#### **BUILD A COMPETING BEHAVIOR PATHWAY**

#### Routine Health

# **Setting Event** *Technology restrictions at* —

home

Antecedent
Assignment using
chromebooks to

complete e-learning modules on teenage health, or research for report on effects of under-age drinking; or when directed to hand in chromebook & transition to next activity

#### **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

Communicate w/ family to learn about home technology use & restrictions

Work w family to see if he can earn access to preferred technology at home for earning points at school

## Manipulate Antecedent to prevent problem & prompt Replacement/Desired behavior

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

Teach health in alternate format w/o using e-learning modules & Chromebooks

### Prompt Replacement/Desired Behavior

Remind student they can ask for a 2-minute break to watch YouTube or play games

Remind student to use selfcontrol strategies being taught in social skills

Have peer encourage Ronin so they can earn reward

Remind students – fewer breaks can equal more Reward time

## Teach Behavior Explicitly Teach Replacement & Desired Behaviors

#### **Teach Replacement Behavior**

Teach student to appropriately ask for a 2minute break to watch YouTube or play games

Teach how to take 2 minute YouTube break and get back to work

#### <u>Teach Desired Behavior/</u> <u>Academic/ Social Skills</u>

Provide social skills instruction in self-control and time management – work on delaying gratification

# Alter Consequences to Reinforce Replacement & Desired Behavior; Redirect & Minimize Reinforcement of Problem Behavior

### Reinforce Replacement & Desired Behavior

Give 2 min. YouTube/game break when requested appropriately

<u>Desired Behavior:</u> 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

# 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

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

Student makes up health assignment missed due to being on YouTube/games w/o permission

#### www.BasicFBA.com

#### Daily Point Card (Weeks 1-2)

Student <u>Ror</u>	nin	Date _	11:00-11:30	
Targeted Routine	Health	Time	11:00-11:30	
Number of Intervals	5	Interval Length (Number of minutes/interval)	6 min.	

Expectations						
•	1	2	3	4	5	TOTALS
	1100-	11:12	11:18	11:24	11:30	
	1106					
Use Respectful Language	2 1 0	2 1 0	2 1 0	2 1 0	2 1 0	/10
Be on the right webpage	2 1 0	2 1 0	2 1 0	2 1 0	2 1 0	/10
Appropriately request 2 minute	2 1 0	2 1 0	2 1 0	2 1 0	2 1 0	/10
YouTube/games break (Take Break?)	Y N	Y N	Y N	Y N	Y N	_ breaks
Leaves YouTube/games and Hands	2 1 0	2 1 0	2 1 0	2 1 0	2 1 0	/10
in Chromebook when requested						
TOTALS	/8	/8	/8	/8	/8	/40

2 = Great! No problem. 1 = Needed a reminder 0 = Didn't follow direction

Goal = 80% - 32/40

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

Student Roi	nin	Date	11:00-11:30
Targeted Routine _	Health	Time _	11:00-11:30
Number of Interval	s <u>5</u>	Interval Length (Number of minutes/interval)_	6 min.

Expectations						
·	1	2	3	4	5	TOTALS
	1100-	11:12	11:18	11:24	11:30	
	1106					
Use Respectful Language	2 1 0	2 1 0	2 1 0	2 1 0	2 1 0	/10
Be on the right webpage	2 1 0	2 1 0	2 1 0	2 1 0	2 1 0	/10
Appropriately request 2 minute	2 1 0	2 1 0	2 1 0	2 1 0	2 1 0	/10
YouTube/games break (Take Break?)	ΥN	Y N	Y N	Y N	Y N	_ breaks
Leaves YouTube/games and Hands	2 1 0	2 1 0	2 1 0	2 1 0	2 1 0	/10
in Chromebook when requested						
TOTALS	/8	/8	/8	/8	/8	/40

2 = Great! No problem. 1 = Needed a reminder

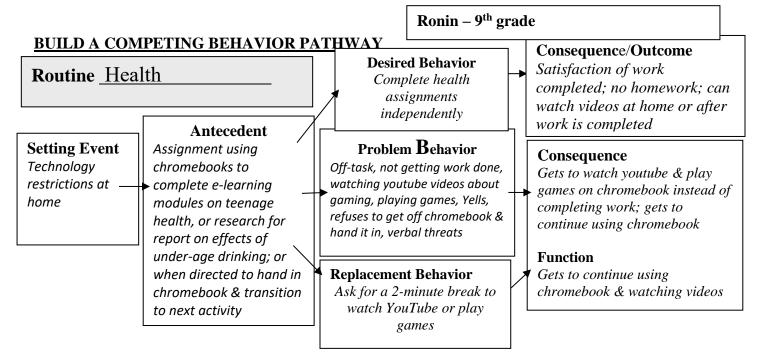
0 = Didn't follow direction

Goal = 80% - 32/40

Total Points = /40

<sup>\*\*\*</sup>You can have 3 Breaks and you get 2 FREE; after two breaks you lose 2 minutes from your 10 min. **Reward time** 

#### 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:** 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 <u>Ronin</u>		Date	11:00-11:30	
Targeted Routine	Health	Time	11:00-11:30	
Number of Intervals	5	Interval Length (Number of minutes/interval)	6 min.	

Expectations						
•	1	2	3	4	5	TOTALS
	1100-	11:12	11:18	11:24	11:30	
	1106					
Working on Assigned task	2 1 0	2 1 0	2 1 0	2 1 0	2 1 0	/10
Respectful Language & Appropriate	2 1 0	2 1 0	2 1 0	2 1 0	2 1 0	/10
volume						
Appropriately request 2 minute	2 1 0	2 1 0	2 1 0	2 1 0	2 1 0	/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

Goal = 80% - 24/30

Total Points = /30

Tou can use up to 2 breaks, but for each break you lose 2 influtes from your 10 influencement the	IIE

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

	•		\ <u></u>	,
Student R	Ronin		Date _	11:00-13
Targeted Routine	!	Health	Time _	11:00-1
Number of Interv	als	5	Interval Length (Number of minutes/interval)	

Expectations						
	1	2	3	4	5	TOTALS
	1100-	11:12	11:18	11:24	11:30	
	1106					
Working on Assigned task	2 1 0	2 1 0	2 1 0	2 1 0	2 1 0	/10
Respectful Language & Appropriate	2 1 0	2 1 0	2 1 0	2 1 0	2 1 0	/10
volume						
Appropriately request 2 minute	2 1 0	2 1 0	2 1 0	2 1 0	2 1 0	/10
YouTube/games break (Take Break?)	Y N	Y N	Y N	Y N	Y N	_ breaks
TOTALS	/6	/6	/6	/6	/6	/30

<sup>2 =</sup> Great! No problem.

Goal = 80% - 24/30

<sup>1 =</sup> Needed a reminder

<sup>0 =</sup> Didn't follow direction

<sup>\*\*\*</sup>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

#### Daily Point Card (Approx #4; Week 5 or 6; pending data)

Student <u>Ronin</u>		Date	11:00-11:30	
Targeted Routine	Health	Time _	11:00-11:30	
Number of Intervals	5	Interval Length (Number of minutes/interval)	6 min.	

Expectations						
·	1	2	3	4	5	TOTALS
	1100-	11:12	11:18	11:24	11:30	
	1106					
Percent of Assigned Task completed	0 – 10 -	- 20 – 30 – 4	0 – 50 – 60 -	- 70 – 80 – 9	0 100	/10
Respectful with Positive Attitude	2 1 0	2 1 0	2 1 0	2 1 0	2 1 0	/10
TOTALS						/20

2 = Great! No problem. 1 = Needed a reminder

0 = Didn't follow direction

Goal = 80% - 16/20

Total Points = /20

\*\*\*You must complete ¾ 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