

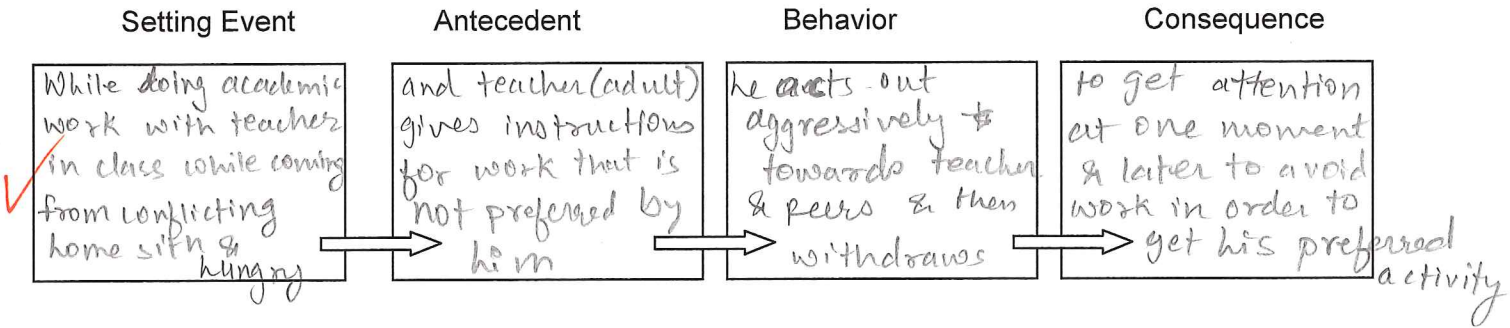
Function-Based Behavior Support Plan

Student Name:  
Teacher:  
Date:

School:  
Grade:

10/10

Summary of Behavior



Function(s) of Behavior (based on Guess and Check)

Antecedent Strategies Prevent problem behavior - make irrelevant	Behaviors to Teach Make problem behavior inefficient	Consequence Strategies Make problem behavior ineffective
<ul style="list-style-type: none"> <li>→ Positive one on one connection,</li> <li>→ Providing access to break area,</li> <li>→ Preferential seating, Able to type &amp; not writing,</li> <li>→ Provide food at the beginning &amp; lunch,</li> <li>→ Provide things like Oranigan to help him use his hands while deescalating</li> </ul>	<p><u>Desired Behavior</u> <i>Specific</i></p> <ul style="list-style-type: none"> <li>→ To display safe beh.</li> <li>→ To self-soothe <i>Be specific!</i></li> <li>→ To be able to indicate frustration &amp; anger in acceptable way <i>using cards</i> rather than being aggressive</li> <li>→ Understands his steps towards completion of his work.</li> </ul> <p><u>Alternate Behavior</u></p> <ul style="list-style-type: none"> <li>→ He is provided some physical activity</li> <li>→ A space in the room with some preferred objects when Nick feels needs to avoid work</li> </ul>	<p><u>Reinforcement Strategies</u></p> <ul style="list-style-type: none"> <li>→ 'Shaping' technique where Nick's plan is break down into several steps &amp; providing attention from peer &amp; teacher for each step completion</li> <li>→ When <del>work</del> remains in class w/o disturbance he gets 20 min preferred activity</li> </ul> <p><u>Corrective Feedback/ Correction Procedures</u></p> <p>Also verbal phase, spend time with animals, Non-verbal signals to give message or to signal its time for break</p>

Break protocol  
learn set timer  
Ask for break

See what's the class like.  
How many students are with BSP & what's happening?

Date: \_\_\_\_\_

\_\_\_\_\_ Daily Tracker

Please rate the following behaviors using the provided scale:

- 2- \_\_\_\_\_ needed no reminders
- 1- \_\_\_\_\_ needed 1-2 reminders
- 0- \_\_\_\_\_ needed 3 or more reminders


- If \_\_\_\_\_ is excluded from participating from an activity on his tracker, please cross off that section and subtract those possible points from the total points possible that day.

Other Comments:

Daily Goal: 25/36 – (70% of points possible)

Points Earned: \_\_\_\_\_

Daily Goal Met: Yes No