## BUILD A COMPETING BEHAVIOR PATHWAY

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| :--- |
| Routine Health  <br> Setting Event <br> Technology <br> restrictions at <br> home Assignment using <br> chromebooks to <br> complete e-learning <br> modules on teenage <br> health, or research for <br> report on effects of <br> under-age drinking; or <br> when directed to hand in <br> chromebook \& transition <br> to next activity |

Ronin - 9 $^{\text {th }}$ grade
Desired Behavior
Complete health
assignments
independently

Problem Behavior Off-task, not getting work done, watching youtube videos about gaming, playing games, Yells, refuses to get off chromebook \& hand it in, verbal threats

## Replacement Behavior

Ask for a 2-minute break to watch YouTube or play games

Consequence/Outcome
Satisfaction of work completed; no homework; can watch videos at home or after work is completed

## Consequence

Gets to watch youtube \& play games on chromebook instead of completing work; gets to continue using chromebook

## Function

Gets to continue using chromebook \& watching videos

## IDENTIFY INTERVENTION STRATEG_

| Setting Event Strategies | Manipulate Antecedent to prevent problem \& prompt Replacement/Desired behavior | Teach Behavior <br> Explicitly Teach Replacement <br> \& Desired Behaviors | Alter Consequences to <br> Reinforce Replacement \& Desired <br> Behavior; Redirect \& Minimize <br> Reinforcement of Problem Behavior |
| :---: | :---: | :---: | :---: |
| Communicate w/ family to learn about home technology use \& restrictions <br> Work $w$ family to see if he can earn access to preferred technology at home for earning points at school | Prevent problem behavior Work w/ IT to put restrictions to accessing YouTube, games and similar pages on Chromebooks; see if timers can be set up allowing certain amounts of time; or ways to shut access on and off <br> Teach health in alternate format w/o using e-learning modules \& Chromebooks <br> Prompt Replacement/Desired <br> Behavior <br> Remind student they can ask for a 2-minute break to watch YouTube or play games <br> Remind student to use selfcontrol strategies being taught in social skills <br> Have peer encourage Ronin so they can earn reward <br> Remind students - fewer breaks can equal more Reward time | Teach Replacement Behavior <br> Teach student to appropriately ask for a 2minute break to watch YouTube or play games <br> Teach how to take 2 minute YouTube break and get back to work <br> Teach Desired Behavior/ Academic/ Social Skills <br> Provide social skills instruction in self-control and time management - work on delaying gratification | Reinforce Replacement \& Desired Behavior <br> Give 2 min. YouTube/game break when requested appropriately <br> Desired Behavior: Student will earn 10 minutes of uninterrupted YouTube/Game time w/ peer of choice if they get $80 \%$ or more points on their Daily Point Card <br> Redirect to Replacement Behavior \& Minimize Reinforcement of Problem Behavior At first signs of distraction/ agitation/off task redirect student to raise hand to request a 2-minute break to watch YouTube or play games <br> Set up chromebooks so student can't access YouTube, games other sites without permission, and ability to shut off access if student is on sites <br> Student makes up health assignment missed due to being on YouTube/games w/o permission |

Daily Point Card (Weeks 1-2)


| Expectations | Scoring Intervals |  |  |  |  | TOTALS |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\begin{gathered} \hline 1 \\ 1100- \\ 1106 \end{gathered}$ | $\begin{gathered} 2 \\ 11: 12 \end{gathered}$ | $\begin{gathered} 3 \\ 11: 18 \end{gathered}$ | $\begin{gathered} 4 \\ 11: 24 \end{gathered}$ | $\begin{gathered} 5 \\ 11: 30 \end{gathered}$ |  |
| Use Respectful Language | 210 | 210 | 210 | 210 | 210 | /10 |
| Be on the right webpage | 210 | 210 | 210 | 210 | 210 | /10 |
| Appropriately request 2 minute | 210 | 210 | 210 | 210 | 210 | /10 |
| YouTube/games break (Take Break?) | Y N | Y N | Y N | Y N | Y N | _ breaks |
| Leaves YouTube/games and Hands in Chromebook when requested | 210 | 210 | 210 | 210 | 210 | /10 |
| TOTALS | /8 | /8 | /8 | /8 | /8 | /40 |
| 2 = Great! No problem. 1 = Needed a reminder |  |  | 0 = Didn't follow direction |  |  |  |
| Goal $=80 \%-32 / 40$ |  |  | Total Points = |  | /40 |  |

Daily Point Card (Approx. \#1; Week 2 or 3; pending data)


| Expectations | Scoring Intervals |  |  |  |  | TOTALS |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\begin{gathered} 1 \\ 1100- \\ 1106 \end{gathered}$ | $\begin{gathered} 2 \\ 11: 12 \end{gathered}$ | $\begin{gathered} 3 \\ 11: 18 \end{gathered}$ | $\begin{gathered} \hline 4 \\ 11: 24 \end{gathered}$ | $\begin{gathered} 5 \\ 11: 30 \end{gathered}$ |  |
| Use Respectful Language | 210 | 210 | 210 | 210 | 210 | /10 |
| Be on the right webpage | 210 | 210 | 210 | 210 | 210 | /10 |
| Appropriately request 2 minute | 210 | 210 | 210 | 210 | 210 | /10 |
| YouTube/games break (Take Break?) | Y N | Y N | Y N | Y N | Y N | breaks |
| Leaves YouTube/games and Hands in Chromebook when requested | 210 | 210 | 210 | 210 | 210 | /10 |
| TOTALS | /8 | /8 | /8 | /8 | /8 | /40 |
| $2=$ Great! No problem. 1 = Needed a reminder |  |  | $0=$ Didn't follow direction |  |  |  |
| Goal $=80 \%-32 / 40$ |  |  | Total Points $=$ |  | 140 |  |

[^0]
## SUCCESSIVE APPROXIMATIONS WORKSHEET



## Successive Approximation from the Replacement Behavior to the Desired Behavior

Desired Behavior: _Ronin must complete the entire task independently and the last 10 minutes of class can be taken to watch YouTube/play games on Chromebook

Approximation \#4: Ronin must complete $75 \%$ of the assigned task before allowed to take a break and each two minute break is taken out of the 10 minutes of Reward time w/ Peer

Approximation \#3: Ronin must complete half of the assigned task before allowed to take a break and each two minute break is taken out of the 10 minutes of Reward time w/ Peer

Approximation \#2: Ronin can request up to 2 breaks, but each two minute break is taken out of the 10 minutes of Reward time w/ Peer

Approximation \#1: Ronin can request up to 3 breaks, the first two are free, after that each two minute break is taken out of the 10 minutes of Reward time w/ Peer

Replacement Behavior: $\qquad$ Can ask for a 2-minute break to watch YouTube or play games - Ronin can request one break for each interval on the Daily Point Card (up to 5 breaks)

Daily Point Card (Approx. \#2; Week 3 or 4; pending data)
Student $\qquad$ Ronin

Date
11:00-11:30 0

Targeted Routine $\qquad$ Health Interval Length (Number of minutes/interval)
$\qquad$
Number of Intervals $\qquad$ 5 $\qquad$

| Expectations | Scoring Intervals |  |  |  |  | TOTALS |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\begin{gathered} \hline 1 \\ 1100- \\ 1106 \end{gathered}$ | $\begin{gathered} 2 \\ 11: 12 \end{gathered}$ | $\begin{gathered} 3 \\ 11: 18 \end{gathered}$ | $\begin{gathered} 4 \\ 11: 24 \end{gathered}$ | $\begin{gathered} 5 \\ 11: 30 \end{gathered}$ |  |
| Working on Assigned task | 210 | 210 | 210 | 210 | 210 | /10 |
| Respectful Language \& Appropriate volume | 210 | 210 | 210 | 210 | 210 | /10 |
| Appropriately request 2 minute | 210 | 210 | 210 | 210 | 210 | /10 |
| YouTube/games break (Take Break?) | Y N | Y N | Y N | Y N | Y N | _ breaks |
| TOTALS | /6 | /6 | /6 | /6 | /6 | /30 |
| 2 = Great! No problem. | 1 = Needed a reminder |  | 0 = Didn't follow direction |  |  |  |

$$
\text { Goal }=80 \%-24 / 30
$$

Total Points = $\qquad$ $/ 30$
***You can use up to $\mathbf{2}$ Breaks; but for each break you lose $\mathbf{2}$ minutes from your 10 min. Reward time
$\qquad$

Daily Point Card (Approx \#3; Week 4 or 5; pending data)



$$
\text { Goal }=80 \%-24 / 30
$$

Total Points = $\qquad$ 130
***You must complete half of the assigned task before you can take YouTube/games break; if you take a break you lose 2 minutes from your 10 min. Reward time


| Expectations | Scoring Intervals |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\begin{gathered} 1 \\ 1100 \\ 1106 \end{gathered}$ | $\begin{gathered} 2 \\ 11: 12 \end{gathered}$ | $\begin{gathered} 3 \\ 11: 18 \end{gathered}$ | $\begin{gathered} 4 \\ 11: 24 \end{gathered}$ | $\begin{gathered} 5 \\ 11: 30 \end{gathered}$ | TOTALS |
| Percent of Assigned Task completed | 0-10-20-30-40-50-60-70-80-90--100 |  |  |  |  | /10 |
| Respectful with Positive Attitude | 210 | 210 | 210 | 210 | 210 | /10 |
| TOTALS |  |  |  |  |  | /20 |
| 2 = Great! No problem. | Needed a reminder |  |  |  |  |  |

$$
\text { Goal }=80 \%-16 / 20
$$

Total Points =
$\qquad$
***You must complete $3 / 4$ of the assigned task before you can take YouTube/games break; if you take a break you lose 5 minutes from your 10 min . Reward time

## (Desired Behavior; pending data)

Once assigned task is $100 \%$ completed and checked by the teacher, the student can use the remaining time to watch YouTube videos or play games on Chromebook


[^0]:    ***You can have 3 Breaks and you get 2 FREE; after two breaks you lose 2 minutes from your 10 min.
    Reward time

