

Definitions of Behaviors to Decrease

Aggression: Any instance or attempt to kick, spit, hit with open or closed fist, bite, scratch or throw objects at someone

Property Destruction: Any instance or attempt to throw objects, resulting in the object sustaining damage requiring repair or replacement.

SIB: Any instance of John forcefully contacting his forehead against a hard surface, resulting in redness, bruising or bleeding.

Verbal Threats: Any verbalization that includes content about doing physical harm to a specified individual

Pica: Any instance of John putting non-food items in his mouth and swallowing them

Definitions of Behaviors to Increase

Request for Break: Any instance of John asking to terminate an activity or task

Request for Preferred Item: Any instance of John requesting an activity, item or task

Request Assistance From Staff: Any instance of John requesting problem-solving intervention from an identified staff person

Resolve conflict w/o abrasive language or physical contact: John implements problem solving strategy absent any target behaviors listed for decrease

Toleration of Change to Schedule: When John is informed of necessary changes to his schedule, John follows through with changes absent of any target behaviors listed for decrease

A-B-C Data

Time	Description of Antecedent (Trigger) (What happened just before behavior occurred?)	Description of Target Behavior (What did person do? How long did the behavior last?)	Description of Consequence (What happened, or what did staff do, right after behavior occurred?)