

CLASSROOM DINA PROGRAMME (WEBSTER-STRATTON)

Aggregate SDQ Scores from Class

Total Number of Sessions Delivered: 18

Run twice a week (1 hour sessions)

Programmes Delivered Included:

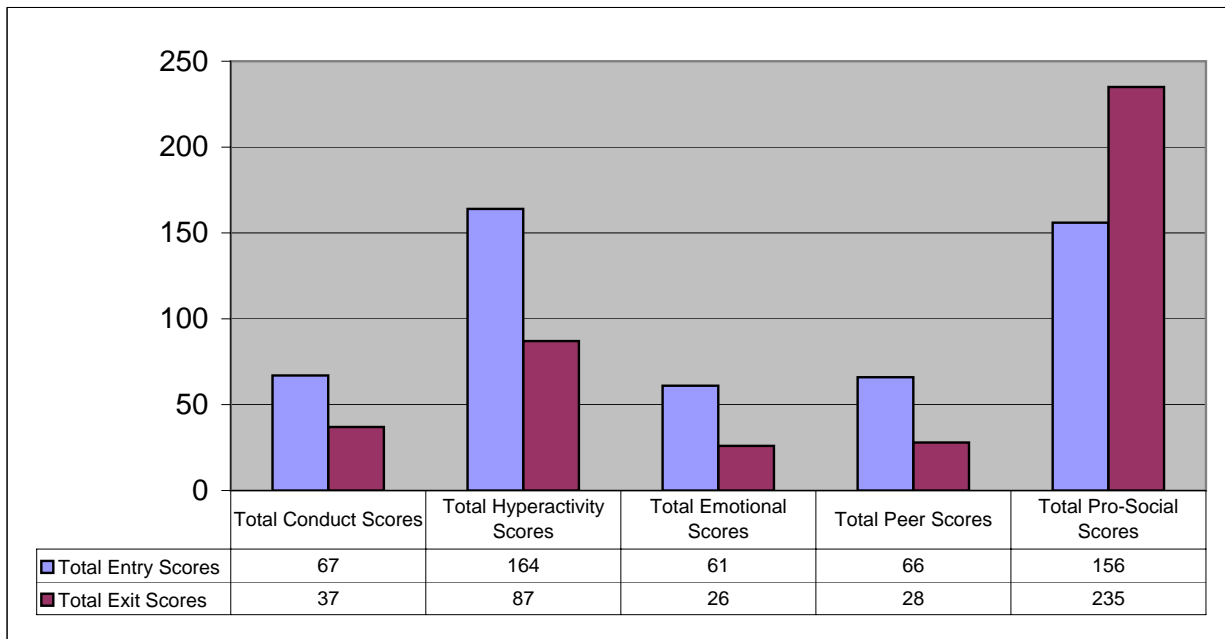
- Making New Friends and Learning School Rules ✓
- How to do your Best in School ✓
- Understanding and Detecting Feelings ✓
- Problem Solving Steps ✓
- How to be Friendly
- How to talk with Friends

SDQ's are taken before the programme begins and soon after finishing, giving comparative data to identify the children's progress.

The Strengths and Difficulties Questionnaire (SDQ) breaks down behaviours into 5 categories including: 'Conduct', 'Hyperactivity', 'Emotional', 'Peer' and 'Pro-Social'.

Please note that the higher the scores in each of the SDQ categories, the higher the concerns. However, high scores in the Pro-Social category are positive scores.

AGGREGATE OF CLASS SDQ SCORES



Conduct Score Reduction	30
Hyperactivity Score Reduction	77
Emotional Score Reduction	35
Peer Score Reduction	38
Pro-Social Score Improvement	79

Largest Scoring Improvements in 'Pro Social' and 'Hyperactivity' Categories

Conduct % Reduction	44.78%
Hyperactivity % Reduction	46.95%
Emotional % Reduction	57.38%
Peer % Reduction	57.58%
Pro-Social % Improvement	50.64%

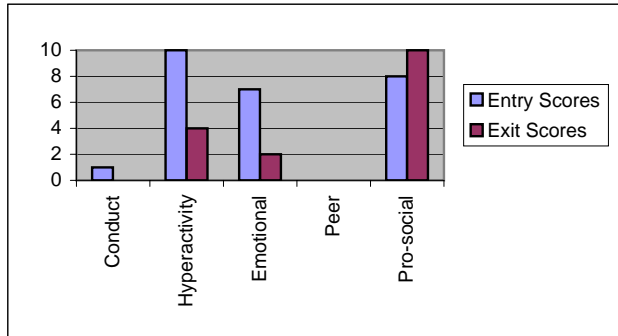
Largest % Improvements in 'Peer' and 'Emotional' Category's

Average Class Attendance	0%
--------------------------	----

Individual Breakdown of SDQ Scores from Class

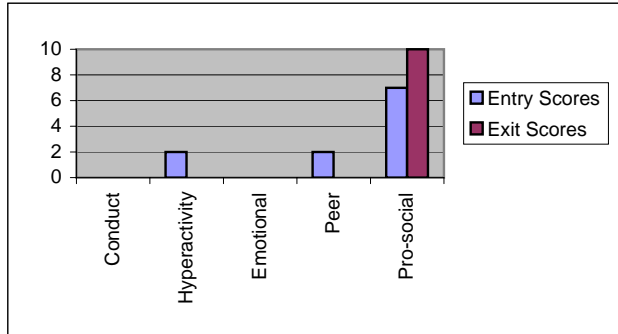
CHILD 1

	Entry Scores	Exit Scores		
Conduct	1	0		
Hyperactivity	10	4		
Emotional	7	2		
Peer	0	0		
Pro-social	8	10		
Attendance	0	=	0%	



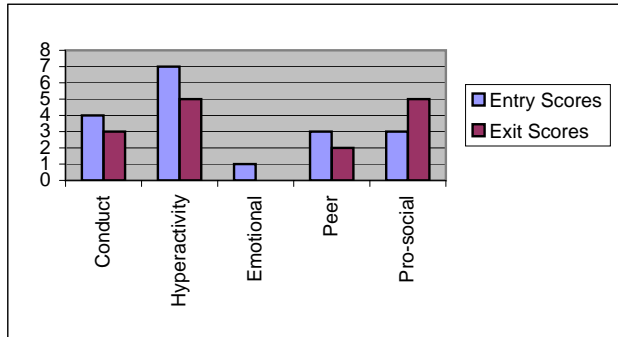
CHILD 2

	Entry Scores	Exit Scores		
Conduct	0	0		
Hyperactivity	2	0		
Emotional	0	0		
Peer	2	0		
Pro-social	7	10		
Attendance	0	=	0%	



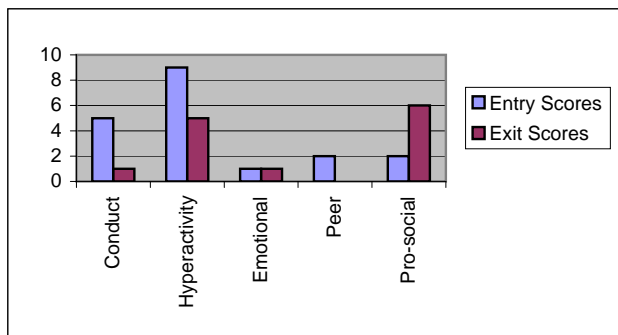
CHILD 3

	Entry Scores	Exit Scores		
Conduct	4	3		
Hyperactivity	7	5		
Emotional	1	0		
Peer	3	2		
Pro-social	3	5		
Attendance	0	=	0%	



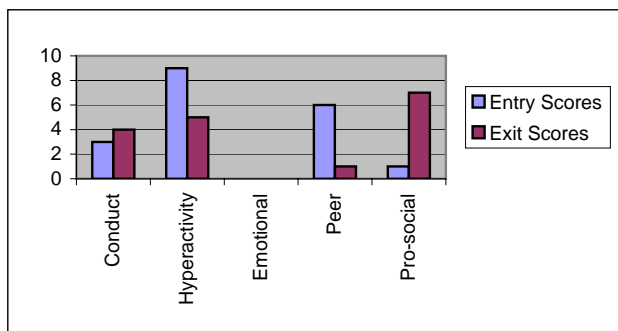
CHILD 4

	Entry Scores	Exit Scores		
Conduct	5	1		
Hyperactivity	9	5		
Emotional	1	1		
Peer	2	0		
Pro-social	2	6		
Attendance	0	=	0%	

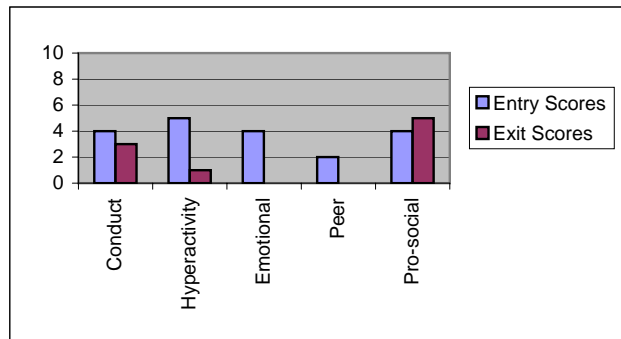


CHILD 5

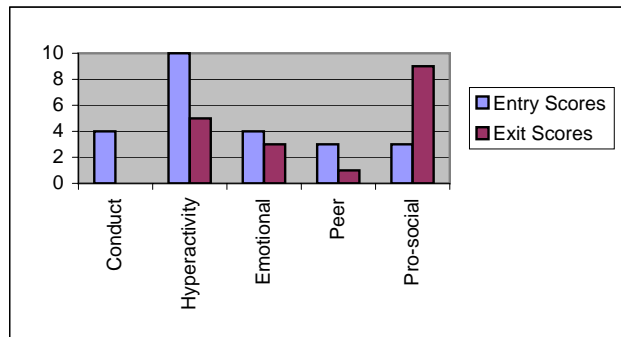
	Entry Scores	Exit Scores		
Conduct	3	4		
Hyperactivity	9	5		
Emotional	0	0		
Peer	6	1		
Pro-social	1	7		
Attendance	0	=	0%	



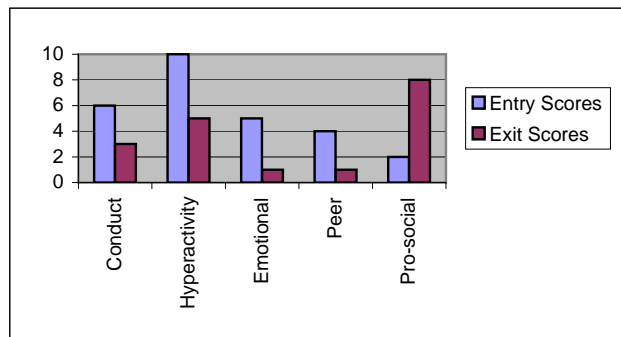
CHILD 6	Entry Scores	Exit Scores		
Conduct	4	3		
Hyperactivity	5	1		
Emotional	4	0		
Peer	2	0		
Pro-social	4	5		
Attendance	0	=	0%	



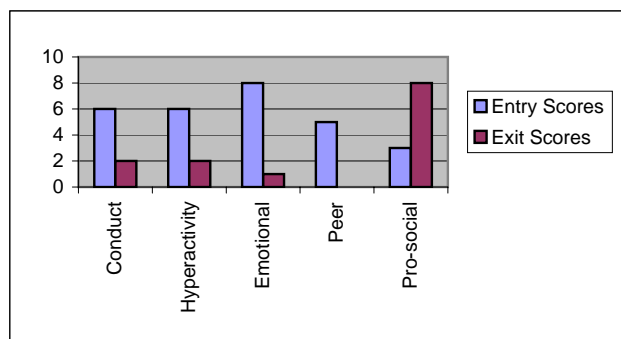
CHILD 7	Entry Scores	Exit Scores		
Conduct	4	0		
Hyperactivity	10	5		
Emotional	4	3		
Peer	3	1		
Pro-social	3	9		
Attendance	0	=	0%	



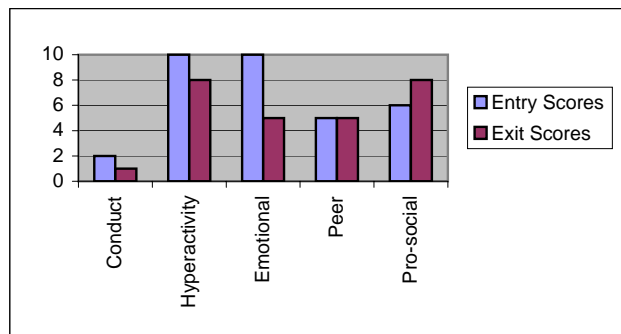
CHILD 8	Entry Scores	Exit Scores		
Conduct	6	3		
Hyperactivity	10	5		
Emotional	5	1		
Peer	4	1		
Pro-social	2	8		
Attendance	0	=	0%	



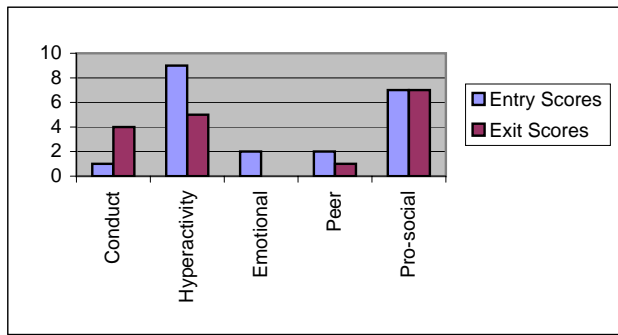
CHILD 9	Entry Scores	Exit Scores		
Conduct	6	2		
Hyperactivity	6	2		
Emotional	8	1		
Peer	5	0		
Pro-social	3	8		
Attendance	0	=	0%	



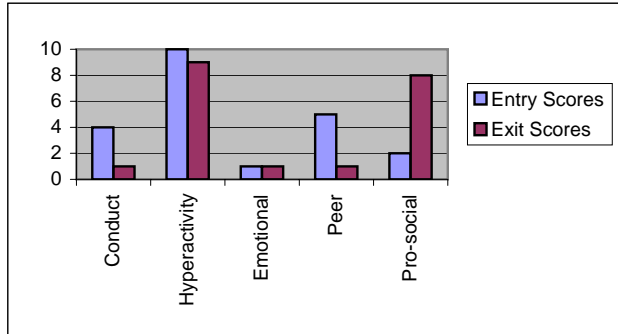
CHILD 10	Entry Scores	Exit Scores		
Conduct	2	1		
Hyperactivity	10	8		
Emotional	10	5		
Peer	5	5		
Pro-social	6	8		
Attendance	0	=	0%	



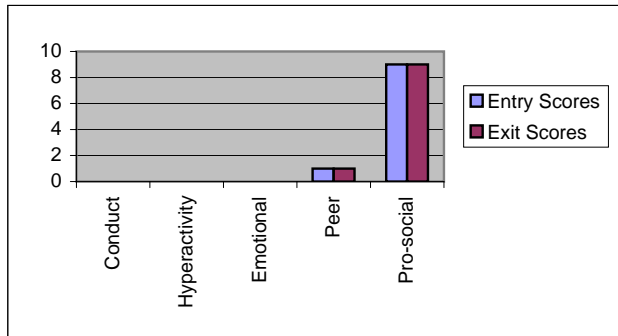
CHILD 11	Entry Scores	Exit Scores
Conduct	1	4
Hyperactivity	9	5
Emotional	2	0
Peer	2	1
Pro-social	7	7
Attendance	0	= 0%



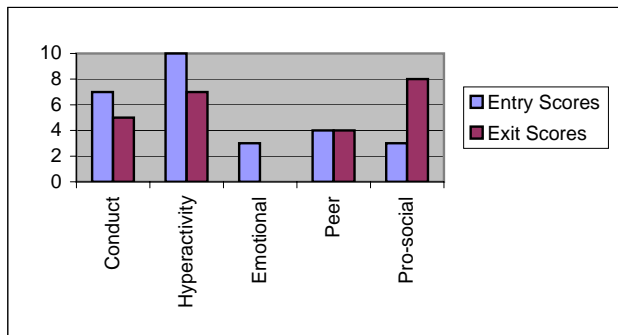
CHILD 12	Entry Scores	Exit Scores
Conduct	4	1
Hyperactivity	10	9
Emotional	1	1
Peer	5	1
Pro-social	2	8
Attendance	0	= 0%



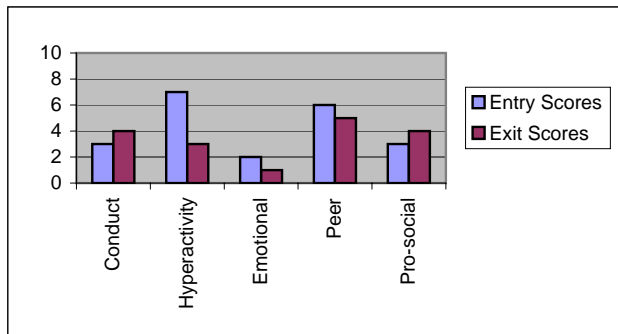
CHILD 13	Entry Scores	Exit Scores
Conduct	0	0
Hyperactivity	0	0
Emotional	0	0
Peer	1	1
Pro-social	9	9
Attendance	0	= 0%



CHILD 14	Entry Scores	Exit Scores
Conduct	7	5
Hyperactivity	10	7
Emotional	3	0
Peer	4	4
Pro-social	3	8
Attendance	0	= 0%

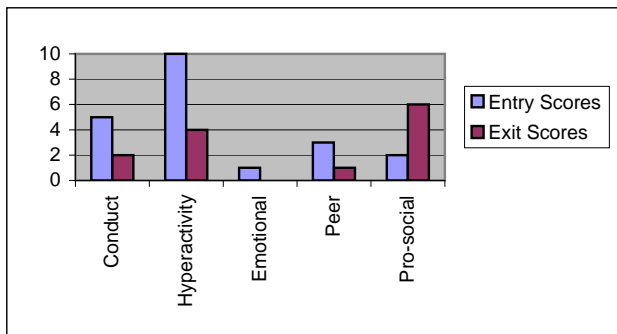


CHILD 15	Entry Scores	Exit Scores
Conduct	3	4
Hyperactivity	7	3
Emotional	2	1
Peer	6	5
Pro-social	3	4
Attendance	0	= 0%



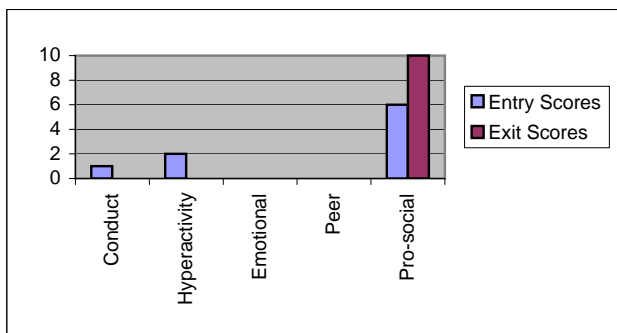
CHILD 16

	Entry Scores	Exit Scores
Conduct	5	2
Hyperactivity	10	4
Emotional	1	0
Peer	3	1
Pro-social	2	6
Attendance	0	= 0%



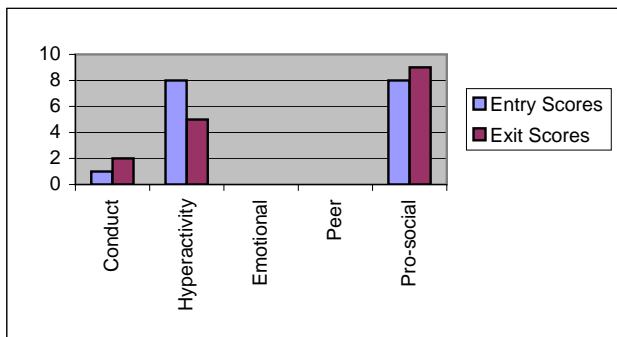
CHILD 17

	Entry Scores	Exit Scores
Conduct	1	0
Hyperactivity	2	0
Emotional	0	0
Peer	0	0
Pro-social	6	10
Attendance	0	= 0%



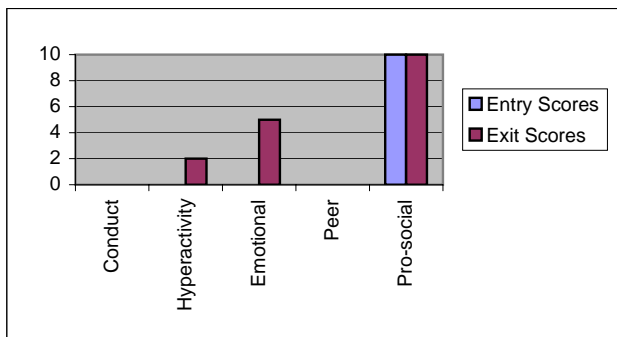
CHILD 18

	Entry Scores	Exit Scores
Conduct	1	2
Hyperactivity	8	5
Emotional	0	0
Peer	0	0
Pro-social	8	9
Attendance	0	= 0%



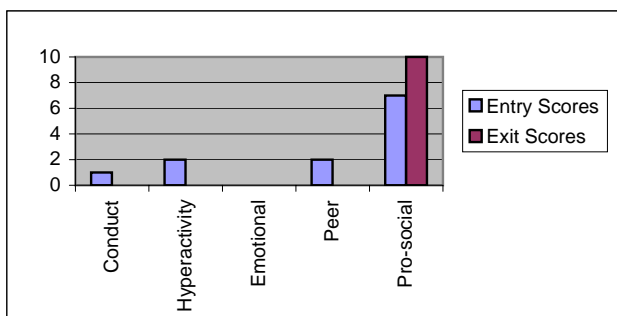
CHILD 19

	Entry Scores	Exit Scores
Conduct	0	0
Hyperactivity	0	2
Emotional	0	5
Peer	0	0
Pro-social	10	10
Attendance	0	= 0%



CHILD 20

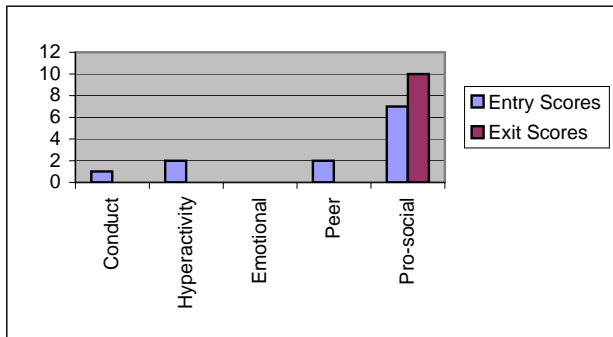
	Entry Scores	Exit Scores
Conduct	0	0
Hyperactivity	0	0
Emotional	0	0
Peer	0	0
Pro-social	10	10
Attendance	0	= 0%



Cor Hyperac Emot Pro-s

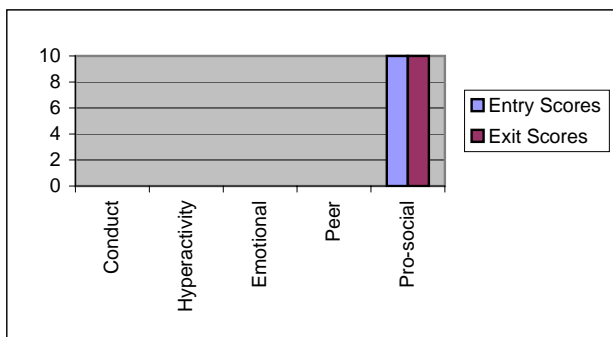
CHILD 21

	Entry Scores	Exit Scores
Conduct	1	0
Hyperactivity	2	0
Emotional	0	0
Peer	2	0
Pro-social	7	10
Attendance	0	= 0%



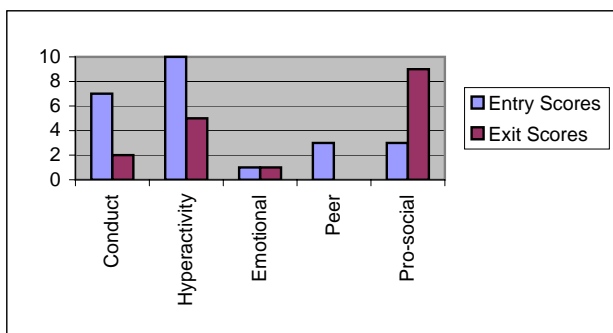
CHILD 22

	Entry Scores	Exit Scores
Conduct	0	0
Hyperactivity	0	0
Emotional	0	0
Peer	0	0
Pro-social	10	10
Attendance	0	= 0%



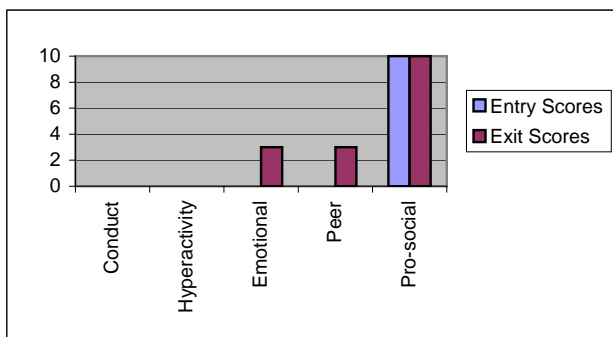
CHILD 23

	Entry Scores	Exit Scores
Conduct	7	2
Hyperactivity	10	5
Emotional	1	1
Peer	3	0
Pro-social	3	9
Attendance	0	= 0%



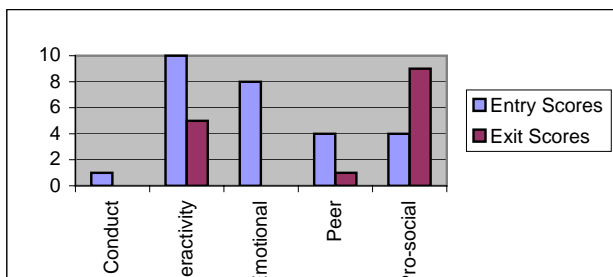
CHILD 24

	Entry Scores	Exit Scores
Conduct	0	0
Hyperactivity	0	0
Emotional	0	3
Peer	0	3
Pro-social	10	10
Attendance	0	= 0%



CHILD 25

	Entry Scores	Exit Scores
Conduct	1	0
Hyperactivity	10	5
Emotional	8	0
Peer	4	1
Pro-social	4	9



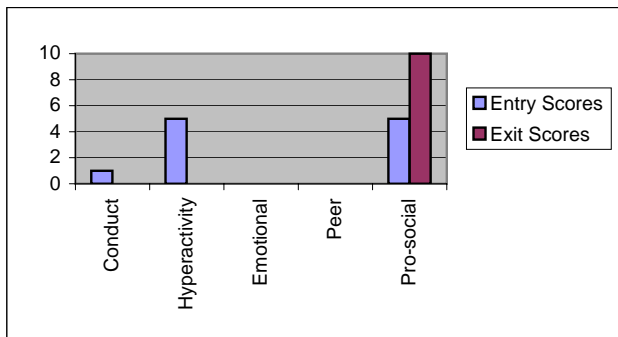
Attendance 0 = 0%



CHILD 26 Entry Scores Exit Scores

Conduct	1	0
Hyperactivity	5	0
Emotional	0	0
Peer	0	0
Pro-social	5	10

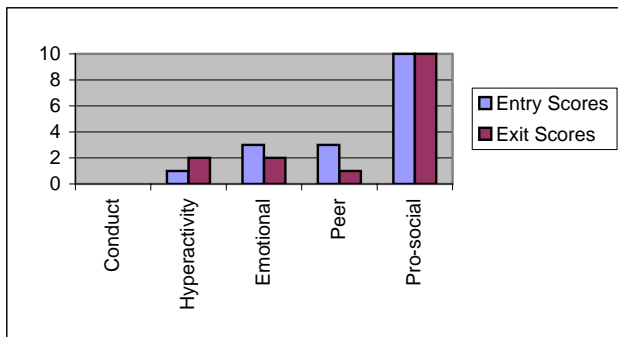
Attendance 0 = 0%



CHILD 27 Entry Scores Exit Scores

Conduct	0	0
Hyperactivity	1	2
Emotional	3	2
Peer	3	1
Pro-social	10	10

Attendance 0 = 0%



CHILD 28 Entry Scores Exit Scores

Conduct	0	0
Hyperactivity	2	0
Emotional	0	0
Peer	1	0
Pro-social	8	10

Attendance 0 = 0%

