<table>
<thead>
<tr>
<th>Data Type</th>
<th>Use When Goal Is to</th>
<th>Examples</th>
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</table>
| Accuracy  | Teach the skill to be used correctly with no time limit | • Compute all multiplication facts 1-12 with 90% accuracy  
• Independently complete all steps required to purchase drink from vending machine (100% accuracy) |
| Frequency | Increase or decrease the number of times a student engages in a target behavior across a specific time period | • Appropriately greet peers seven times each school day  
• Decrease instances of “calling out” to no more than two per school day |
| Fluency   | Increase the rate of skill performance over a specific amount of time (often used for correct per minute academic skills) | • Increase reading rate of third grade reading material to 100 words correct per minute  
• Complete 50 basic math facts in 2 minutes |
| Duration  | Increase or decrease the total amount of time a student engages in a specific behavior | • Increase the time spent in sustained silent reading to 15 minutes  
• Decrease the amount of time engaged in self-stimulatory behaviors to no more than 2 minutes per day |
| Latency   | Decrease the amount of time between a stimulus and the expected response | • Will move toward the building exit within 10 seconds of hearing the fire alarm  
• Will respond via his Dynavox to peer greetings within 10 seconds |