

## Decoding the Codes- OSRAC-H

<u>Act Level</u>	<u>Act Type</u>	<u>Location</u>	<u>Indoor</u>	<u>Outdoor/Gym</u>	<u>Act Initiator</u>	<u>Group</u>	<u>Prompts</u>	<u>Engaged</u>	<u>TV Use</u>	<u>Reactive</u>
1 Stationary	1 Climb	1 Inside	1 Computer	1 Ball/Object	1 Adult	1 Solitary	1 None	1 None	1 Off	1 No
2 Limbs	2 Crawl	2 Outside	2 Educational	2 Fixed	2 Child	2 1-1 Adult	2 Adult-I	2 Adult	2 On	2 Yes
3 Slow-Easy	3 Dance/Exp	3 Transition	3 Games	3 Game	3 Can't Tell	3 1-1 Peer	3 Adult-D	3 Peer	3 N/A	3 Can't Tell
4 Moderate	4 Jump/Skip	4 Can't Tell	4 Gross Motor	4 Open Space	99 ?	4 Grp-Adult	4 Peer-I	4 A+P	4 Can't Tell	99 ?
5 Fast	5 Lie Down	99 ?	5 Housework/Chores	5 Outside Chores		5 Grp-Child	5 Peer-D	5 Can't Tell	99 ?	
6 Can't Tell	6 Pull/Push		6 Music	6 Parent Arranged		6 Can't Tell	6 Can't Tell	99 ?		
99 ?	7 R&T		7 Parent Arranged	7 Pets		99 ?	99 ?			
	8 Ride		8 Pets	8 Pool						
	9 Rock		9 Rough/Tumble	9 Portable						
	10 Roll		10 Self Care	10 Rough/Tumble						
	11 Run		11 Snacks	11 Sandbox						
	12 Sit/Squat		12 Sociodramatic	12 Self Care						
	13 Stand		13 Time Out	13 Snacks						
	14 Swim		14 Transition	14 SocioProps						
	15 Swing		15 TV/Video	15 Time Out						
	16 Throw		16 Video Games	16 Video Game						
	17 Walk		17 Other	17 Wheel						
	18 Other		18 N/A	18 Other						
	19 Can't Tell		19 Can't Tell	19 N/A						
	99 ?		99 ?	20 Can't Tell						
				99 ?						