## **ALL BEHAVIORS MEAN SOMETHING: ABC DATA SHEET**

## ALL BEHAVIOR TELLS YOU SOMETHING! CAN YOU PREDICT WHEN A BEHAVIOR OCCURS? IF SO, FILL IN THE CHART BELOW

DATE	DATE TIME ANTECEDENT (BEFORE)		BEHAVIOR	CONSEQUENCE (AFTER)	POSSIBLE FUNCTION	HOW TO USE THIS CHART:		
						1. Recognize the behavior.		
						2. Take data on <b>WHEN</b> the behavior occurs, <b>WHAT</b> happens before the behavior, & <b>WHAT</b>		
						happens after the behavior		
						3. Notate the possible Function		
						<ol> <li>Verify consistency by taking data the next time the behavior occurs</li> </ol>		
						For next steps check out this short video: bit.ly/understandingbehaviors		
						bit.iy/ondersidi dirigbendviors		



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## ALL BEHAVIORS MEAN SOMETHING: ABC CHECKLIST

DATE	TIME	ANTECEDENT (BEFORE)	BEHAVIOR	CONSEQUENCE (AFTER)	DURATION	INTENSITY	DATE	TIME	ANTECEDENT (BEFORE)	BEHAVIOR	CONSEQUENCE (AFTER)	DURATION	INTENSITY
		<ul> <li>Alone</li> <li>Social interaction <ul> <li>with peers</li> <li>with adults</li> </ul> </li> <li>Beginning an activity</li> <li>Ending an activity</li> <li>Demand</li> <li>Wants something tangible</li> <li>Made request that was denied</li> <li>Accepting "NO"</li> <li>Interruption/Transition</li> <li>Verbal instructions given</li> <li>Break/down time</li> <li>Other</li> <li>Other</li> </ul>	<ul> <li>Noncompliance/ ignore instruction</li> <li>Aggression</li> <li>Flopping</li> <li>Cry/scream/whine</li> <li>Verbal protest</li> <li>Running away</li> <li>Refusing to stop a behavior after a request is made</li> <li>Other</li> </ul>	<ul> <li>Keep demand</li> <li>Deny access to reinforcer</li> <li>Redirect</li> <li>Ignore problem behavior</li> <li>Count &amp; mand</li> <li>Compliance trials</li> <li>Block</li> <li>Use reinforcer to reinforce good behavior</li> <li>Used a commun- ication device</li> <li>Gave 2 choices</li> <li>Reviewed social story</li> <li>Other</li> </ul>	<1min 1-5min 5-10min 10-30min 1/2-1hr 1-2hr 2-3hr 3+hr	1 LOW 2 3 4 5 HIGH			<ul> <li>Alone</li> <li>Social interaction         <ul> <li>with peers</li> <li>with adults</li> </ul> </li> <li>Beginning an activity</li> <li>Ending an activity</li> <li>Demand</li> <li>Wants something tangible</li> <li>Made request that was denied</li> <li>Accepting "NO"</li> <li>Interruption/Transition</li> <li>Verbal instructions given</li> <li>Break/down time</li> <li>Other</li> <li>Other</li> </ul>	<ul> <li>Noncompliance/ ignore instruction</li> <li>Aggression</li> <li>Flopping</li> <li>Cry/scream/whine</li> <li>Verbal protest</li> <li>Running away</li> <li>Refusing to stop a behavior after a request is made</li> <li>Other</li> </ul>	<ul> <li>Keep demand</li> <li>Deny access to reinforcer</li> <li>Redirect</li> <li>Ignore problem behavior</li> <li>Count &amp; mand</li> <li>Compliance trials</li> <li>Block</li> <li>Use reinforcer to reinforce good behavior</li> <li>Used a commun- ication device</li> <li>Gave 2 choices</li> <li>Reviewed social story</li> <li>Other</li> </ul>	<1min 1-5min 5-10min 1/2-1hr 1-2hr 2-3hr 3+hr	1 LOW 2 3 4 5 HIGH
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