



# *TECHNOLOGY OF BEHAVIOR INTERVENTIONS*

**Jackson Local School District— Stark County**

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Best practice behavior interventions for whole group and individual students with disabilities will be discussed. Topics will include: implementing the behavioral plan(s) using strategies such as count, intervals, self-monitoring, and plus-merit award system; data collection timeline using the ABC (Antecedent Behavior Consequence) method; identifying the target behavior in order to implement a positive behavior replacement; using the Force-Choice Reinforcement Menu to identify suggested motivational rewards including the implementation of effective positive reinforcement based on student needs; fading the reinforcement to create student independence; and use of Google Docs to ease the data collection process, increase student enthusiasm and self-advocacy. Suspension data will be presented.

Wednesday September 26<sup>th</sup> 2:15 – 3:30 PM

C212

Repeated Thursday, September 27<sup>th</sup> 11:30 – 12:45 PM

C211

# A little bit of background...



**A.B.A. = Applied Behavior Analysis  
-Technology for improving behavior**

## What populations will benefit from ABA?

- **Adults / Classroom Staff**
- **Autism**
- **General education**
- **Individuals with disabilities**
- **Sports Teams**
- **Animals**



# Goals of Student Behavior

“99.5% of all human behavior can be accounted for by 5 goals...”

- To obtain attention
- To obtain revenge
- To obtain power
- To avoid failure
- It feels good



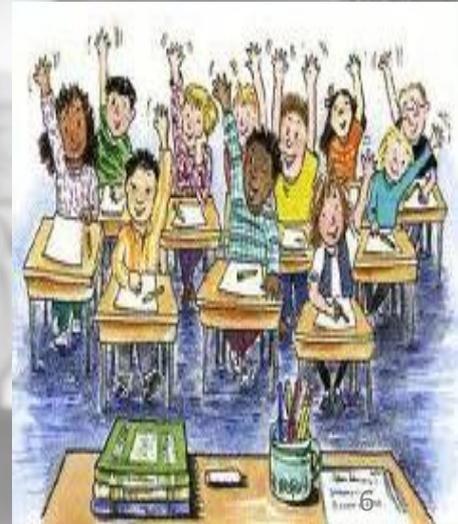
# ABC LOG

Student: \_\_\_\_\_

| Date | Initials | Time | Antecedent                                | Behavior                     | Consequence                                   |
|------|----------|------|---|------------------------------|---|
|      |          |      | <i>What is the cause of the behavior?</i> |                              |   |
|      |          |      |   | <i>What is the behavior?</i> |   |
|      |          |      |   |                              | <i>What happens right after the behavior?</i> |
|      |          |      |   |                              |   |
|      |          |      |   |                              |   |
|      |          |      |   |                              |   |
|      |          |      |   |                              |   |

# Considering the Replacement Behavior

1. Threat
2. Frequency
3. Longevity
4. Potential of Reinforcement
5. Importance
6. Reduction of Negative Attention
7. Reinforcement for Others
8. Likelihood of Success
9. Cost-Benefit



# Using Reinforcers Effectively



## "The Hook"

### Menu of Reinforcers

#### \*Forced-Choice Reinforcement Menu



**Forced-Choice Reinforcement Menu**

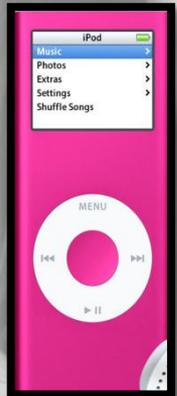
In order to identify possible classroom reinforcers, it is important to go directly to the source, namely, you the student. Below is a paragraph that provides instructions for completing a series of "controlled choice" survey items about individual reinforcement preferences. Please read the following paragraph carefully.

"Let's suppose that you have worked hard on an assignment and you think that you have done a super job on it. In thinking about a reward for your effort, which one of the two things below would you most like to happen? Please choose the one from each pair that you would like best and mark "X" in the blank that comes in front of it. Remember, mark only one blank for each pair."

- Teacher writes "100" on your paper. (A)  
 Be first to finish your work. (CM)
- A bag of chips. (CN)  
 Classmates ask you to be on their team. (P)
- Be free to do what you like. (I)  
 Teacher writes "100" on your paper. (A)
- Classmates ask you to be on their team. (P)  
 Be first to finish your work. (CM)
- Be free to do what you like. (I)  
 A bag of chips. (CN)

### Examples of possible reinforcers:

- Positive note/call/E-Mail home
- Listening to music
- Office/teacher aide
- "Real World" food (e.g. pizza)
- Stickers
- Time with favorite adult
- Juice/Gatorade
- Extra recess
- Homework pass
- Bonus points
- Coloring/drawing time
- Raffle or lottery
- Chart movements
- Jigsaw pieces
- Small snacks
- Computer Time
- Mystery Motivator



**REINFORCERS + SOCIAL PRAISE**

**Aren't you just bribing the kids?**

## Forced-Choice Reinforcement Menu

Name: \_\_\_\_\_

In order to identify possible classroom reinforcers, it is important to go directly to the source, namely, you the student. Below is a paragraph that provides instructions for completing a series of "controlled choice" survey items about individual reinforcement preferences. Please read the following paragraph carefully:

"Let's suppose that you have worked hard on an assignment and you think that you have done a super job on it. In thinking about a reward for your effort, which one of the two things below would you most like to happen? Please choose the one from each pair that you would like best and mark an "X" in the blank that comes in front of it. Remember, mark only one blank for each pair."

1.  Teacher writes "100" on your paper. (A)  
 Be first to finish your work. (CM)
2.  A bag of chips. (CN)  
 Classmates ask you to be on their team. (P)
3.  Be free to do what you like. (I)  
 Teacher writes "100" on your paper. (A)
4.  Classmates ask you to be on their team. (P)  
 Be first to finish your work. (CM)
5.  Be free to do what you like. (I)  
 A bag of chips. (CN)
6.  Teacher writes "100" on your paper. (A)  
 Classmates ask you to be on their team. (P)
7.  Be first to finish your work. (CM)  
 Be free to do what you like. (I)
8.  A bag of chips. (CN)  
 Teacher writes "100" on your paper. (A)
9.  Classmates ask you to be on their team. (P)  
 Be free to do what you like. (I)
10.  Be first to finish your work. (CM)  
 A bag of chips. (CN)
11.  Teacher writes "A" on your paper. (A)  
 Be the only one that can answer a question. (CM)

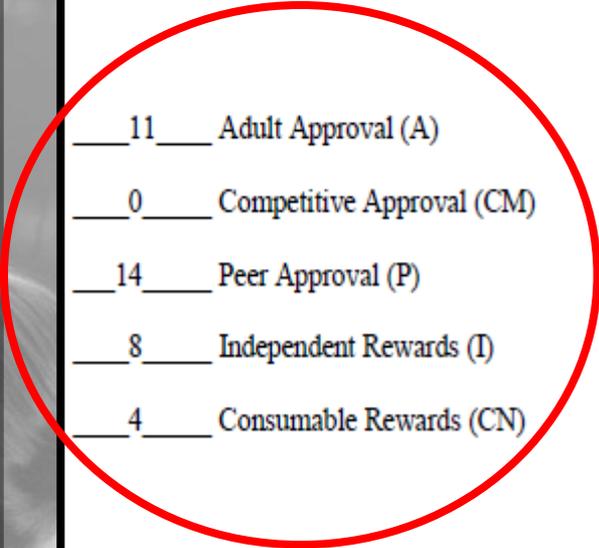
40.  Have your paper put on the bulletin board. (CM)  
 A pack of gum. (CN)

Other suggestions about rewards:

Thank you for taking the time to complete this s

## Reinforcement Inventory

### Scoring Key

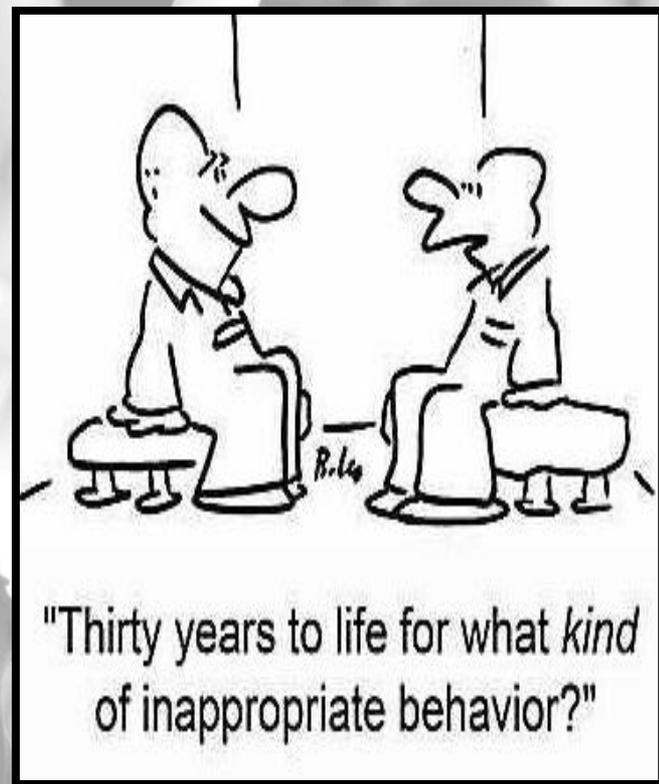
- 
- 11 Adult Approval (A)
  - 0 Competitive Approval (CM)
  - 14 Peer Approval (P)
  - 8 Independent Rewards (I)
  - 4 Consumable Rewards (CN)

Modified by Gable, R. A. (1991) from:

Cartwright, C. A., & Cartwright, G. P. (1970). Determining the motivational  
Teaching Exceptional Children, 2:3, 143-149.

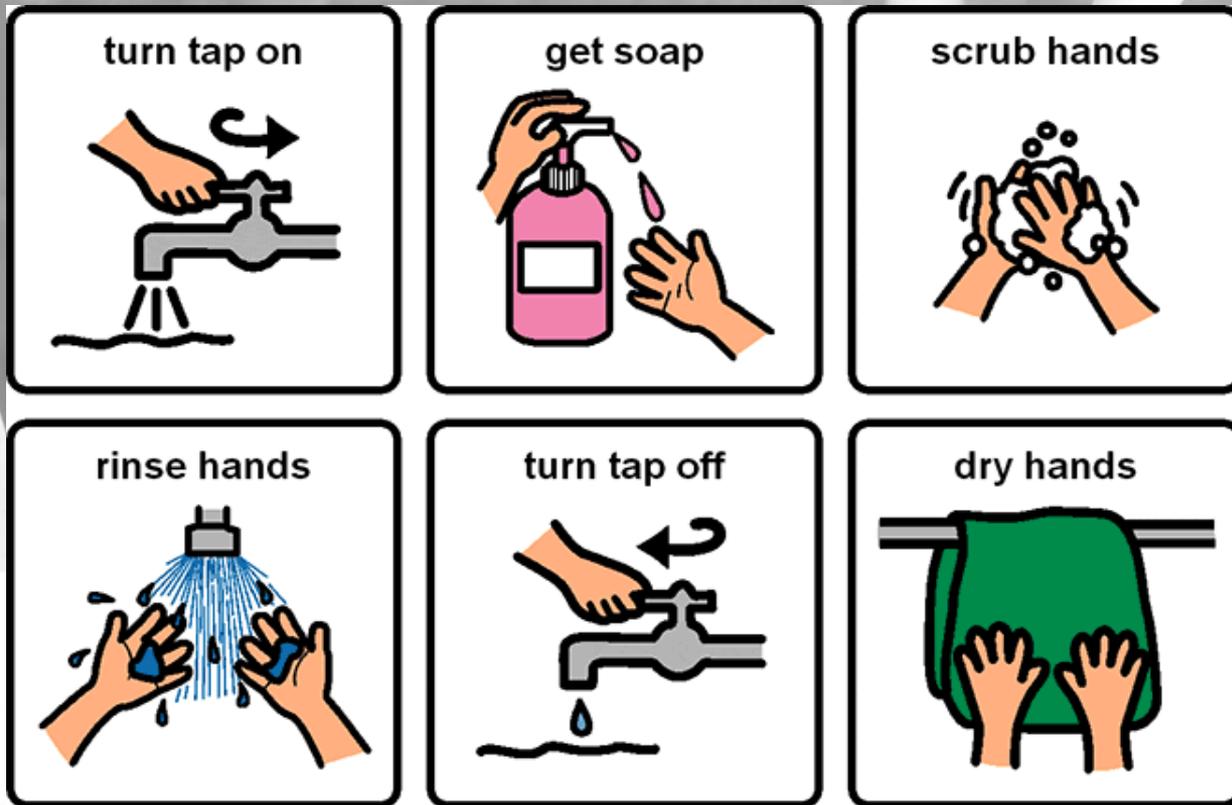
# BEHAVIOR EXPECTATIONS SHOULD BE:

- ✓ *Kept simple & Limited in number*
- ✓ *Visible & Visual*
  - *Classroom, planner, etc.*
- ✓ *Directly taught*
  - *Start in a familiar environment*
- ✓ *Re-taught & Reviewed*
- ✓ *Consistent*
  - *Implementation*
  - *Reinforcement*
- ✓ *Revise & Fade*



# TASK ANALYSIS

- ✓ *What does it look like?*
- ✓ *Think about ALL steps required for the new behavior.*



# Creating a behavior plan? Consider this...

Is the program:

**Accountable:** *Does it reliably “do” what it is supposed to do?*

**Public:** *Can it be observed?*

**Doable:** *Is it practical?*

**Empowering:** *Does it provide the necessary tools needed to make data based decisions?  
Will the student be successful?*

**Optimistic:** *Can small changes be detected?*

**How do you find the time to create and train the staff?**

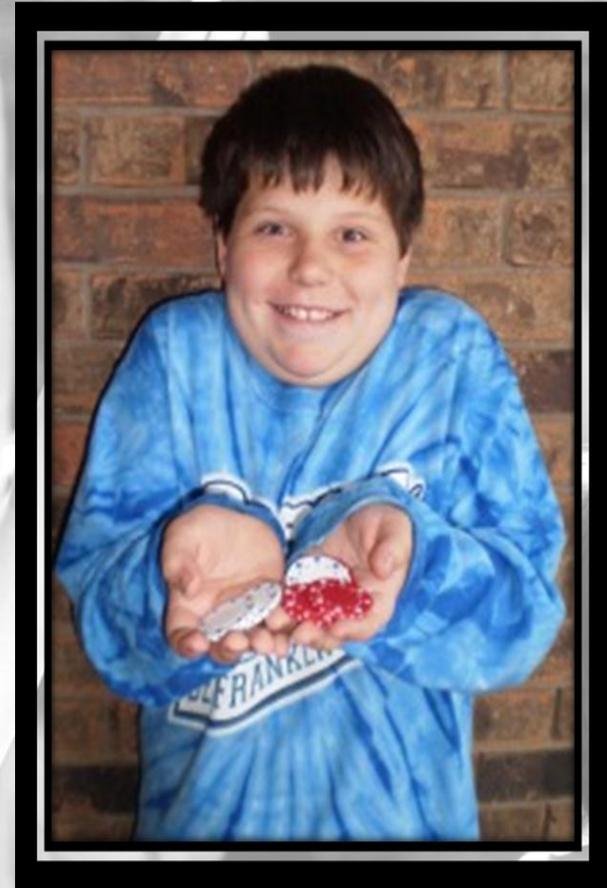
**How do you make sure the plan is being implemented?**





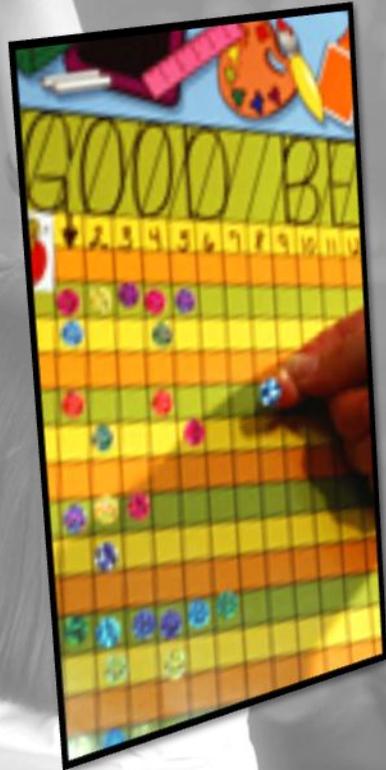
# TOKEN ECONOMY

Students receive tokens through good behavior. Students are able to save tokens, to exchange from a menu of reinforcers.



# Behavior Intervention Plans

EARN



~~LOSE~~

|                       |               |
|-----------------------|---------------|
| <del>FREE SPACE</del> | GUM / CANDY   |
| Run Errands           | Computer Time |

# SELF-MONITORING

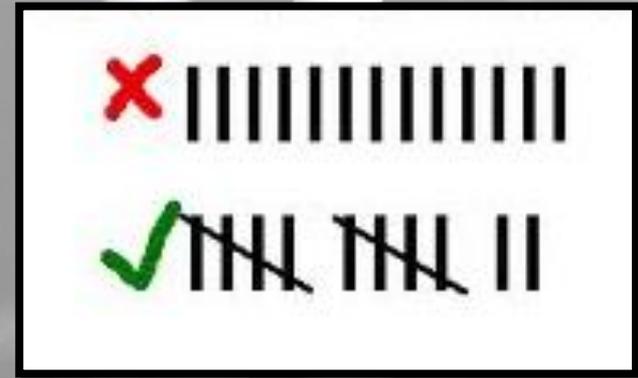


# INTERVENTION STRATEGIES

*3 DRAWER SYSTEM*



*PLUS MERIT  
AWARD SYSTEM*



# Sample Interventions for Most Frequently Occurring Problem Behaviors

## INAPPROPRIATE TALK

- Self-monitoring
- Problem solving techniques & sheets
- Point sheets
- Token economies
- Brief time-outs
- Social skills training
- Differential Reinforcement Of other Behaviors (DRO)
- Increase attention to appropriate talk
- Modeling
- Conferencing
- Behavior contract
- Positive reinforcement

## AGGRESSION

- Anger management
- Life Space Crisis Intervention
- Social skills instruction
- Teach new alternative behaviors when angry
- Provide choices
- Stress ball
- Access to support personnel in school to process feelings
- Referral to other agencies
- Crisis Intervention
- "I" Messages
- Teach relaxation & calming techniques
- Safe space to cool down
- De-escalation techniques
- Problem solving sheets

## OFF-TASK

- Environmental modifications
- Token or point system
- Provide instructional options
- Remove distractions
- Plan for Multiple Intelligences
- Self-monitoring/management
- Proximity control
- Frequency of Breaks
- Academic restructuring
- Peer partners/peer tutoring
- Redirection cues
- Visual prompts
- Positive reinforcement

A black and white photograph of a classroom. In the foreground, several students are seen from behind, with their arms raised high, indicating they want to answer a question or participate. The background shows a chalkboard and other students, slightly out of focus. The overall atmosphere is one of active participation and learning.

***Fading the  
reinforcement to  
create student  
independence***

***What do you do if the plan is  
not working?***

## Behavior Intervention Plan

Name: Student 1 DOB: \_\_\_\_\_ Grade: 7 School: JMMS Date of Meeting: \_\_\_\_\_

Requesting Individual: Educational Team Parents' Name: \_\_\_\_\_ Phone: \_\_\_\_\_

### Area(s) of Concern/Intervention:

- Off task behavior/Inattention
- Work refusal/incomplete assignments
- Defiance of school staff
- Verbal/physical aggression/abuse toward school staff and/or peers

### Target Goals:

- Student 1 maintain attention/off task behavior 60% of the time (individual/seat/group/large group/ small group)
- Student 1 will use age appropriate classroom behavior in order to cooperate with school staff and peers 80% of the time.
- Student 1 will monitor aggression and frustration level(s) 85% of the time.

### Format:

- Student 1 will utilize self-monitoring strategy(ies) for tracking the target behavior.
- Student 1 will earn reinforcement for demonstrating the target behavior goals listed above.
- Student 1 will have the opportunity to earn a reward at the end of the week.

### Reinforcement:

At the end of the day Student 1 will be able to choose from a menu of desired rewards based on the Forced-choice reinforcement menu and those identified by Student 1. Daily & weekly progress monitoring system.

### Management Strategies

#### *Behavior: Off-task behavior*

- Student 1 will learn to use the check list posted on the board creating his own in to stay on task
- Student 1 will be given 2 verbal warnings to return to the assignment/task.
- At the 3<sup>rd</sup> warning Student 1 will mark a tally in the N column AND take a 1 minute break
- Student 1 will return to class directed to utilize his check list.

#### *Behavior 2: Defiance*

- Student 1 will be given 1 verbal warning
- After first verbal warning the principal will be called to remove Student 1 from class
- 10 minute cool down
- Alternative assignment given for the remainder of the period (Assistant principal)
- Hallway restriction for the remainder of the day
- Immediate lunch detention and/or after school detention will be served to complete missed class work.
- ALL work (alternative assignment & class work) must be completed in order to earn his way off of hallway restriction AND out of lunch detention for the following day.
  - Work completed ADEQUATELY & ACCURATELY
- Social autopsy completed by the end of the day (Mr. Salvino)

#### *Behavior 3: Physical/Verbal aggression*

- Principal discretion

Case Study:  
Self-monitoring  
Student #1

Student 1

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

1. Attentive in class

What it looks like...

\*Following **CHECKLIST**

\*EYES on the teacher

\*EYES on the board

\*ACTIVELY working

-Individually/Group work

\*COMPLETED WORK

\*RAISE HAND to speak

2. Anger Management

What it looks like...

\*RESPECTFUL of other students & teacher

\*COOPERATIVE with staff & peers

\* Used BREAK card when needed

If Student 1 is inattentive he will:

1st: Get 2 verbal warnings from the teacher

2nd: At 3<sup>rd</sup> warning Student 1 will mark a tally in the N column

3rd: At 3<sup>rd</sup> warning Student 1 will be sent on a 1 minute break

4<sup>th</sup>: Student 1 will return to the assignment/activity using the numbered checklist.

**STUDENT 1 WILL MARK HIS OWN TALLY IN THE CORRECT COLUMN**

| Class          | ATTENTIVE |   | Student Rating | Teacher Initials | Teacher Rating |
|----------------|-----------|---|----------------|------------------|----------------|
|                | Y         | N |                |                  |                |
| L.A.           |           |   | 1 2 3          |                  | 1 2 3 4        |
| L.A.           |           |   | 1 2 3          |                  | 1 2 3 4        |
| General Music  |           |   | 1 2 3          |                  | 1 2 3 4        |
| Math           |           |   | 1 2 3          |                  | 1 2 3 4        |
| SA / Gym       |           |   | 1 2 3          |                  | 1 2 3 4        |
| Science        |           |   | 1 2 3          |                  | 1 2 3 4        |
| Social Studies |           |   | 1 2 3          |                  | 1 2 3 4        |
| Today's Tech.  |           |   | 1 2 3          |                  | 1 2 3 4        |

Daily Goal

- 5 tallies in the Y column per day
- Stay at a 1 or 2 each day

Weekly Goal

- 25 Y's total
- 3/5 days stay at a 1 or 2
- \*\*No more than two 3's earned
- \*\*\*Earning a 4=loss of weekly rewards

| # | IF STUDENT 2 DEMONSTRATES.....  | THE TEACHER WILL.....   |
|---|---|---|
| 3 | <p><u>Attentive in Class</u><br/>                     *Actively working with group members<br/>                     *Attends to own affairs; Ignore situations that do not involve him<br/>                     *Eyes on the teacher                      *Eyes on the board<br/> <u>Following along with class &amp; teacher:</u><br/>                     *Taking notes                      *Respectful<br/>                     * Highlighting                      *Quiet (when required)<br/> <u>Cooperatively working with group members:</u><br/>                     *Completing work                      *Raise hand to speak</p>  | <p>Positive remarks on plan.<br/><br/>                     Daily Reward</p>   |
| 2 | <p><u>Inattentive</u> -- ***Continues to be respectful***<br/>                     -Looking at alternative material                      -Talking with neighbors<br/>                     -Fiddles with objects on desk                      -Distracted<br/>                     -Looking out window                      -Needed materials are not on desk<br/>                     -Interrupts the teacher while he/she is teaching the class<br/>                     -Not attending to own affairs<br/>                     -Not ignoring situations that do not involve him</p>   | <p><u>1<sup>st</sup></u>: Redirection #1<br/> <u>2<sup>nd</sup></u>: Redirection #2<br/> <u>3<sup>rd</sup></u>: 3rd redirection by teacher --&gt; Student 2 sent for a drink<br/> <u>4<sup>th</sup></u>: At 3<sup>rd</sup> redirection Student 2 will mark tally in the N column.<br/> <u>5<sup>th</sup></u>: Off task behavior continues --&gt; <b>REPEAT STEPS 1-4</b><br/> <u>6<sup>th</sup></u>: <b>Refusal to comply move to STEP 1 – Refusal to Follow Directions</b></p> |
| 1 | <p><u>Refusal to Follow Direction(s)</u> --&gt; <i>Student 2 has been asked at least 1 time to....</i><br/> <u>-Refusal to cooperate</u><br/>                     [e.g. Making noises/yelling out in class. Student 2 has had 1 warning]<br/> <u>-Refusal to complete work</u><br/>                     [e.g. Student 2 did not ask the teacher a question to clarify, he says, "I don't feel like doing this" or "I don't want to do this"]<br/>                     - Lack of cooperation with school officials<br/>                     (<i>Argues with staff</i>)</p>   | <p><u>1<sup>st</sup></u>: Teacher will give 1 verbal warning<br/> <u>2<sup>nd</sup></u>: After 1st warning teacher will notify principal to remove Student 2<br/> <u>3<sup>rd</sup></u>: Teacher will send assignment to the office</p>   |
| 0 | <p><u>Physical Reactions</u><br/>                     • Offensive gestures<br/>                     • Aggressive, physical reaction to a teacher and/or self.<br/>                     • Aggressive, physical reaction to a teacher and/or other school employees<br/>                     • Fighting/aggression/inappropriate physical contact/ threat of injury.<br/> <u>Verbal Reactions</u><br/>                     • Abusive language; including, but not limited to the use of racial or religious remarks related to student(s), teacher(s) and/or other school employee.<br/>                     • Inappropriate language- profanity, indecent/offensive language, gestures, images.<br/>                     • Verbal disrespect, <i>blatant defiance</i>, related to a teacher and/or other school employee.<br/>                     • Verbal disrespect of another <i>student</i><br/>                     • Verbal threatening of another <i>student</i><br/>                     • <i>Intimidation</i>-threats of violence assault, real/symbolic intimidation.</p> | <p><u>1<sup>st</sup></u>: Teacher will call principal to remove Student 2 from the room.</p>  |

Case Study:  
Daily & Weekly  
Tracking:  
Self-monitoring  
Student #1

Student 1

Daily & Weekly Behavior Reward Log

DATE: \_\_\_\_\_

**5+ TALLY MARKS THROUGHOUT THE DAY**

| DAY                      | MON<br>2/7   | TUES<br>2/8  | WED<br>2/9  | THUR<br>2/10 | FRI<br>2/11 | 25+ Total<br>Tallies for the<br>Week | Weekly Reward<br>Earned |
|--------------------------|--------------|--------------|-------------|--------------|-------------|--------------------------------------|-------------------------|
| # of<br>Y's              |              |              |             |              |             |                                      | YES / NO                |
| Daily<br>Self-<br>rating | 1 2 3 4      | 1 2 3 4      | 1 2 3 4     | 1 2 3 4      | 1 2 3 4     | 1 2 3 4                              | 1 2 3 4                 |
| DAY                      | MON<br>2/14  | TUES<br>2/15 | WED<br>2/16 | THUR<br>2/17 | FRI<br>2/18 | 25+ Total<br>Tallies for the<br>Week | Weekly Reward<br>Earned |
| # of<br>Y's              |              |              |             |              |             |                                      | YES / NO                |
| Daily<br>Self-<br>rating | 1 2 3 4      | 1 2 3 4      | 1 2 3 4     | 1 2 3 4      | 1 2 3 4     | 1 2 3 4                              | 1 2 3 4                 |
| DAY                      | MON<br>2/21  | TUES<br>2/22 | WED<br>2/23 | THUR<br>2/24 | FRI<br>2/25 | 25+ Total<br>Tallies for the<br>Week | Weekly Reward<br>earned |
| # of<br>Y's              | NO<br>SCHOOL |              |             |              |             |                                      | YES / NO                |
| Daily<br>Self-<br>rating | 1 2 3 4      | 1 2 3 4      | 1 2 3 4     | 1 2 3 4      | 1 2 3 4     | 1 2 3 4                              | 1 2 3 4                 |
| DAY                      | MON<br>2/28  | TUES<br>3/1  | WED<br>3/2  | THUR<br>3/3  | FRI<br>3/4  | 25+ Total<br>Tallies for the<br>Week | Weekly Reward<br>earned |
| # of<br>Y's              |              |              |             |              |             |                                      | YES / NO                |
| Daily<br>Self-<br>rating | 1 2 3 4      | 1 2 3 4      | 1 2 3 4     | 1 2 3 4      | 1 2 3 4     | 1 2 3 4                              | 1 2 3 4                 |

Rewards: CHOSE FROM THE FOLLOWING:

|                                   |                    |                    |   |
|-----------------------------------|--------------------|--------------------|---|
| 5 <sup>th</sup> period<br>Gallina | 5 extra<br>tickets | Listen to<br>Music | <b>WEEKLY<br/>REWARD</b><br>Homework<br>Pass/ Bonus<br>points |
|-----------------------------------|--------------------|--------------------|---|

|                            |                 |                 |                 |                 |
|----------------------------|-----------------|-----------------|-----------------|-----------------|
| Week Of:                   | <u>02/07/11</u> | <u>02/14/11</u> | <u>02/21/11</u> | <u>02/28/11</u> |
| Total Y's for<br>the Week: |                 |                 |                 |                 |

**Student #2:**  
 Daily behavior plan aligned  
 with daily bus plan.

**1. Following Directions**

*What it looks like .....*

**Attentive in Class**

- \*Actively working with group members
- \*Attending to own affairs
- \*Ignoring situations that do not involve Andrew
- \*Eyes on the teacher                      \*Eyes on the board

**Following along with class & teacher:**

- \*Taking notes                      \*Respectful
- \* Highlighting                      \*Quiet (when required)

**Cooperatively working with group members:**

- \*Completing work                      \*Raise hand to speak

If Student #2 is INATTENTIVE he will...

- 1<sup>st</sup>:** Receive 2 re-directions
- 2<sup>nd</sup>:** 3rd redirection by teacher --> Student 2 sent for a drink
- 3<sup>rd</sup>:** Return from drink --> Student 2 marks tally in the N column.
- 4<sup>th</sup>:** Student 2 returns to the assignment/activity

**\*\*Refusal to comply move to STEP 1 – Refusal to Follow Directions\*\***

**STUDENT 2 WILL MARK HIS OWN TALLY IN THE CORRECT COLUMN**

| Class   | ATTENTIVE |   | Student Rating | Teacher Initials |
|---------|-----------|---|----------------|------------------|
|         | Y         | N |                |                  |
| Math    |           |   | 3 2 1 0        |                  |
| S.S.    |           |   | 3 2 1 0        |                  |
| Choir   |           |   | 3 2 1 0        |                  |
| SA/PE   |           |   | 3 2 1 0        |                  |
| Science |           |   | 3 2 1 0        |                  |
| Art     |           |   | 3 2 1 0        |                  |
| L.A.    |           |   | 3 2 1 0        |                  |
| L.A.    |           |   | 3 2 1 0        |                  |

**Daily Goal**

- 4 Y's column per day
- Stay at a 3 or 2 each day

Parent Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Student 2--Bus

| # | IF STUDENT 2 DEMONSTRATES.....  | THE DRIVER WILL.....  |
|---|---|---|
| 1 | <p>Student 2 has been asked at least 1 time to follow directions and/or cooperate.</p> <p>--Refusal to Follow Direction(s)</p> <p>--Refusal to cooperate: Making noises/yelling out</p> <p>--Lack of cooperation with school officials</p> <p>-Argues with driver</p>   | <p><u>1<sup>st</sup></u>: Warning 1</p> <p><u>2<sup>nd</sup></u>: Warning 2</p> <p><u>3<sup>rd</sup></u>: If Student 2 continues --&gt; "Student 2 you are at a 0"</p> <p><i>-If Student 2 makes it to a 0 the bus driver will complete a bus conduct report which will be submitted to the principal for appropriate disciplinary/disposition.</i></p> |
| 0 | <p><u>Physical/Verbal Reactions</u></p> <ul style="list-style-type: none"> <li>• Offensive gestures</li> <li>• Aggression toward other students, staff and/or self.</li> <li>• Fighting/aggression/inappropriate physical contact/ threats.</li> <li>• Abusive language; including, but not limited to the use of racial or religious remarks related to student(s), teacher(s) and/or other school employee.</li> <li>• Inappropriate language- profanity, indecent/offensive language, gestures, images.</li> <li>• Verbal disrespect /threats of another student or staff.</li> <li>• <i>Intimidation</i>-threats of violence assault, real/symbolic.</li> </ul> | <p><i>-If Student 2 makes it to a 0 the bus driver will complete a bus conduct report which will be submitted to the principal for appropriate disciplinary/disposition.</i></p>  |

Week Of: \_\_\_\_\_

| Date | Time | # of Warnings | Plan Complete (Driver Initials) |    | Parent Signature |
|------|------|---------------|---------------------------------|----|------------------|
|      |      |               | YES                             | NO |                  |
| MON  | AM   |               |                                 |    |                  |
|      | PM   |               |                                 |    |                  |
| TUE  | AM   |               |                                 |    |                  |
|      | PM   |               |                                 |    |                  |
| WED  | AM   |               |                                 |    |                  |
|      | PM   |               |                                 |    |                  |
| THR  | AM   |               |                                 |    |                  |
|      | PM   |               |                                 |    |                  |
| FRI  | AM   |               |                                 |    |                  |
|      | PM   |               |                                 |    |                  |

**Assigned Seat #2**  
**\*\*ALWAYS SEATED NEXT TO THE WINDOW\*\***

## Behavior Intervention Plan

Name: Student #3      DOB: \_\_\_\_\_      Grade: 4      Date of Meeting: \_\_\_\_\_  
School: \_\_\_\_\_      Environment: Bus      Requesting Individual: Education Team  
Parent/Guardian: \_\_\_\_\_      Phone: \_\_\_\_\_

### Area(s) of Concern/Intervention:

- Physical aggression/abuse with parents after school
- Defiance of school staff

### Target Goals:

- With adult assistance, \_\_\_\_\_ will manage aggression and frustration levels using (including but not limited to):
  - Visual Schedule
  - Sensory Integration (e.g. Velcro)
  - Calming techniques (e.g. white noise, calming music, drawing, etc.)

### Format:

- With adult assistance, \_\_\_\_\_ will manage aggression and frustration levels using a visual schedule, with sensory and calming techniques in five minute intervals, throughout an approximate 35 minute period.

### Reinforcement:

- \_\_\_\_\_ will earn rewards such as:
  - Positive adult attention (verbal/non-verbal praise e.g. hugs)
  - Extra computer/game time
  - Allowance

### Management Strategies

#### *Behavior: Aggression*

*Using a visual schedule, visual timer and adult assistance in an approximate 25-35 minute period....*

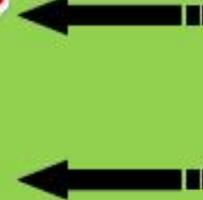
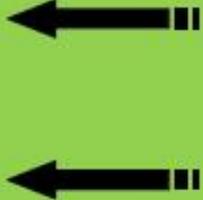
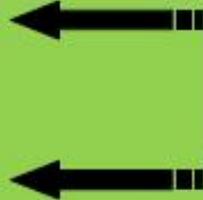
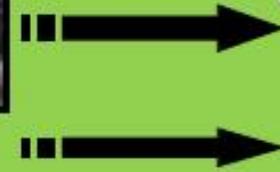
- 1<sup>st</sup>:      will listen to calming music from the time he is on the bus through the time he arrives home.  
            will continue to listen to calming music/white noise for 10 minutes upon entering the home.

*Student #3: Transitioning from Bus to Home*

NICE HANDS



GREAT JOB!  
10 Minutes  
REWARD  
TIME



## Student #3: Transitioning from Bus to Home

### HURTFUL HANDS



### In a Calm Voice....

*" \_\_\_\_\_ those are hurtful hands.  
Please stop. This is your warning"*

*" \_\_\_\_\_ those are hurtful hands.  
Please stop. This is your last warning"*

*" \_\_\_\_\_ you used hurtful hands.  
Please go to the time out desk"*

# Student #4: Bus Behavior

## A. Behavior Intervention Plan Fall 2011

**Student #4**    **Grade:** 4    **School:**    **Date of Meeting:** Fall 2011    **Requesting Individual:** Educational Team

**Area(s) of Concern/Intervention:**

- Non-compliant when given directions by adults on bus –Not listening

**Target Goals:**

- Student 3 will demonstrate compliance by following adult directions a minimum of 42% of the time.

**Format:**

- Student 3 will utilize self-monitoring strategy(ies) for tracking the target behavior.
- Student 3 and adults will monitor and track his behavior level at the end of each 5 minute interval.
- Student 3 will earn positive reinforcement for demonstrating the target behavior goal listed above at the end of each half of the bus during the morning and afternoon.
- Student 3 will have the opportunity to earn a reward at the end of the week.

**Reinforcement:**

- Student 3 will be able to earn game time at the end of each interval. He may also choose from a menu of desired rewards identified by . (e.g time with favorite adult, extra recess time, option to choose seat). Daily & weekly monitoring system will be used to track Student 3 progress.

**Management Strategies**

**Behavior: Defiance of Adults—Not Listening**

| # | If Student 3....  | You...   |
|---|---|--|
| 3 | Age appropriate bus behavior  | Always give positive reinforcement<br><br>1 <sup>st</sup> : "Student 3 this is your first warning"<br>2 <sup>nd</sup> : "Student 3 this is your second warning"<br>3 <sup>rd</sup> : "Student 3 you are moving to a 2"   |
| 2 | -Disrupting Others<br>-Shouting<br>-Interrupting Others   | 1 <sup>st</sup> : "Student 3 you are at a 2"<br>2 <sup>nd</sup> : "Student 3 this is your first warning"<br>3 <sup>rd</sup> : "Student 3 this is your second warning"<br>4 <sup>th</sup> : "Student 3 you are moving to a 1"   |
| 1 | -Not Following Directions<br>-Not Listening to Adults<br>-Out of seat without permission  | 1 <sup>st</sup> : "Student 3 you are at a 1"<br>2 <sup>nd</sup> : "Student 3 this is your first warning"<br>3 <sup>rd</sup> : "Student 3 this is your second warning"<br>4 <sup>th</sup> : "Student 3 this is your 3 <sup>rd</sup> & final warning"<br>5 <sup>th</sup> : "Student 3 you have earned a 0" |
| 0 | <b>Physical Reactions:</b><br>A. Offensive gestures<br>B. Aggressive, physical reaction to a teacher and/or other school employees<br>C. Fighting/aggression/inappropriate physical contact/ threat of injury.<br><b>Verbal Reactions:</b><br>-Abusive language, including, but not limited to the use of racial or religious remarks related to student(s), teacher(s) and/or other school employee.<br>- Inappropriate language- profanity, indecent/offensive language, gestures, images.<br>- Verbal disrespect, <i>blatant defiance</i> , related to a teacher and/or other school employee.<br>- Verbal disrespect or threatening of another student<br>- <i>Intimidation</i> -threats of violence assault, real/symbolic intimidation. | Move to seat by himself & lose game time<br>Bus notification Loss of Game time and other privileges  |

**Student #4:  
Behavior  
Guidelines for  
Bus Monitor/  
Attendant**

| # | If Student #4...   | You...  |
|---|--|---|
| 3 | Age appropriate bus behavior   | <p><i>Always give positive reinforcement</i></p> <p><input type="checkbox"/> 1<sup>st</sup>: "Student this is your first warning"</p> <p><input type="checkbox"/> 2<sup>nd</sup>: "Student this is your 2<sup>nd</sup> warning"</p> <p><input type="checkbox"/> 3<sup>rd</sup>: "Student you are moving to a 2"</p>   |
| 2 | <ul style="list-style-type: none"> <li>-Disrupting Others</li> <li>-Shouting</li> <li>-Interrupting Others</li> </ul>  | <p><input type="checkbox"/> 1<sup>st</sup>: "Student you are at a 2"</p> <p><input type="checkbox"/> 2<sup>nd</sup>: "Student this is your first warning"</p> <p><input type="checkbox"/> 3<sup>rd</sup>: "Student this is your 2<sup>nd</sup> warning"</p> <p><input type="checkbox"/> 4<sup>th</sup>: "Student you are moving to a 1"</p>   |
| 1 | <ul style="list-style-type: none"> <li>-Not Following Directions</li> <li>-Not Listening to Adults</li> <li>-Out of seat without permission</li> </ul>   | <p><input type="checkbox"/> 1<sup>st</sup>: "Student you are at a 1"</p> <p><input type="checkbox"/> 2<sup>nd</sup>: "Student this is your first warning"</p> <p><input type="checkbox"/> 3<sup>rd</sup>: "Student this is your 2<sup>nd</sup> warning"</p> <p><input type="checkbox"/> 4<sup>th</sup>: "Student this is your 3<sup>rd</sup> &amp; final warning"</p> <p><input type="checkbox"/> 5<sup>th</sup>: "Student you have earned a 0"</p> |
| 0 | <ul style="list-style-type: none"> <li>-Talking about guns</li> <li>-PURPOSEFULLY not listening to adults</li> <li>-Being mean to students or adult(s) on the bus</li> <li>-Threatening students or adult(s) on the bus</li> <li>-Using mean and/or Offensive Gestures</li> <li>-Using mean and/or Offensive Words</li> <li>-Fighting/show aggression/ inappropriate physical contact</li> </ul> | <p><input type="checkbox"/> 1<sup>st</sup>: Move to seat by himself &amp; lose game time</p> <p><input type="checkbox"/> 2<sup>nd</sup>: Bus notification Loss of Game time and other privileges</p>  |

**Student #4:  
Bus Behavior  
Expectations/  
Guidelines**

| #        | IF YOU ARE....  | You Will Get....  |
|----------|---|---|
| <b>3</b> | <b>GREAT! Nice Job</b>  | <b>Earn Points!<br/>Game Time!</b><br>1st: Warning 1<br>2nd: Warning 2<br>3rd: <i>Move to a 2</i>   |
| <b>2</b> | -Disrupting Others<br>-Shouting<br>-Interrupting Others   | 1st: Warning 1<br>2nd: Warning 2<br>3rd: <i>Move to a 1</i>   |
| <b>1</b> | -Not Following Directions<br>-Not Listening to Adults<br>-Out of seat without permission  | 1st: Warning 1<br>2nd: Warning 2<br>3rd: <i>This is your final warning</i><br>4 <sup>th</sup> : <i>Move to a 0</i>  |
| <b>0</b> | -Talking about guns<br>-PURPOSEFULLY not listening to adults<br>-Being mean to students or adult(s) on the bus<br>-Threatening students or adult(s) on the bus<br>-Using mean and/or Offensive Gestures<br>-Using mean and/or Offensive Words<br>-Fighting/show aggression/<br>inappropriate physical contact | 1st: Lose points<br>2 <sup>nd</sup> : Move to seat by yourself<br>3 <sup>rd</sup> : Bus notification<br>4 <sup>th</sup> : <b>Loss of Game time</b> and other privileges |

# Student #4: Self Monitoring Intervals

Morning Bus Ride

| 1 <sup>st</sup> | Time on the Bus | Points Earned |
|-----------------|-----------------|---------------|
|                 | 5               | 0 1 2 3       |
|                 | 10              | 0 1 2 3       |
|                 | 15              | 0 1 2 3       |
|                 | 20              | 0 1 2 3       |

|   |                       |
|---|-----------------------|
| <b>CHECK IN</b><br>10 Minutes of<br>GAME TIME | 5 6 7 8<br>9 10 11 12 |
|---|-----------------------|

| 2 <sup>nd</sup> | Time on the Bus | Points Earned |
|-----------------|-----------------|---------------|
|-----------------|-----------------|---------------|

|  |   |         |
|--|---|---------|
|  | 5 | 0 1 2 3 |
|--|---|---------|

|  |    |         |
|--|----|---------|
|  | 10 | 0 1 2 3 |
|--|----|---------|

|  |    |         |
|--|----|---------|
|  | 15 | 0 1 2 3 |
|--|----|---------|

|  |    |         |
|--|----|---------|
|  | 20 | 0 1 2 3 |
|--|----|---------|

|   |                       |
|---|-----------------------|
| <b>CHECK IN</b><br>10 Minutes of<br>GAME TIME | 5 6 7 8<br>9 10 11 12 |
|---|-----------------------|

TOTAL POINTS EARNED: \_\_\_\_\_

Afternoon Bus Ride

| 1 <sup>st</sup> | Time on the Bus | Points Earned |
|-----------------|-----------------|---------------|
|                 | 5               | 0 1 2 3       |
|                 | 10              | 0 1 2 3       |
|                 | 15              | 0 1 2 3       |
|                 | 20              | 0 1 2 3       |

|   |                       |
|---|-----------------------|
| <b>CHECK IN</b><br>10 Minutes of<br>GAME TIME | 5 6 7 8<br>9 10 11 12 |
|---|-----------------------|

| 2 <sup>nd</sup> | Time on the Bus | Points Earned |
|-----------------|-----------------|---------------|
|-----------------|-----------------|---------------|

|  |   |         |
|--|---|---------|
|  | 5 | 0 1 2 3 |
|--|---|---------|

|  |    |         |
|--|----|---------|
|  | 10 | 0 1 2 3 |
|--|----|---------|

|  |    |         |
|--|----|---------|
|  | 15 | 0 1 2 3 |
|--|----|---------|

|  |    |         |
|--|----|---------|
|  | 20 | 0 1 2 3 |
|--|----|---------|

|   |                       |
|---|-----------------------|
| <b>CHECK IN</b><br>10 Minutes of<br>GAME TIME | 5 6 7 8<br>9 10 11 12 |
|---|-----------------------|

TOTAL POINTS EARNED: \_\_\_\_\_

Morning Bus Ride

| 1 <sup>st</sup> | Time on the Bus | Points Earned |
|-----------------|-----------------|---------------|
|                 | 5               | 0 1 2 3       |
|                 | 10              | 0 1 2 3       |
|                 | 15              | 0 1 2 3       |
|                 | 20              | 0 1 2 3       |

|   |                       |
|---|-----------------------|
| <b>CHECK IN</b><br>10 Minutes of<br>GAME TIME | 5 6 7 8<br>9 10 11 12 |
|---|-----------------------|

|  |    |         |
|--|----|---------|
|  | 25 | 0 1 2 3 |
|--|----|---------|

|   |                            |
|---|----------------------------|
| <b>CHECK IN</b><br>10 Minutes of<br>GAME TIME | 7 8 9 10 11<br>12 13 14 15 |
|---|----------------------------|

TOTAL POINTS EARNED: \_\_\_\_\_

Afternoon Bus Ride

| 1 <sup>st</sup> | Time on the Bus | Points Earned |
|-----------------|-----------------|---------------|
|                 | 5               | 0 1 2 3       |
|                 | 10              | 0 1 2 3       |
|                 | 15              | 0 1 2 3       |
|                 | 20              | 0 1 2 3       |

|   |                       |
|---|-----------------------|
| <b>CHECK IN</b><br>10 Minutes of<br>GAME TIME | 5 6 7 8<br>9 10 11 12 |
|---|-----------------------|

|  |    |         |
|--|----|---------|
|  | 25 | 0 1 2 3 |
|--|----|---------|

|   |                            |
|---|----------------------------|
| <b>CHECK IN</b><br>10 Minutes of<br>GAME TIME | 7 8 9 10 11<br>12 13 14 15 |
|---|----------------------------|

TOTAL POINTS EARNED: \_\_\_\_\_

Weekly Reward Choice:

*Extra Game Time*

*Extra Recess Time*

*Time with Favorite Adult*

# Bus Monitor Daily/Weekly Data Recording Sheet

PLEASE RETURN TO KATHY BRAND AT THE END OF EACH WEEK

| MONDAY <span style="float: right;">___/___/___</span> |                 |                            | TUESDAY                                |                 |                            | WEDNESDAY                              |                 |                            |
|---|-----------------|----------------------------|--|-----------------|----------------------------|--|-----------------|----------------------------|
| Morning   |                 |                            | Morning                                |                 |                            | Morning                                |                 |                            |
| 1 <sup>st</sup>                                       | Time on the Bus | Points Earned              | 1 <sup>st</sup>                        | Time on the Bus | Points Earned              | 1 <sup>st</sup>                        | Time on the Bus | Points Earned              |
|   | 5               | 0 1 2 3                    |  | 5               | 0 1 2 3                    |  | 5               | 0 1 2 3                    |
|   | 10              | 0 1 2 3                    |  | 10              | 0 1 2 3                    |  | 10              | 0 1 2 3                    |
|   | 15              | 0 1 2 3                    |  | 15              | 0 1 2 3                    |  | 15              | 0 1 2 3                    |
|   | 20              | 0 1 2 3                    |  | 20              | 0 1 2 3                    |  | 20              | 0 1 2 3                    |
|   | 25              | 0 1 2 3                    |  | 25              | 0 1 2 3                    |  | 25              | 0 1 2 3                    |
| CHECK IN—10<br>Minutes of GAME<br>TIME                |                 | 7 8 9 10 11<br>12 13 14 15 | CHECK IN—10<br>Minutes of GAME<br>TIME |                 | 7 8 9 10 11<br>12 13 14 15 | CHECK IN—10<br>Minutes of GAME<br>TIME |                 | 7 8 9 10 11<br>12 13 14 15 |
| Total Points Earned:                                  |                 |                            | Total Points Earned:                   |                 |                            | Total Points Earned:                   |                 |                            |

| MONDAY                                 |                 |                            | TUESDAY                                |                 |                            | WEDNESDAY                              |                 |                            |
|--|-----------------|----------------------------|--|-----------------|----------------------------|--|-----------------|----------------------------|
| Afternoon                              |                 |                            | Afternoon                              |                 |                            | Afternoon                              |                 |                            |
| 1 <sup>st</sup>                        | Time on the Bus | Points Earned              | 1 <sup>st</sup>                        | Time on the Bus | Points Earned              | 1 <sup>st</sup>                        | Time on the Bus | Points Earned              |
|  | 5               | 0 1 2 3                    |  | 5               | 0 1 2 3                    |  | 5               | 0 1 2 3                    |
|  | 10              | 0 1 2 3                    |  | 10              | 0 1 2 3                    |  | 10              | 0 1 2 3                    |
|  | 15              | 0 1 2 3                    |  | 15              | 0 1 2 3                    |  | 15              | 0 1 2 3                    |
|  | 20              | 0 1 2 3                    |  | 20              | 0 1 2 3                    |  | 20              | 0 1 2 3                    |
|  | 25              | 0 1 2 3                    |  | 25              | 0 1 2 3                    |  | 25              | 0 1 2 3                    |
| CHECK IN—10<br>Minutes of GAME<br>TIME |                 | 7 8 9 10 11<br>12 13 14 15 | CHECK IN—10<br>Minutes of GAME<br>TIME |                 | 7 8 9 10 11<br>12 13 14 15 | CHECK IN—10<br>Minutes of GAME<br>TIME |                 | 7 8 9 10 11<br>12 13 14 15 |
| Total Points Earned:                   |                 |                            | Total Points Earned:                   |                 |                            | Total Points Earned:                   |                 |                            |

## Bus Monitor Daily/Weekly Data Recording Sheet

| THURSDAY<br>____/____/____             |                 |                            | FRIDAY<br>____/____/____               |                 |                            |
|--|-----------------|----------------------------|--|-----------------|----------------------------|
| Morning                                |                 |                            | Morning                                |                 |                            |
| 1 <sup>st</sup>                        | Time on the Bus | Points Earned              | 1 <sup>st</sup>                        | Time on the Bus | Points Earned              |
|  | 5               | 0 1 2 3                    |  | 5               | 0 1 2 3                    |
|  | 10              | 0 1 2 3                    |  | 10              | 0 1 2 3                    |
|  | 15              | 0 1 2 3                    |  | 15              | 0 1 2 3                    |
|  | 20              | 0 1 2 3                    |  | 20              | 0 1 2 3                    |
|  | 25              | 0 1 2 3                    |  | 25              | 0 1 2 3                    |
| CHECK IN—10<br>Minutes of GAME<br>TIME |                 | 7 8 9 10 11<br>12 13 14 15 | CHECK IN—10<br>Minutes of GAME<br>TIME |                 | 7 8 9 10 11<br>12 13 14 15 |
| Total Points Earned:                   |                 |                            | Total Points Earned:                   |                 |                            |

| THURSDAY                               |                 |                            | FRIDAY                                 |                 |                            |
|--|-----------------|----------------------------|--|-----------------|----------------------------|
| Afternoon                              |                 |                            | Afternoon                              |                 |                            |
| 1 <sup>st</sup>                        | Time on the Bus | Points Earned              | 1 <sup>st</sup>                        | Time on the Bus | Points Earned              |
|  | 5               | 0 1 2 3                    |  | 5               | 0 1 2 3                    |
|  | 10              | 0 1 2 3                    |  | 10              | 0 1 2 3                    |
|  | 15              | 0 1 2 3                    |  | 15              | 0 1 2 3                    |
|  | 20              | 0 1 2 3                    |  | 20              | 0 1 2 3                    |
|  | 25              | 0 1 2 3                    |  | 25              | 0 1 2 3                    |
| CHECK IN—10<br>Minutes of GAME<br>TIME |                 | 7 8 9 10 11<br>12 13 14 15 | CHECK IN—10<br>Minutes of GAME<br>TIME |                 | 7 8 9 10 11<br>12 13 14 15 |
| Total Points Earned:                   |                 |                            | Total Points Earned:                   |                 |                            |

Weekly Reward Choice:

Extra Game Time      Seat Choice

Extra Recess

Time with Favorite Adult

Notes:

*How much time does this take to do?*

# Abraham Lincoln

If ABRAHAM is ATTENTIVE = "Yes" and 3

INATTENTIVE he will...

- 1st: Receive 1 re-directions
- 2nd: 3rd redirection by teacher --> Abraham sent for a drink
- 3rd: Return from drink --> Abraham marks tally in the N column.
- 4th: Abraham returns to the assignment/activity
- \*\*Refusal to comply move to STEP 1 - Refusal to Follow Directions\*\*

Your username ([nrv2jc@bearworks.jackson.sparcc.org](mailto:nrv2jc@bearworks.jackson.sparcc.org)) will be recorded when you submit this form. Not nrv2jc? [Sign out](#)

## ATTENTIVE

|                | YES                   | NO                    |
|----------------|-----------------------|-----------------------|
| MATH           | <input type="radio"/> | <input type="radio"/> |
| Science        | <input type="radio"/> | <input type="radio"/> |
| Choir          | <input type="radio"/> | <input type="radio"/> |
| S.A./P.E.      | <input type="radio"/> | <input type="radio"/> |
| Social Studies | <input type="radio"/> | <input type="radio"/> |
| ART            | <input type="radio"/> | <input type="radio"/> |
| L.A.--10       | <input type="radio"/> | <input type="radio"/> |
| L.A.--11       | <input type="radio"/> | <input type="radio"/> |

## RATING

|                | 3                     | 2                     | 1                     | 0                     |
|----------------|-----------------------|-----------------------|-----------------------|-----------------------|
| MATH           | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Science        | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Choir          | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| S.A./P.E.      | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Social Studies | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| ART            | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| L.A.--10       | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| L.A.--11       | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

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# Abraham Lincoln

If ABRAHAM is ATTENTIVE = "Yes" and 3

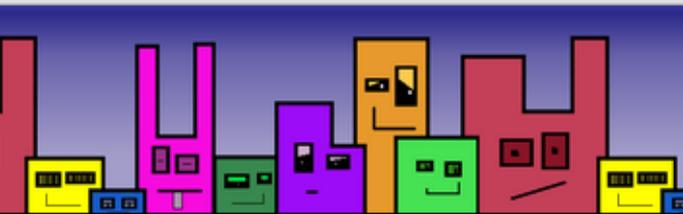
INATTENTIVE he will...

- 1st: Receive 2 re-directions
- 2nd: 3rd redirection by teacher --> Abraham sent for a drink
- 3rd: Return from drink --> Abraham marks tally in the N column.
- 4th: Abraham returns to the assignment/activity

\*\*Refusal to comply move to STEP 1 - Refusal to Follow Directions\*\*

Your username ([nrv2jc@bearworks.jackson.sparcc.org](mailto:nrv2jc@bearworks.jackson.sparcc.org)) will be recorded when you submit this form. Not nrv2jc? [Sign out](#)

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# Abraham Lincoln

If ABRAHAM is ATTENTIVE = "Yes" and 3

INATTENTIVE he will...

- 1st: Receive 1 re-direction
- 2nd: 2nd re-direction by teacher --> Abraham sent for a drink
- 3rd: Return from drink --> Abraham marks tally in the N column.
- 4th: Abraham returns to the assignment/activity
- \*\*Refusal to comply move to STEP 1 - Refusal to Follow Directions\*\*

Your username (nrv2jc@beerworks.jackson.aspercc.org) will be recorded when you submit this form. Not nrv2jc? [Sign out](#)

## ATTENTIVE

|                | YES                   | NO                    |
|----------------|-----------------------|-----------------------|
| MATH           | <input type="radio"/> | <input type="radio"/> |
| Science        | <input type="radio"/> | <input type="radio"/> |
| Choir          | <input type="radio"/> | <input type="radio"/> |
| S.A./P.E.      | <input type="radio"/> | <input type="radio"/> |
| Social Studies | <input type="radio"/> | <input type="radio"/> |
| ART            | <input type="radio"/> | <input type="radio"/> |
| L.A.--10       | <input type="radio"/> | <input type="radio"/> |
| L.A.--11       | <input type="radio"/> | <input type="radio"/> |

## RATING

|                | 3                     | 2                     | 1                     | 0                     |
|----------------|-----------------------|-----------------------|-----------------------|-----------------------|
| MATH           | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Science        | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Choir          | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| S.A./P.E.      | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Social Studies | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| ART            | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| L.A.--10       | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| L.A.--11       | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

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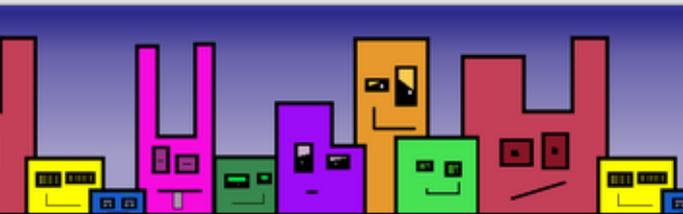
## ATTENTIVE

YES NO

|                |                       |                       |
|----------------|-----------------------|-----------------------|
| MATH           | <input type="radio"/> | <input type="radio"/> |
| Science        | <input type="radio"/> | <input type="radio"/> |
| Choir          | <input type="radio"/> | <input type="radio"/> |
| S.A./P.E.      | <input type="radio"/> | <input type="radio"/> |
| Social Studies | <input type="radio"/> | <input type="radio"/> |
| ART            | <input type="radio"/> | <input type="radio"/> |
| L.A.-- 10      | <input type="radio"/> | <input type="radio"/> |
| L.A.-- 11      | <input type="radio"/> | <input type="radio"/> |



Use of Google Docs to ease the data collection process, increase student participation and self-advocacy.



# Abraham Lincoln

If ABRAHAM is ATTENTIVE = "Yes" and 3

INATTENTIVE He will...

- 1st: Receive 1 re-directions
- 2nd: 2nd re-direction by teacher --> Abraham sent for a drink
- 3rd: Return from drink --> Abraham marks tally in the N column.
- 4th: Abraham returns to the assignment/activity
- \*\*Refusal to comply move to STEP 1 - Refusal to Follow Directions\*\*

Your username (nrv2jc@beerworks.jackson.spercc.org) will be recorded when you submit this form. Not nrv2jc? [Sign out](#)

## ATTENTIVE

|                | YES                   | NO                    |
|----------------|-----------------------|-----------------------|
| MATH           | <input type="radio"/> | <input type="radio"/> |
| Science        | <input type="radio"/> | <input type="radio"/> |
| Choir          | <input type="radio"/> | <input type="radio"/> |
| S.A./P.E.      | <input type="radio"/> | <input type="radio"/> |
| Social Studies | <input type="radio"/> | <input type="radio"/> |
| ART            | <input type="radio"/> | <input type="radio"/> |
| L.A.--10       | <input type="radio"/> | <input type="radio"/> |
| L.A.--11       | <input type="radio"/> | <input type="radio"/> |

## RATING

|                | 3                     | 2                     | 1                     | 0                     |
|----------------|-----------------------|-----------------------|-----------------------|-----------------------|
| MATH           | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Science        | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Choir          | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| S.A./P.E.      | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Social Studies | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| ART            | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| L.A.--10       | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| L.A.--11       | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

Send me a copy of my responses.

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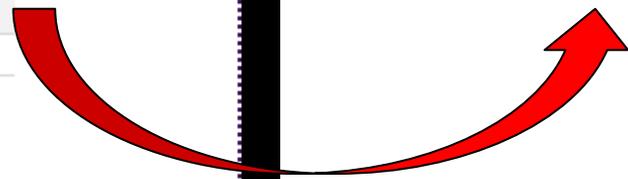
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|                | 3                     | 2                     | 1                     | 0                     |
|----------------|-----------------------|-----------------------|-----------------------|-----------------------|
| MATH           | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Science        | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Choir          | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| S.A./P.E.      | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Social Studies | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| ART            | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| L.A.--10       | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
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Send me a copy of my responses.

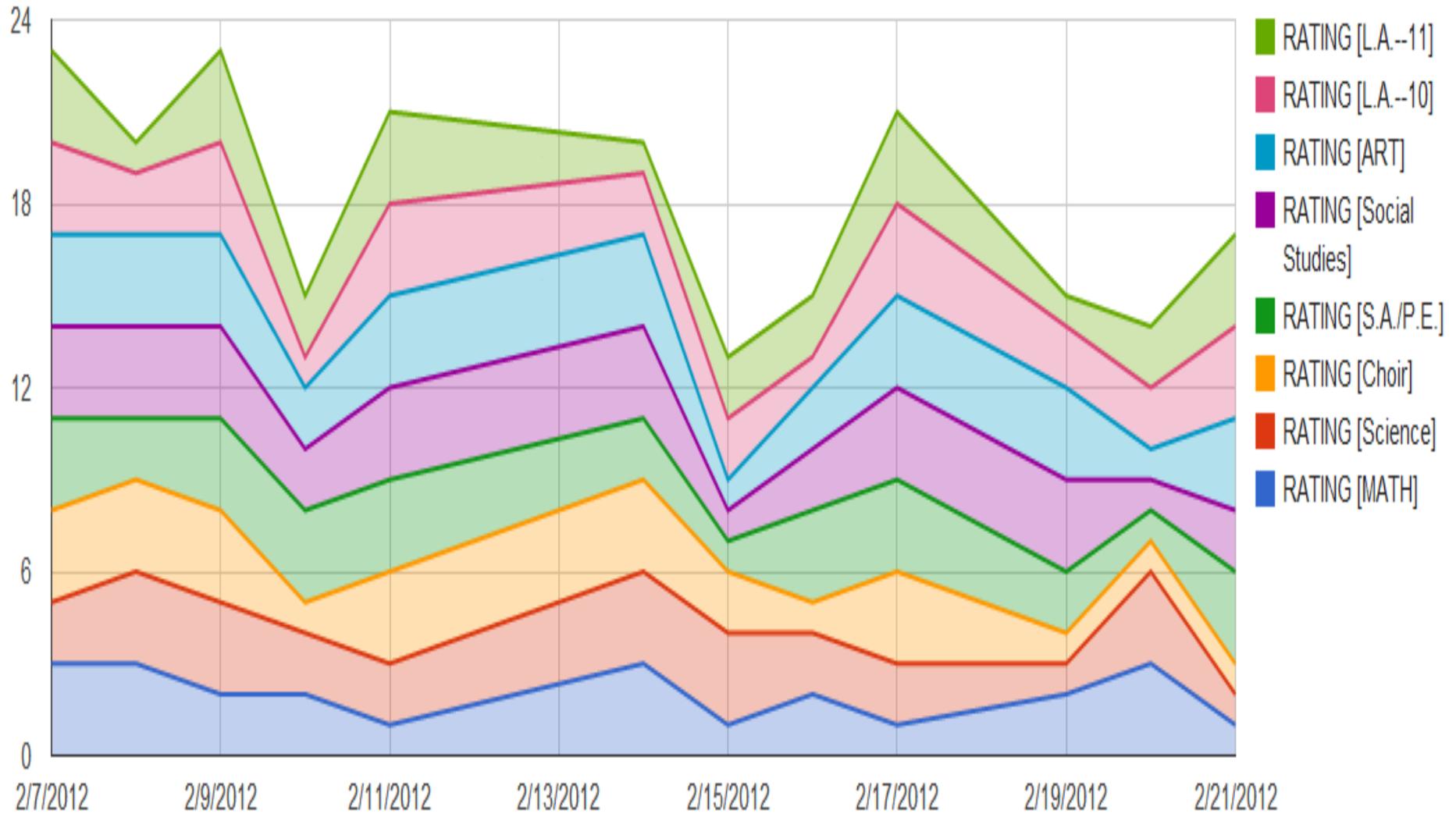
Powered by [Google Docs](#)

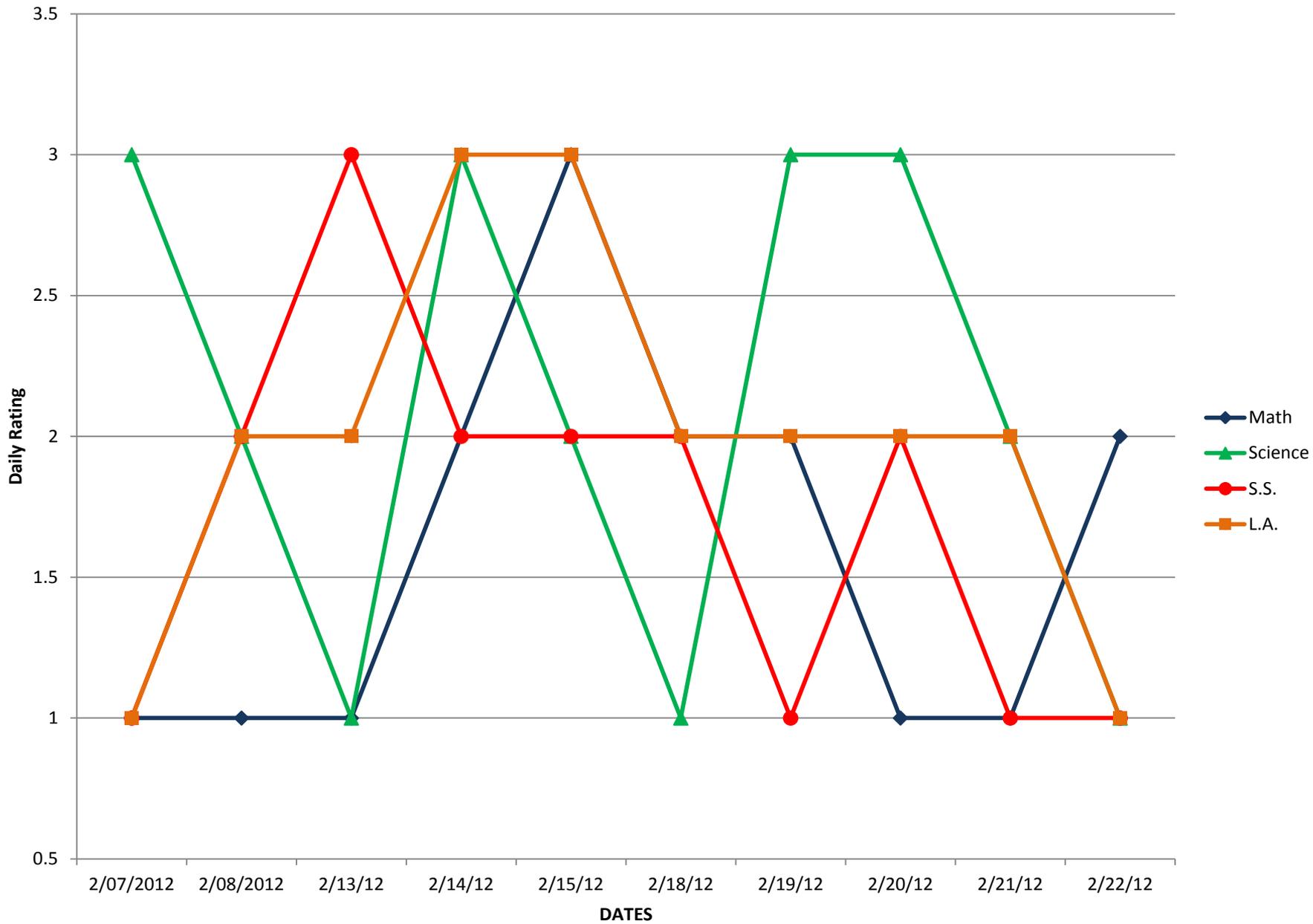


Use of Google Docs to ease the data collection process, increase student participation and self-advocacy.

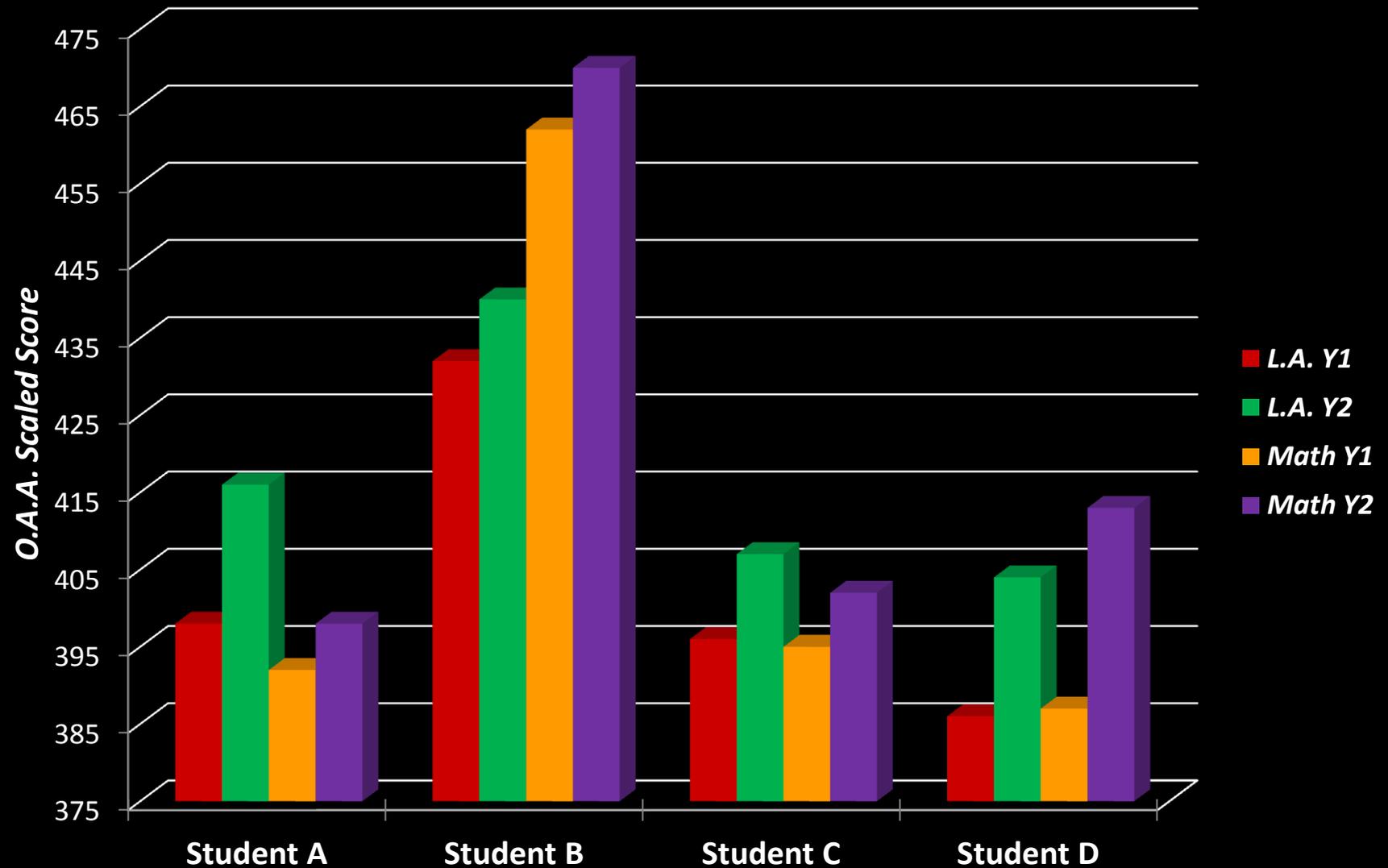


# Data Collection: Simplifying the process for teachers.





# Achievement Data





**"I can't sign that behavior contract unless my attorney reviews it."**

***\*The 80/15/5 Rule\****

***Any one intervention or strategy works great with 80% of students, works satisfactorily with 15% of students, and does not work at all with 5% of students.***

# GREAT RESOURCES

## Intervention Central

[www.interventioncentral.org](http://www.interventioncentral.org)

## Forced Choice Reinforcement Menu

<http://cecp.air.org/fba/problembehavior3/appendixc.htm>

## Children's Mental Health Facts

[www.mentalhealth.samhsa.gov](http://www.mentalhealth.samhsa.gov)

## Cleveland Clinic Autism Development

**Solutions (CCADS)** -Cleveland Clinic's Center for Autism has developed one of the nation's largest full-serviced, evidence based treatment & education centers for children with autism.

<http://my.clevelandclinic.org/childrens-hospital/medical-professionals/autism-development-solutions/default.aspx>

## The Behavior Doctor

[www.behaviordocor.org](http://www.behaviordocor.org)

## American Academy of Child & Adolescent Psychiatry

[www.aacap.org](http://www.aacap.org)

## School-Wide Information System

[www.swis.org](http://www.swis.org)

## Autism Speaks

<http://www.autismspeaks.org>

## PBS

[www.darkwing.uoregon.edu/~ivdb/](http://www.darkwing.uoregon.edu/~ivdb/)  
[www.pbis.org](http://www.pbis.org)  
[www.pbismaryland.org](http://www.pbismaryland.org)

Excellent source for listings of procedures, routines, & how to effectively breakdown, teach, & reinforce:

[www.teachers.net/wong](http://www.teachers.net/wong)

## GYMBOSS

-Repeating interval timer

[www.gymboss.com](http://www.gymboss.com)

## Second Step Curriculum

-Addresses empathy, impulse control, problem solving, & anger management.

[www.cfchildren.org](http://www.cfchildren.org)

## Blueprints for Success: Instructional Strategies to Promote Appropriate Student Behaviors

-Project completed by Wisconsin State Department of Education that includes a handbook listing specific behaviors and intervention options.

<http://dpi.wi.gov/sped/ebdbbluepri.html>

## Special Connections

-Connecting teachers to strategies that help students with special needs successfully access the general education curriculum.

<http://www.specialconnections.ku.edu/cgi-bin/cgiwrap/speconn/index.php>

## Association for Behavior

## Analysis International®

<http://www.abainternational.org>

## Great Reads & Other Useful Books

**The Tough Kid Toolbox** by Jenson & Rhodes. Published by Sporis & West (1994) & (2010).

## **The Tough Kid Social Skills Book** by

Susan M. Sheridan Ph.D. Part of the "Tough Kid" series by Rhode, Jenson & Reavis (2010).

**It's Time for School!: Building Quality ABA Educational Programs for Students with Autism Spectrum Disorders** by Ronald Leaf, Mitchell Taubman & John McEachin (2008).

**Incredible 5-Point Scale Assisting Students with Autism Spectrum Disorders in Understanding Social Interactions and Controlling Their Emotional Responses** by Kari Dunn Buron & Mitzi Kurtis (2004).

**Just Give Him The Whale!: 20 Ways to Use Fascinations, Areas of Expertise, and Strengths to Support Students with Autism** by Paula Kluth & Patrick Schwarz (2008).

## Great "People" Resources

Jeanette Mullet-Meisel  
-Jackson School Psychologist  
Natalie Voytek  
-JMMS 7th grade Intervention Specialist  
Dr. Melody Tankersley  
Dr. Christine Balan  
Dr. Jennifer Sweeney  
Dr. Anne Hughes

# Contact Information

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<http://www.jackson.stark.k12.oh.us/webpages/nvoytek/index.cfm>

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