Distant Setting Event	Immediate Antecedent (Trigger)	Problem Behavior	Maintaining Consequences	Function
	-Group play (playground, centers) -Highly preferred "single item" toys	Verbal and physical aggression (hit, push, kick, punch) and sometimes property destruction	-Children leave area -Children give up toys/items -Adults sometimes remove him from area and give excessive negative attention	-Obtain/keep desired toy or activity and/or initiate social interaction -Adult Attention
	-Child or adult approaches to greet him	Verbal aggression ("I hate you." or "I'm gonna kill you.")	-Adult verbally reprimands -Adult helps him find an activity to play with	Adult attention
	-Transition from preferred activity (e.g., play to meal 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	Delays or escapes transitions