NLC Setting III → Effectiveness Quick Reference

6 Quality Indicators of Effective Programming

(Summary of Quality Indicators Rubric)

Environmental management (where served, space design)	The systematic use of resources, physical factors and organizational and communication schema to structure students' total environment for the purpose of providing necessary support and control
Behavior management	Systems, including classroom management, individual management, school rules and crisis management systems to assist the student in obtaining and maintaining prerequisite behaviors for learning and to assume increasing responsibility for his/her own behavior
Affective education	Systematic instruction, the primary purpose of which is to help students acquire information, attitudes and skills that will encourage appropriate behavior and mental health
Individuation and personalization	The activities that are used to individualize and internalize the lessons learned in affective education. Some programs call this processing or "working through" a situation
Academic	Systems that promote academic growth utilizing various techniques or curricula that is appropriate to the student's individual learning needs
Career/life skills/transitions	Systems that develop skills necessary for productive, meaningful life outside of school; provide the link between the skills a student gains in his/her school experience and application of those skills in the nonacademic settings