What is Standard Celeration Charting?

Standard

- Corner to corner slopes always doubling over a time period
- 1 to one million ranges of six cycles up the left
- Daily, weekly, monthly, yearly choices for standard up and down lines
- Common backdrop no matter how much or how little data
- Compared to "fill the frame with data" strategy of nonstandard charts

Frequency

- Frequency = performance = count per time common to physical universe
- Dimension of behavior can always be compared
- Dots show acceleration aims or just counts while Xs show deceleration aims
- Floors show time periods sampled
- Compared to offshoots of frequency which lose information; e.g. %

Celeration

- Celeration = learning = trend lines through frequencies
- Cel Fans show easy to learn values that stay the same on all SCCs
- Six types (Overall, Periodic, Trend-following, Event-following, Most Recent, Surprise Free)
- Describe growth and decay
- Project forward or backward in time
- Compare growth and decay precisely
- Compared to comparative growth words which do not really compare

Chart

- See to understand SCC ten times quicker understanding
- Compared to see, explain and ponder when each chart different
- SCC Features:
  - Course of behavior (celeration and bounce lines)
  - Bounce of behavior (Up, Down and Total)
  - Jumps, Turns and Counter Turns (Up and Down)
  - Outliers: Peaches and Lemons (chance probabilities)

Multiply

- Behavior grows by multiplying and dividing
- Compared to belief that behavior grows by adding and subtracting
- Result: straight Celeration lines on multiply chart
- Compared to concave up or down curves on add charts
- Result: equal Up and Down Bounce on multiply chart
- Compared to big up bounce and smaller down bounce on add charts

What is Precision Teaching?

Monitoring

- Monitoring: an ongoing process tracking learner behavior
- Compared to: Measuring- where learner is tested once over long period
- Use frequencies for each pinpointed behavior
- Compared to cooked data offshoots of frequency
- Tell learner what to learn and watch learning unfold with practice
- Compared to force learner to guess at what to learn at last minute

Timing

- Timings: brief samples of behavior on SAFMEDS, Practice sheets, etc.
- Paced by learner at learner's speed
- Done at least once daily; often many times daily
- Compared to read only "study"
- Compared to cramming at deadline

Aiming

- Aims: frequency targets for fluent behavior
- Practice at higher frequency than needed
- Fluency: functionally defined by REAPS FUN LCS
- Compared to: accuracy only with no emphasis on speed
- Learning channels of many varieties and combinations
- Compared to narrow tunnel of traditional performances

Looking

- See learning unfold on Standard Celeration Chart: freqs, floors & celerations
- Name learning pictures of hit and miss celerations
- Identify celeration and bounce values; jumps, turns, and outliers
- Compared to nonstandard one of a kind fill the frame charts
- Compared to uncharted guesses as to what learning is or isn't occurring
- Compared to number crunching without viewing what happened

Recycling

- Follow Decision Rules on how to improve Learning Pictures
- Learners try, try again
- Compared to lock step everyone on same page
- Compared to one shot go on regardless model