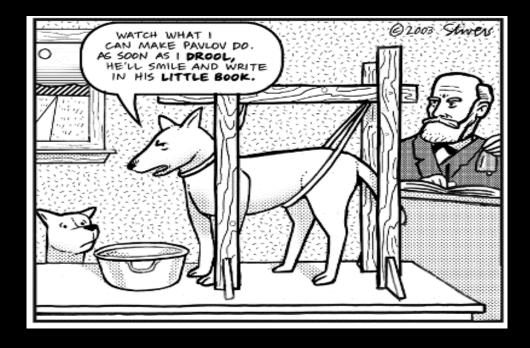
THE ABCS OF BEHAVIOR

Or... Why'd He Do That?

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<u>Antecedent</u> <u>Behavior</u> <u>Consequence</u>

All behavior results from noticeable changes in the environment...

What happens around the student...

1] just <u>before</u> the behavior \rightarrow the **antecedent**

and what has happened...

2] right <u>after</u> the behavior (in the past) \rightarrow the **consequence**

Activity #1

Brainstorm: From your experience working with kids, what are some examples of things that can happen in the classroom (either BEFORE or AFTER the Bx) that tend to increase <u>in</u>appropriate Bxs?

All behavior serves a communicative function...

Inappropriate behaviors typically occur as a result of the student's need to **get** or **avoid** one or more of the following 4 things:

- 1] Sensory Stimulation
- 2] Escape
- 3] Attention
- 4] Tangible(s)

Think "SEAT" to remember.



Activity #2a

Discuss: In the clip from NAPOLEON DYNAMITE, what do you think the "function" of Napoleon's reaching into his pocket is? How about the function of Randy's kicking Napoleon's leg?



Activity #2b

✓ Sensory
✓ Escape
✓ Attention
✓ Tangible

Discuss: Find the function... For Lloyd? For Joe? For Harry?

"BEHAVIORAL" BEST PRACTICES

What are some of the characteristics of behavioral best practices?

- Scientific, evidence/research-based \rightarrow it works!
- Large effect size \rightarrow it works really well!
- Universal application → it works w/ almost everyone, regardless of disability or functional level!

5 Practical Techniques You Can Use w/ Students Starting Tomorrow...

- 1] Establishing Operations
- 2] Reinforcement
- 3] Extinction
- 4] Behavioral Momentum
- 5] The Premack Principle

Let's look at ATTENTION SEEKING...

1. Establishing Operations

Increasing or decreasing the functional need for a behavior.

A Thirst for Attention

2. <u>Reinforcement</u>

Rewarding appropriate behavior.

Catching Them Being Good.

3. <u>Extinction</u>

NOT rewarding inappropriate behavior.

Just Ignore It.

Now, let's look at ESCAPE (aka TASK AVOIDANCE)...

4. Behavioral Momentum

Increasing the likelihood that a student will comply with a staff direction by getting compliance for something easier first.

Start the Ball Rolling.

5. The Premack Principle

Participation in a more-preferred task is made contingent upon the completion of a less-preferred task.

This for That... Or Grandma's Rule.

Activity #3

Problem-Solving: Think of s student you are currently working with. Identify a target behavior for reduction. Form a hypothesis about the possible function of that problem Bx. Select a possible intervention to reduce the frequency, intensity, or duration of the inappropriate Bx.

And plan to try that intervention tomorrow!

Q & A