

School Age: Calculating Educational Environment/Placement:

Note: Typically, every child's time is based on minutes of instruction per week as determined by your district.

Calculations

- **Percent of instruction time *not* spent with non-disabled peers** = (minutes per week spent outside of regular classroom divided by total minutes of instruction per week) times 100.
- **Percent of instruction time spent *with* non-disabled peers** = 100% minus percent of instruction time not spent with non-disabled peers

Example 1

A child receives speech for 30 minutes two times a week outside the regular class. The child's district has determined that there are 1800 total minutes of instruction per week¹.

30 minutes two times a week = 60 minutes per week spent outside of regular classroom.

(60 minutes divided by 1800) times 100 = 3.3%; then 100% – 3.3% = 96.7%

Therefore 96.7% of the child's day is spent ***with*** their non-disabled peers.

Code: RG, >80% in regular school program

If the % of time in the regular school program is 80% or greater then the new placement code is RG.

If the % of time in regular school program is between 40 to 79.99% the new placement code is RR.

If the % in regular school program is less than 40% the new placement code is SC.

RG = >80% in regular school program

RR = 40% to 79.99% in the regular school program

SC = <40% in the regular preschool program

Example 2

If a child receives speech for 30 minutes two times a week *and* is in resource math 5 times a week outside the regular class.

Speech services = 60 minutes (30 x 2)

Resource Math = 250 minutes (50 x 5)

Total = 310 minutes per week

(310 minutes divided by 1800) times 100 = 17.2%

17.2% of the child's day is ***not*** spent with their non-disabled peers

100% - 17.2% = 82.8%

82.8% of the child's day is spent ***with*** their non-disabled peers.

Code: RG >80% in regular school program

¹1800 is an example of the number of minutes of instruction a week. Your district may have a different number of minutes per week.