Presenter's Answer Guide



Case Study Activity: Determining the Function of Problem Behavior

These charts are provided to the presenter to assist you in guiding the case study activity. They are intended to be used by the presenter only. They provide the triggers, behaviors, maintaining consequences, and setting events associated with each case study child's problem behavior. The use of these charts will be introduced to the participants in module 3b.

Pablo

Triggers	Behaviors	Maintaining Consequences
 Children in his space (line, small group activities) Children sharing toys/activities (centers, circle, playground) 	Hit and/or pinch	 Children leave play area Children back away Children give up toy
*Setting Events: On asthma medication, tired	Function: Obtains toy/activity	
Preventions	New Skills	Responses

Pablo

Triggers	Behaviors	Maintaining Consequences
Adult stops playing with him and gets up to leave	• Hits	Adult sits back down to continue playing
*Setting Events: On asthma medication, tired	Function: Adult attention	
Preventions	New Skills	Responses

Pablo

Triggers	Behaviors	Maintaining Consequences
 Child tries to take toy or activity (centers, playground) *Setting Events: On asthma medication, tired 	• Bites child Function: Access to toy	 Adult verbally scolds Adult physically holds him until calm, then redirects When released, he gets toy or activity that he wanted.
Preventions	New Skills	Responses

Dana

Triggers	Behaviors	Maintaining Consequences
 Difficult task High demands Sitting in circle Undesired activity or materials Small group 	Screams, drops to floor, and hits adult	RedirectionAdults decrease demandsLeft alone
*Setting Event: Tired	Function: Escapes demands	
Preventions	New Skills	Responses

Dana

Triggers	Behaviors	Maintaining Consequences
Transition from one activity to another	 Drops to ground, screams, cries, hits adult 	RedirectionAllowed more time in current activityCarried
*Setting Event: Tired		
	Function: Escapes transitions	
Preventions	New Skills	Responses

Dana

Triggers	Behaviors	Maintaining Consequences
 Adult or peers join him in play Adult initiates new activity Turn-taking 	Screams and cries	Left aloneAllowed to play his own way
• *Setting Event: Tired	Function: Escapes demands/turn-taking	
Preventions	New Skills	Responses

Triggers	Behaviors	Maintaining Consequences
Unstructured activities (center)	Mouth on toys/objects (sucking/chewing) Function: Adult and peer attention	 Children yell out that it is gross and yucky Children get teacher Teacher assists, helps her take toy to "dirty bucket" Redirection and teacher plays with her
Preventions	New Skills	Responses

Triggers	Behaviors	Maintaining Consequences
 Children entering playground Girl with bows, ribbons, or clips sits or plays nearby 	 Pulls bows, ribbons, and clips out of others' hair 	 Children scream Adult runs to and yells "No!" Adult helps her play
	Function: Initiate social interaction	
Preventions	New Skills	Responses

Triggers	Behaviors	Maintaining Consequences
Difficult activitiesUndesirable activities	 Resists walking, pulls away, and/or drops to the ground 	 Adults decrease demands Left alone where she is to play
	Function: Escapes activities	
Preventions	New Skills	Responses

Triggers	Behaviors	Maintaining Consequences
 Transitions from one activity to another Asked to sit for more than 1-2 minutes 	Wanders around classroom and sometimes drops to the ground Function: Delays or escapes transition	Adult will eventually redirect back to activity Left alone
Preventions	New Skills	Responses

Sarah

Triggers	Behaviors	Maintaining Consequences
Unstructured activities (centers, play-ground)	Plays in isolation in the corner or under table	Left alone to play
	Function: Escapes social interaction	
Preventions	New Skills	Responses

Sarah

Triggers	Behaviors	Maintaining Consequences
 Adult leaves (arrival/departure) Adult is nearby (centers, table activities) 	Whines and cries	 Adult goes to her Consoled by adult Adult rubs back, rocks, or holds her
	Function: Adult attention	
Preventions	New Skills	Responses

Sarah

Triggers	Behaviors	Maintaining Consequences
Wakes at night	• Cries Function: Adult attention	Foster mother goes to her Foster mother lays with her until she falls asleep
Preventions	New Skills	Responses

Quan

Triggers	Behaviors	Maintaining Consequences
 Group play (playground, centers) Highly preferred "single item" toys 	 Verbal and physical aggression and sometimes property destruction 	 Children leave area Children give up toys/ items
	Function: Obtain/keep desired or activity	
Preventions	New Skills	Responses

Quan

Triggers	Behaviors	Maintaining Consequences
Child or adult approaches to greet him	 Verbal aggression ("I hate you"/ "I'm gonna kill you.") 	 Adult verbally reprimands Adult helps him find an activity to play with
	Function: Adult attention	
Preventions	New Skills	Responses

Quan

Triggers	Behaviors	Maintaining Consequences
Transition from preferred activity (e.g., toy play to dinner time)	Throws toys or rams toys into objects, furniture, or other toys	 Mother plays with him Mother allows him to continue preferred activity a bit longer
	Function: Delays or escapes transitions	
Preventions	New Skills	Responses