


Elopement Behavior: WHAT DOES IT LOOK LIKE?

SENSORY 

Enjoys the feeling of running

ESCAPE 

Runs when avoiding non-preferred tasks

ATTENTION 

Wants to be chased

TANGIBLE 

Running to gain access to an item

 Always prepare a safe environment first. Additional strategies are shared below by correlating color.

REPLACEMENT BEHAVIOR

What behavior should occur instead to receive Reinforcement?

Requesting to run, chase, or tag in appropriate area (picture card, sign language, or verbal request)

Request to take a break (picture card, sign language, or verbal request)

Not avoiding but instead appropriately engaging in non-preferred activity/task

Appropriately request access to tangible item (picture card, sign language, or verbal request)

PLAN TO PRACTICE REPLACEMENT BEHAVIOR

How will replacement behavior be practiced prior to any problem behavior?

Prompt requesting activity 10x per day and add an additional reinforcer (ie: edible, tangible)

Increase Reinforcement during non-preferred activity (ie: edible, tangible, token)

Make engagement in non-preferred task shorter durations (ie: school work only do one row of a math worksheet per sitting)

Prompt requesting activity 10x per day and add an additional tangible reinforcer (ie: edible, tangible)

Practice requesting 10x per day with additional reinforcer (ie: edible, tangible)

If the item can not be made available say "No, but you can do ...", suggesting an alternative preferred item

PLAN FOR ADDRESSING PROBLEM BEHAVIOR

What to do following problem behavior? Most importantly do not deliver reinforcement.

Block elopement, bring back to original setting. Then redirect to a non-reinforcement activity (ex. Puzzle, if not preferred). Then practice replacement behavior again and throughout day.

REINFORCEMENT PLAN FOR REPLACEMENT BEHAVIOR

What will be delivered following replacement behavior?

Ability to run or be chased and add an additional reinforcer (ie: edible, tangible)

Tangible will be delivered for engaging in non-preferred activity/task

Tangible will be delivered for appropriately requesting desired item or accepting "no" if not available



Elopement Behavior: WHAT DOES IT LOOK LIKE?

SENSORY 

Enjoys the feeling of running

ESCAPE 

Runs when avoiding non-preferred tasks

ATTENTION 

Wants to be chased

TANGIBLE 

Running to gain access to an item

 Always prepare a safe environment first. Additional strategies are shared below by correlating color.

REPLACEMENT BEHAVIOR

What behavior should occur instead to receive Reinforcement?



PLAN TO PRACTICE REPLACEMENT BEHAVIOR

How will replacement behavior be practiced prior to any problem behavior?



PLAN FOR ADDRESSING PROBLEM BEHAVIOR

What to do following problem behavior? Most importantly do not deliver reinforcement.

Block elopement, bring back to original setting. Then redirect to a non-reinforcement activity (ex. Puzzle, if not preferred). Then practice replacement behavior again and throughout day.

REINFORCEMENT PLAN FOR REPLACEMENT BEHAVIOR

What will be delivered following replacement behavior?

