You will receive a message, asking “Are you sure you want to Sync? Press Yes, to continue with syncing your data and session note.

If you do not have internet connection, tapping on SYNC will save ALL data on your device.

The next time you log into the app with internet connection, the data will automatically sync to the client’s program, file cabinet, and scheduler in rethinkbh.com, where you can view the data details and graphs.



Sync Confirmation

After you press Sync and Yes to confirm you want to sync ALL data, you will receive confirmation that ALL data synced.

The message will state “Sync Successful!” Press OK to continue.

Client Name: KID, Sup

Staff Name: BCBA BCBABA

Service Type: ABA

Service: CS-Assessment Updates

Activity: 1:1 ABA Therapy

Date: Aug 06, 2020

Time: 8:30 AM - 8:45 AM

Supervisor: testing 4

Status: Needs Verificatio

Notes:

Sync successful!

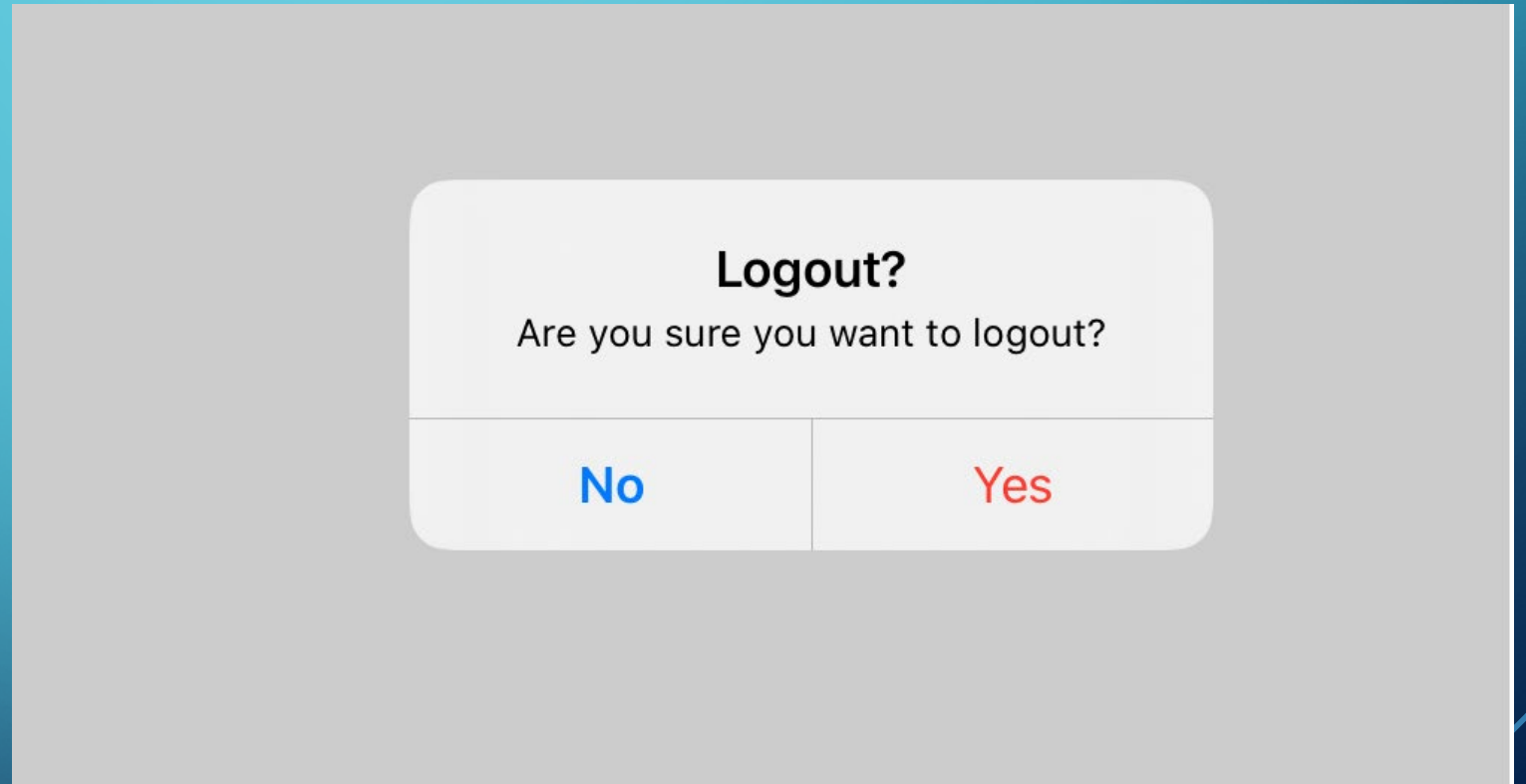
OK

Ending Your Session and Logging Out

Logging Out:

After pressing sync and receiving confirmation

1. Press the back arrow to log out
2. You will then receive a LOG OUT confirmation. Press YES to log out.



ANDROID AND IOS

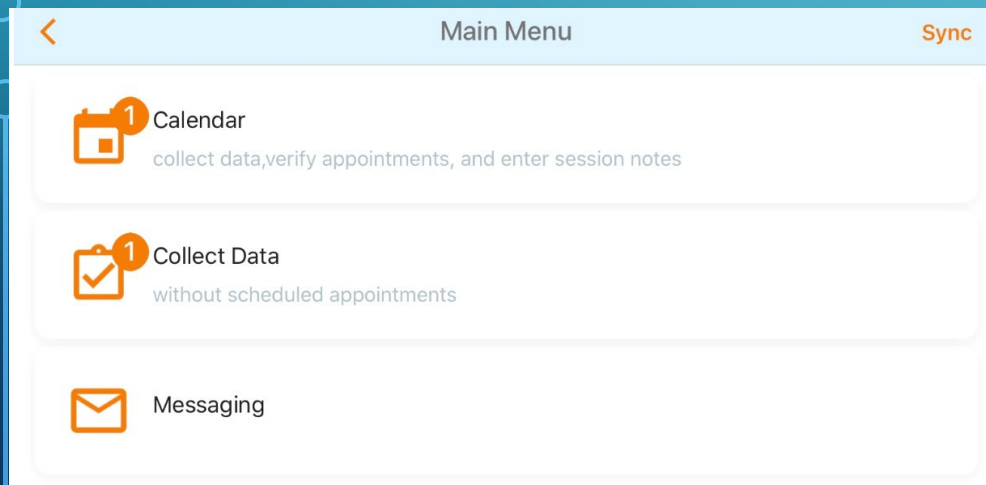
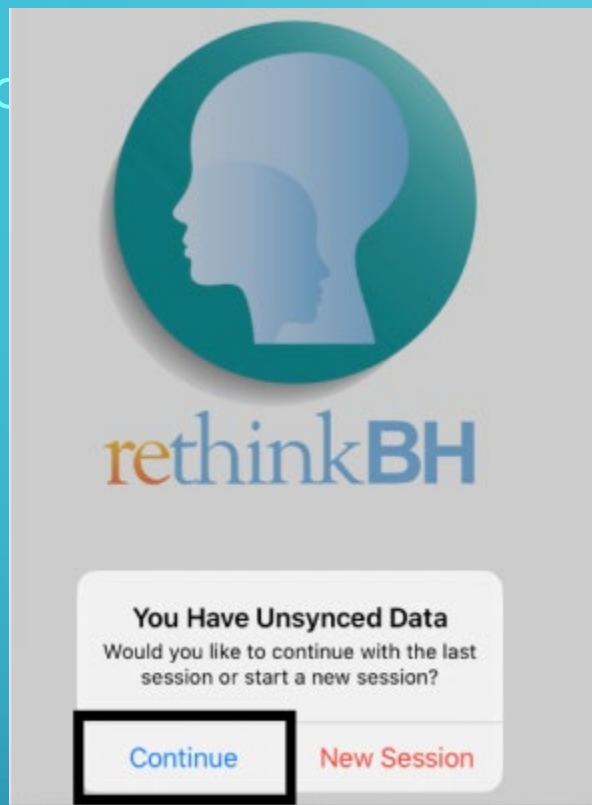
CONTINUING A SESSION & STARTING A NEW SESSION

Users can logout from the app with the option of continuing their data collection session later.

When logging back in with data stored on the device, the users are prompted to choose whether they want to continue a previous session or to start a new session.

When continuing a previous session, the app will take the user directly to the main menu page with the last client and appointment that was selected. Users can continue with data collection, ADD MORE PROGRAMS, and finish session notes.

When starting a new session, the app will sync your previous session's data on the device and then you can begin your new session.



Thanks!

Clinical Questions and Support:

RethinkBH Support

support@rethinkbh.com

or

Live Chat at www.rethinkbh.com

www.RethinkBehavioralHealth.com