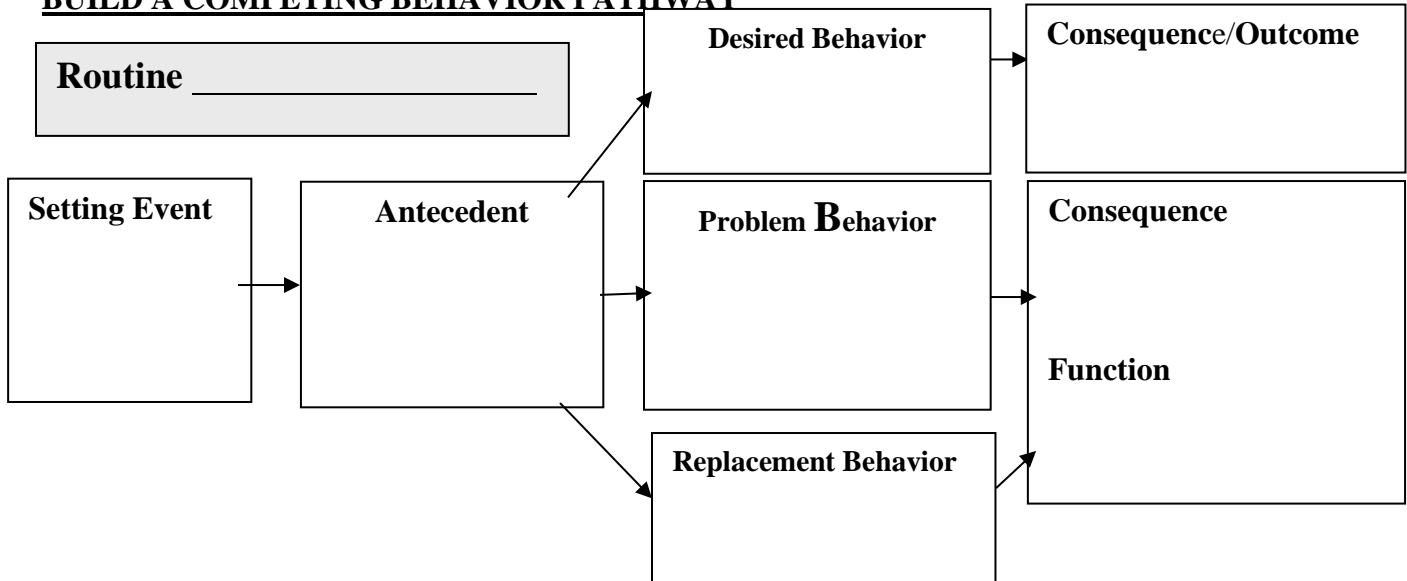# Behavior Intervention Plan
Developed from a Functional Behavioral Assessment

Student _____ Grade _____ Date _____

School _____ Case Manager _____

BUILD A COMPETING BEHAVIOR PATHWAY

| Routine _____ |

Setting Event

Antecedent

Desired Behavior

Consequence/Outcome

Problem Behavior

Consequence

Function

Replacement Behavior

IDENTIFY INTERVENTION STRATEGIES

Setting Event Strategies	Manipulate Antecedent to prevent problem & prompt Replacement/Desired behavior	Teach Behavior Explicitly Teach Replacement & Desired Behaviors	Alter Consequences to Reinforce Replacement & Desired Behavior; Redirect & Minimize Reinforcement of Problem Behavior
	Prevent problem behavior	Teach Replacement Behavior	Reinforce Replacement & Desired Behavior
			Desired Behavior: *Student will earn <ID incentive> if they get 80% or more points on their Daily Point Card*
	Prompt Replacement/Desired Behavior	Teach Desired Behavior/ Academic/ Social Skills	Redirect to Replacement Behavior & Minimize Reinforcement of Problem Behavior

Adapted by C. Borgmeier (2002) from multiple sources: M. Bergstrom and D. Crone (2000); March, Horner, Lewis-Palmer, Brown, Crone & Todd (1999); O'Neill, Horner, Albin, Sprague, Story, & Newton (1997); Palmer & Sugai (2000); and Sprick, Sprick, & Garrison (1993); Martin, Hagan-Burke, & Sugai (2000)

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