

Free-play preference check, five minutes

Watch what a learner chooses when everything is available and nothing is asked of them.

- 1. Put up to six items within reach and label them A to F. No demands, no instructions.
- 2. Every 10 seconds, look once and write the letter of the item in use right then, or a dash for none.
- 3. After 30 looks (five minutes), count each letter.
- 4. Percent = looks with that item ÷ 30 × 100. The biggest numbers are the favorites to test.

Learner (initials or a code) _____ Date _____ Setting _____

Letter	Item
A	
B	
C	
D	
E	
F	

Minute	10 s	20 s	30 s	40 s	50 s	60 s
1						
2						
3						
4						
5						

Item	Looks with it	% (looks ÷ 30 × 100)	Rank
A			
B			
C			
D			
E			
F			

A simple version of the free-operant method (Roane and colleagues, 1998).