

# Vocational Rehabilitation: MSG & Credential Attainment in Secondary Education

The Vocational Rehabilitation (VR) program provides individuals with disabilities opportunities to participate in job-driven training and to pursue high quality competitive integrated employment. VR participants can achieve the skills, credentials, and work experiences needed to be successful in the workplace and increase secondary education graduation rates and post-school outcomes.

## Why Secondary Educators Support VR Program Goals

Secondary Education seeks to improve the outcomes of high school students through IDEA indicators 1, 2, 13, and 14. By working together, schools and the VR program can improve outcomes for students with disabilities who are pursuing high school diplomas, or recognized equivalents, and who are participants in the VR program. Working together to document educational and employment-related skills and secondary credentials will increase opportunities for employment and postsecondary education success.



**Measurable Skill Gains (MSG)** are used to measure interim progress of participants who are enrolled in education or training programs leading to a credential or employment. The VR program documents that students with disabilities enrolled in secondary education earn a MSG by verifying the student is achieving the State unit's policies for academic standards. Therefore, the VR program must access documentation to verify secondary progress through:

- Report cards
- Academic transcripts

**Credential Attainment Rate** is used to measure participants who earned a recognized credential by completing an education or training program. The VR program documents that students with disabilities earn secondary credentials by verifying the completion of the program. Therefore, the VR program must access documentation to verify secondary credentials through:

- High School Diploma
- Recognized Equivalent (e.g., alternate diploma, HiSET, GED)
- Academic transcript showing the attainment of the credential



**Don't forget!** VR can provide progress reports on VR-provided (or arranged in partnership with Education) training and employment programs needed by Secondary Education to document their goals, too!

**Additional Resources**  **Don't forget your local VR office!**



[VRTAC-QM & NTACT:C](#)



[Measurable Skill Gains \(MSG\) Guide](#)



[IDEA/WIOA/Perkins Indicator Crosswalk](#)



[Credential Attainment Guide](#)