Identifying Function-Based Interventions www.functionbasedthinking.com

> Chris Borgmeier, PhD <u>cborgmei@pdx.edu</u>

Sheldon Loman, PhD sheldon.loman@pdx.edu

Portland State University

### **Activity 1: Function Based Interventions**

Complete Pre-Test (colored copy)
 Copy answers on to white copy

- Turn in colored copy of PreTest
  Keep sticker paper clipped to pre-test
  Keep white copies
  - Try to finish in first 10 minutes of the session; when we will begin presenting

# Behavior Support Planning FBA → <u>BSP</u>

The most important purpose of conducting FBA is to inform the development of comprehensive Behavior Support Plans that directly address the <u>FUNCTION</u> of student behavior

www.functionbasedthinking.com

# Why is the function of behavior important?

- Any intervention can potentially make problem behavior:
  - Better
  - □ Have no effect
  - □ Make it worse
- Using function to guide selection of interventions should help to more efficiently and effectively ID effective interventions & avoid interventions that can make things worse

# Steps in Behavior Support Planning

- Step 1: Develop Competing Behavior Pathway
- Step 2: Develop Behavior Support Plan
- Step 3: Implementation Plan
- Step 4: Evaluation Plan
- Step 5: Follow-up Meetings to Review Progress

# Function Based Interventions

## **Function-Based Interventions**

- Start with FBA results = Summary of Behavior
- Summary of Behavior should include a detailed and specific description of:
  - Targeted Routine
  - □ <u>Antecedents</u> triggering behavior
  - Problem Behavior
  - Consequence/Outcome of Problem Behavior
  - Function of Behavior

# Analyzing the Summary of Behavior

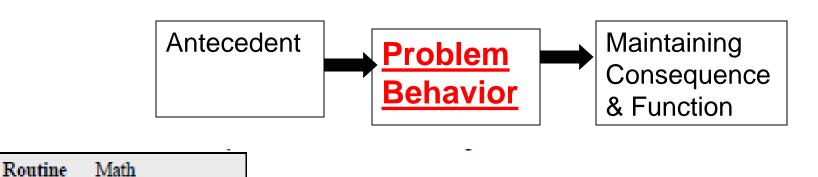
Read over the Summary of Behavior, but pay special attention to the Function identified for the problem behavior

The Function of Behavior will be central to identifying effective interventions to address:

- Antecedent
- Behaviors to Teach &
- Consequences

# Start w/ Summary of Behavior from FBA

#### **Targeted Routine**



Antecedent/Trigger <u>Task too difficult</u>: When asked to complete math worksheets requiring multi-digit multiplication or division.

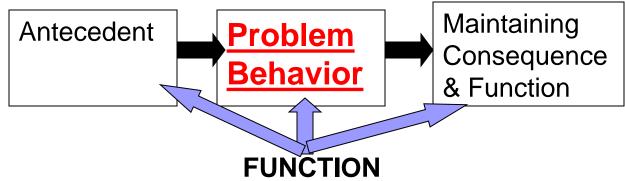
(NOTE: Student can & will complete single digit multiplication & any addition or subtraction problems) Problem <u>Behavior</u> Student disrespects teacher often calling teacher "racist", refuses to work, breaks pencil, destroys paper, out of seat walking around room

<u>Escapes Difficult Math Task</u> -by arguing w/ teacher, destroying materials & being sent to hall or office

Consequence/Function

# FBA: Summary of Behavior

#### **Targeted Routine**

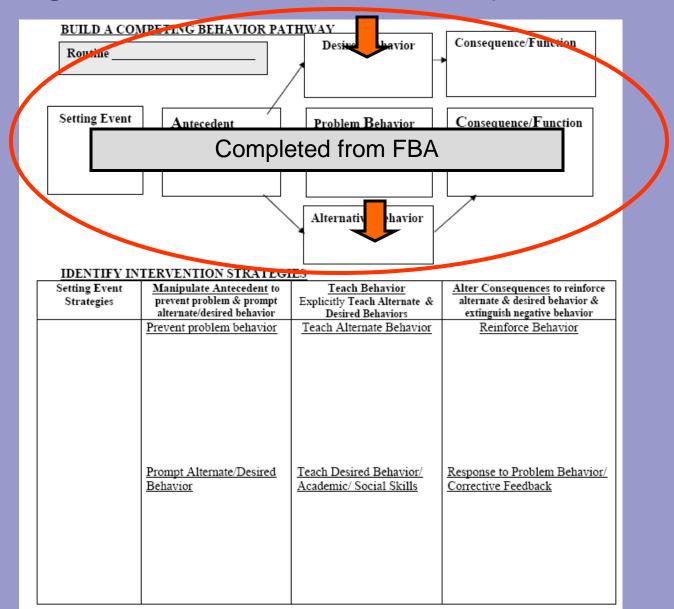


**FUNCTION** is where student behavior intersects with the environment

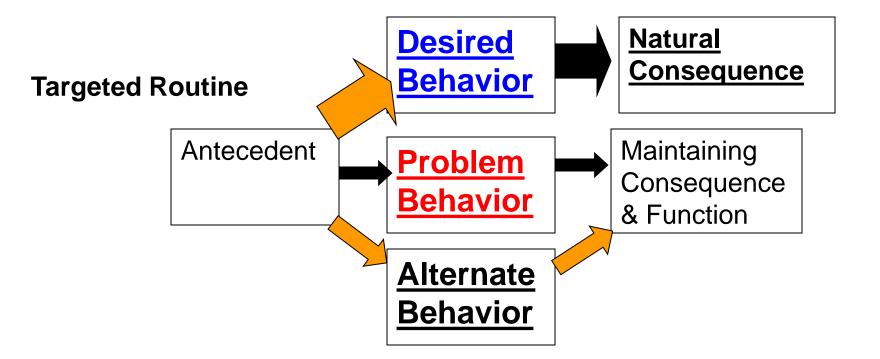
**Function** = Learning

Student learns.... When (A), if I (B), then (C)... <u>Function</u> = how I benefit so I keep doing <u>B</u> Competing Behavior Pathway

## **Competing Behavior Pathway**

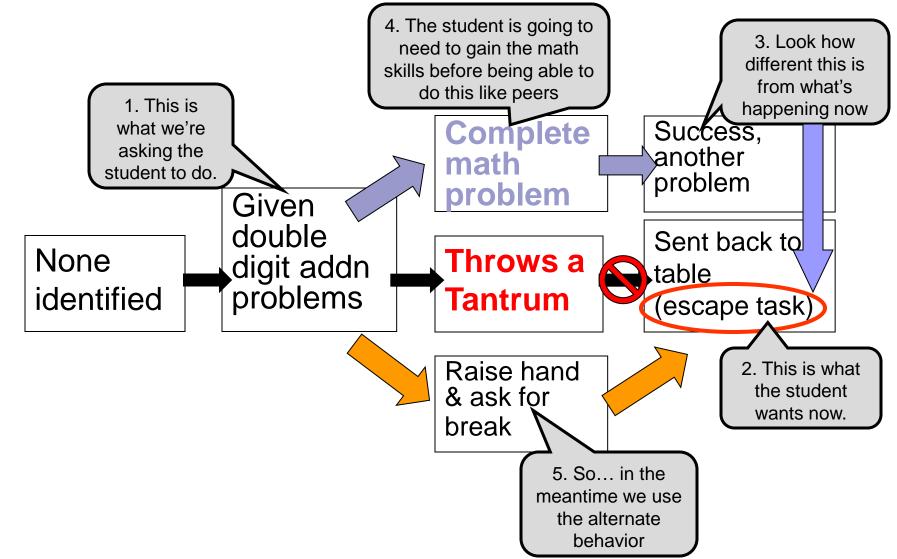


# So this is what we want....



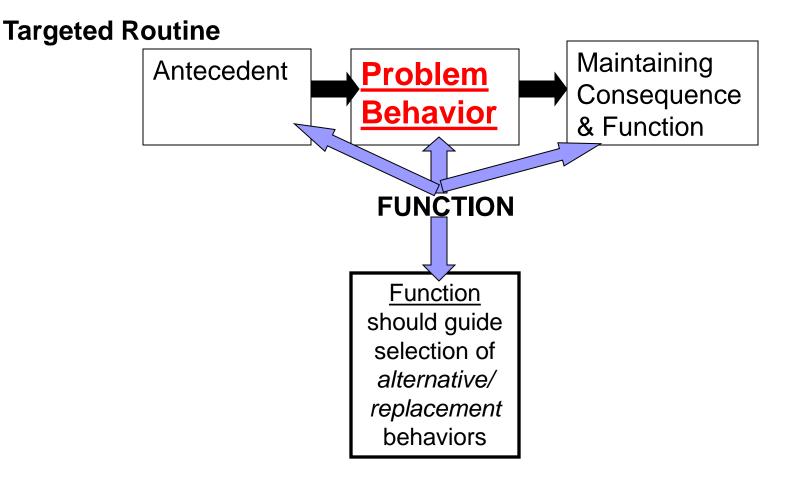
But... start with the <u>Alternate Behavior</u>? Why can't we go right to the <u>Desired Behavior</u>?

### Why the <u>Alternate Behavior</u>? Why can't we go right to the <u>Desired Behavior</u>?



## **Function Based Interventions**

When generating interventions we use <u>Function</u> to develop ideas to change A, B & C



# Understanding Alternate/ Replacement Behaviors

### Alternate Behaviors are:

- an immediate attempt to reduce <u>disruption</u> & <u>potentially dangerous behavior</u> in the classroom
  - Take some of the pressure off the teacher
- designed to actively begin breaking the student's habit of using problem behavior to meet their needs, by replacing it with a more acceptable alternate behavior

# Essential Characteristics of a Replacement / Alternate Behavior

- An appropriate Replacement Behavior:
  Serves the same function as the problem behavior
  - Is <u>easier to do</u> and <u>more efficient</u> than the problem behavior
    - Alternate Behaviors <u>require less physical effort</u> & <u>provide quicker, more reliable access</u> to desired outcome/response than problem behavior

□ Is socially acceptable

# Which of the Following are Appropriate Replacement Behaviors?

Leslie is 12, has severe intellectual disabilities, does not use words, and <u>hits her</u> <u>head</u>. Head hitting is <u>maintained by adult</u> <u>attention</u> during work periods.

Start w/ the Function

Which is the best Replacement Behavior hide under her desk and be ignored 1. Serve sign for "more" to another student 2. Is same **Behavior** take completed work up to sh Function? easier to Does it do than move to sit by another student provide problem adult behavior Use picture communication system to request attn? teacher help 3. Is Behavior socially

acceptable?

# Which of the Following are Appropriate Replacement Behaviors?

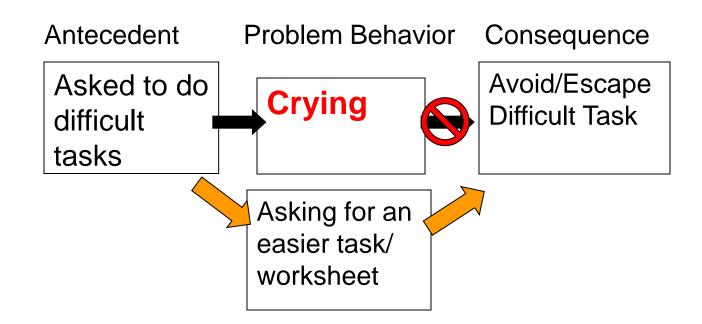
- Jason is nine and <u>cries</u> when asked to do difficult tasks. The crying is maintained by avoiding or escaping difficult tasks. Start w/ the Function
- Possible Replacement Behaviors:
- 1. Serve same <u>Function?</u> Does it provide adult attn?
- More rewards for doing tasks
  Asking for an easier task/ worksheet
  Asking to play w/ his Gameboy
- Requesting adult attention
- Asking to have soda after tasks are done

2. Is Behavior easier to do than problem behavior?

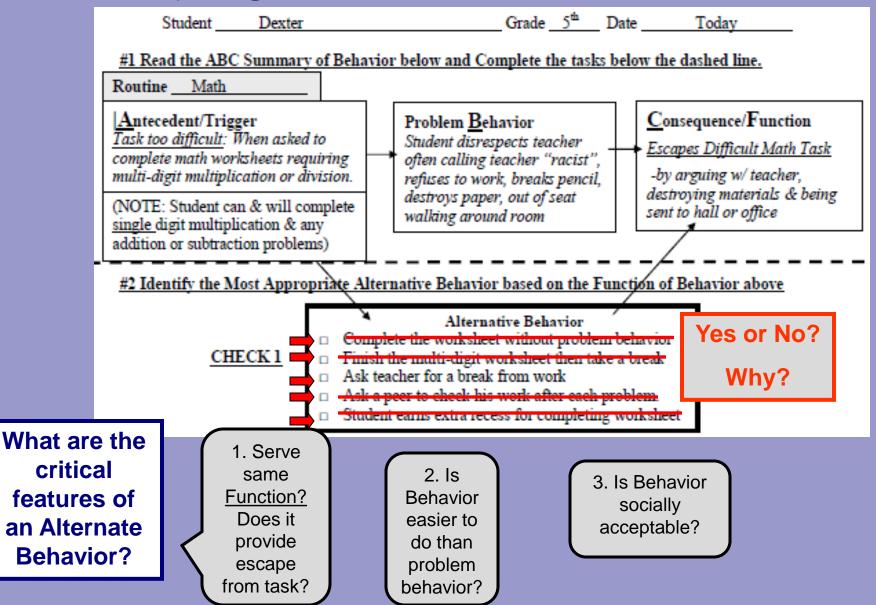
3. Is Behavior socially acceptable?

## Competing Behavior Pathway: <u>Alternative Behavior</u>

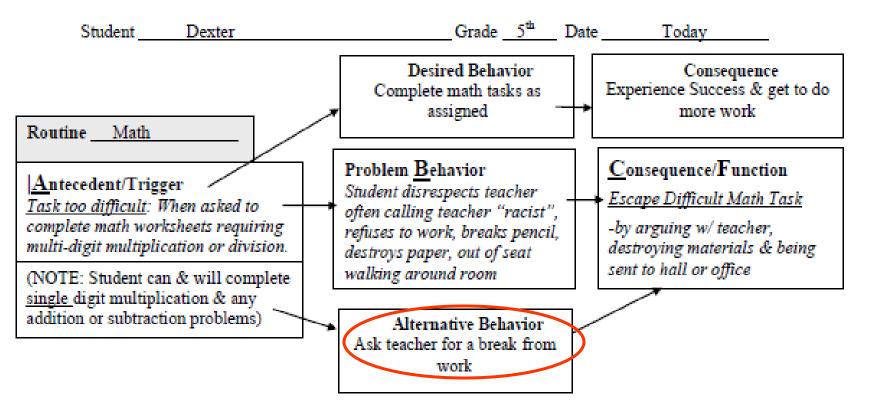
Example: Jason (from previous example)



### Identifying the Alternate Behavior

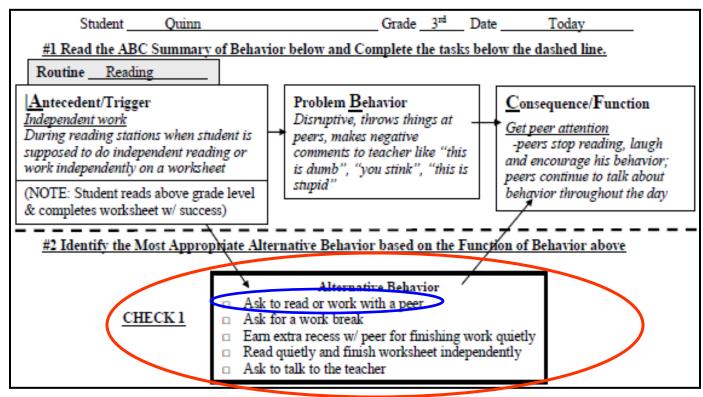


# **Competing Behavior Pathway**



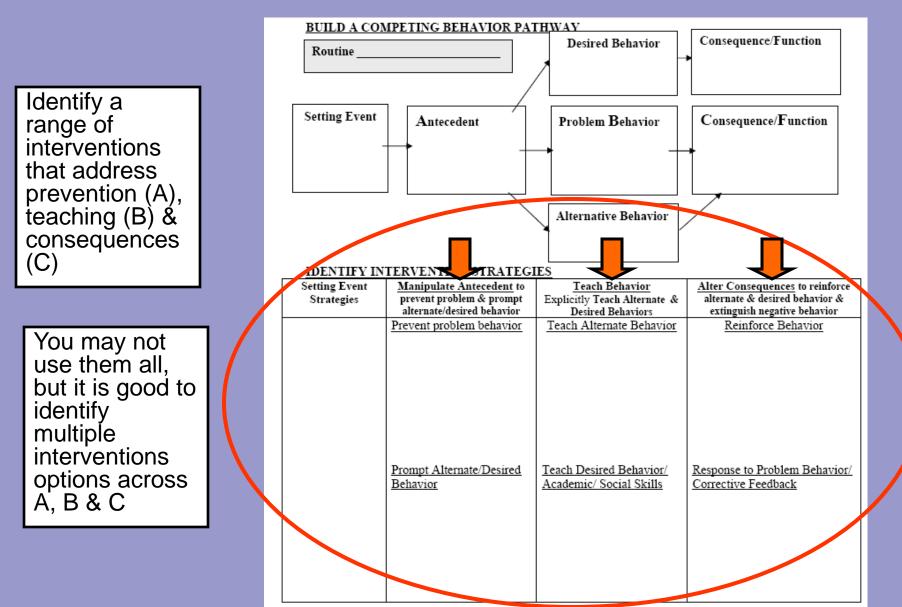
# Activity 2

### ■ With a partner go through each of the Competing Behavior Pathway options in Pre-Test #2 → Yes or No & Why



Developing Function-Based Interventions

## **Behavior Support Planning**



# Teaching Behavior Interventions

# Teaching **B**ehavior

#### <u>Teaching</u>

- 1) Identify skill(s) to teach
  - **Dual focus** when teaching behavior
    - Alternate Behavior
    - Desired Behavior

ALWAYS START with the Alternative Behavior

-FIRST - Teach the alternate behavior you identified in Competing Behavior Pathway

-Teaching = Review & practice regularly

#### -THEN – teach the Desired Behavior

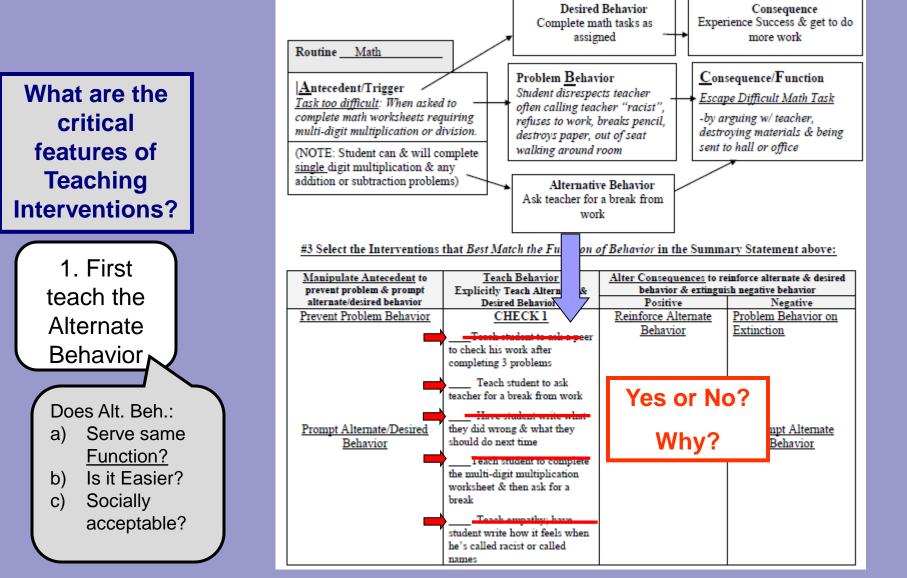
-this may be something to focus on immediately, or only after the student is fluent with the alternative behavior

# Teaching **B**ehavior

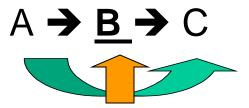
Don't assume student already has <u>Alternate</u> <u>Behavior</u> in their skill set

- Develop an observable definition of behavior
  Identify examples & non-examples
- 3) Model/ Lead/ Test
- 4) Schedule Review & Practice of Skill/ Behavior Regularly

# **Teaching Behavior - Dexter**



# **Example: Teaching Behavior**



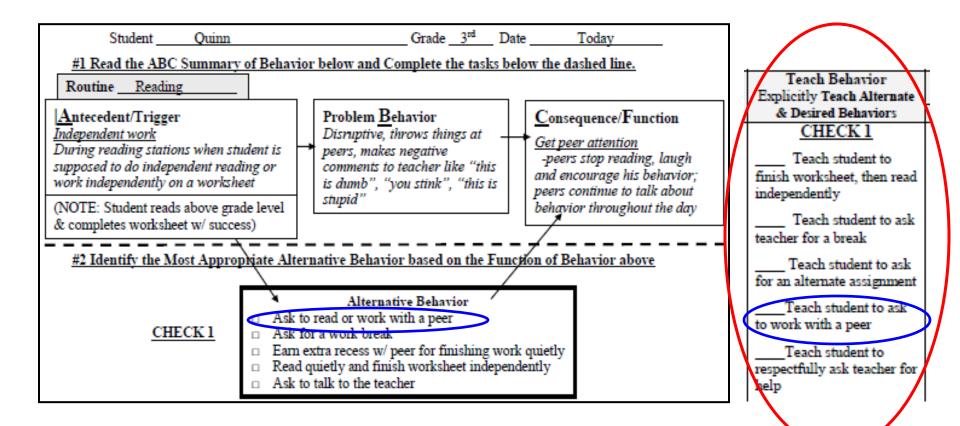
Teach Dexter to raise his hand & ask for a break, instead of engaging in negative behavior.

\*By teaching Dexter an easier <u>alternate behavior</u> to get what he wants, we're making the problem behavior <u>Inefficient</u>.

Dexter will need frequent practice, precorrections, and prompts to help him get in the habit of using the alternate behavior

# Activity 3 - Quinn

With a partner go through each of the Teaching Behavior options in Pre-Test #2 → Yes or No & Why

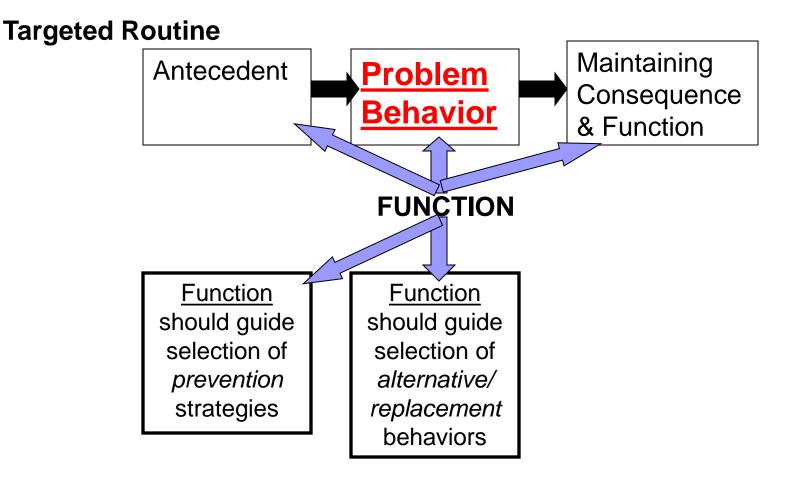


# Antecedent Interventions

### **Prevent & Prompt**

## **Function Based Interventions**

When generating interventions we use <u>Function</u> to develop ideas to change A, B & C



## <u>Antecedent Interventions</u>

#### **Preventing Problem Behavior**

**Prevention**- Change the trigger that sets off the problem behavior

- (A) Examine the Antecedent & Function of the Problem Behavior
- (B) Change the antecedent so student will no longer need to use problem behavior (make the problem behavior <u>Irrelevant</u>)
  - The best choices for Antecedent changes:
    - 1. **Directly** address the identified antecedent
    - 2. <u>must address the function</u> the problem behavior is serving

# Antecedent Interventions **Directly** address the identified antecedent

#### □ Antecedent = Asked to read aloud in class

- Potential options that <u>more directly</u> address the antecedent
  - Do not ask student to read aloud in class
  - Give student passage in advance to practice pre-reading
  - Let student read 1 sentence directions they are familiar with, instead of entire paragraphs from the text

#### Non-examples (do not directly address antecedent)

- Move student closer to the teacher
- □ Attend a counseling group about anger management
- □ Check-in with teacher before reading group

#### □ Now, why is Function important?

Antecedent interventions <u>must</u> the problem behavior serves address the function

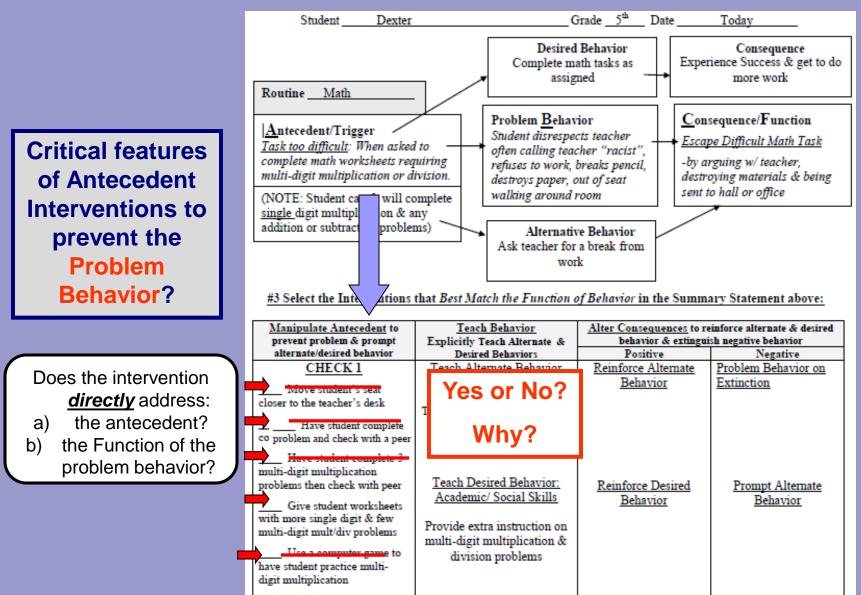
Antecedent = Asked to read aloud in class +
 Function = Avoid any public presentation (not about reading difficulty; more related to social anxiety)

#### Does the

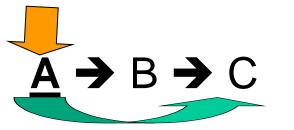
intervention address the function of behavior?

- Does the Intervention <u>address the Function</u> of Behavior
  Do not ask student to read aloud in class (or respond publicly)
  Give student passage in advance to practice pre-reading
  - Let student read 1 sentence directions they are familiar with, instead of entire paragraphs from the text

### **Antecedent Interventions**



### **A**ntecedent Interventions



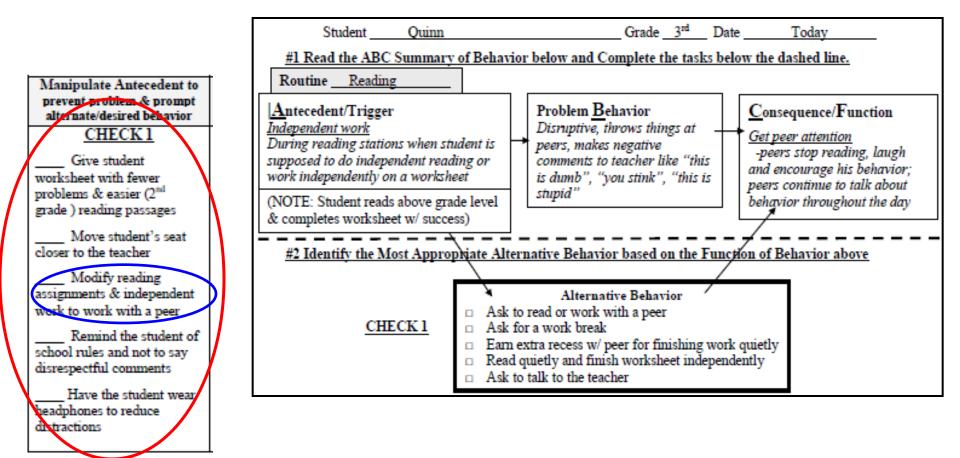
Instead of giving Dexter the class math assignment of multi-

digit multiplication & division problems, let's give him an assignment he can be more successful with (e.g. 4 single digit mult/div problems for every 1 multi-digit problem)

\*By changing <u>A</u>, we can <u>PREVENT</u> Dexter's need to engage in negative behavior, making it <u>Irrelevant</u>

### Activity 4 - Quinn

### With a partner go through each of the Antecedent Interventions options in Pre-Test #2 → Yes or No & Why

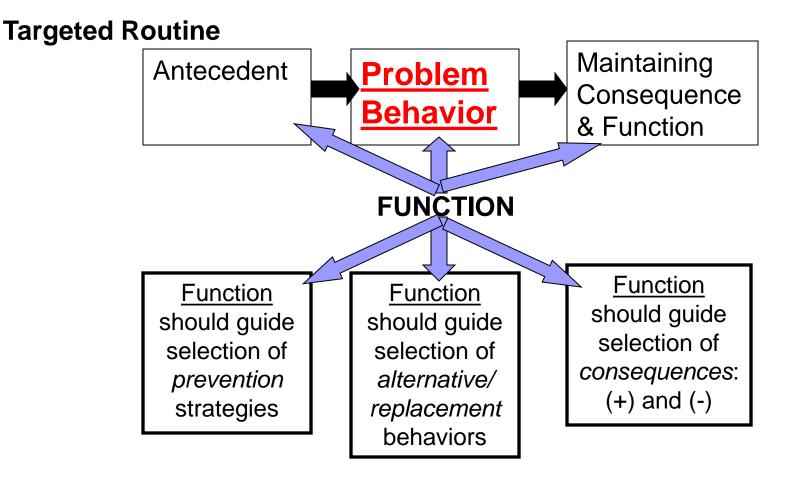


# Consequence Interventions

**Reinforcing Behavior** 

### **Function Based Interventions**

When generating interventions we use <u>Function</u> to develop ideas to change A, B & C



- Reinforcement should focus on 2 different sets of behaviors → <u>Alternative Behavior &</u> <u>Desired Behavior</u>
  - 1. Reinforcing the **<u>Alternative Behavior</u>** 
    - When the student engages in the alternative behavior, quickly provide the student with an outcome that matches the outcome/ function of the problem behavior
    - E.g. if student <u>raises hand to request an easier, substitute</u> <u>assignment</u>; in order to escape difficult tasks → then quickly provide the student with the easier assignment

- 2. Reinforcing the **Desired Behavior(s)**, or approximations of the desired behavior
  - The ultimate plan is to have the student move beyond the alternative behavior to using the desired behavior
  - Reinforcing this progression should start from the beginning of the intervention

- Considerations for Reinforcing Desired Behavior
  - The goals & expectations for desired behavior must be reasonable
    - Reasonable <u>expectations</u> of student behavior
      - EXAMPLE: on a daily basis the student is out of seat & off task the entire period & has not turned in any work the entire term
      - Probably NOT a Reasonable Expectation = student to be in seat the whole class period and turn in completed worksheets
      - More Reasonable approximations (Start Small & Build on Success):
        - Turns in assignments 50% completed
        - On task and trying to complete work for 15 minutes each period

- Considerations for Reinforcing Desired Behavior
  - The timeframe for goals & expectations for desired behavior must be reasonable
  - In the Beginning try to Reinforce Every occurrence or approximation
  - □ Reasonable <u>timeframes</u> for Reinforcement
    - Probably <u>NOT</u> Reasonable Timeframes for reinforcement
      - If student turns in all worksheets for week 1, he will earn 15 min. in skate park on Friday
      - □ If student is in seat and on-task for the entire period, he will earn a candy bar
    - More Reasonable Timeframes for reinforcement
      - If student completes 5 problems, he can choose 3 problems to cross off the worksheet
      - □ If student is on task for 10 min., he will earn 4 min. of computer time

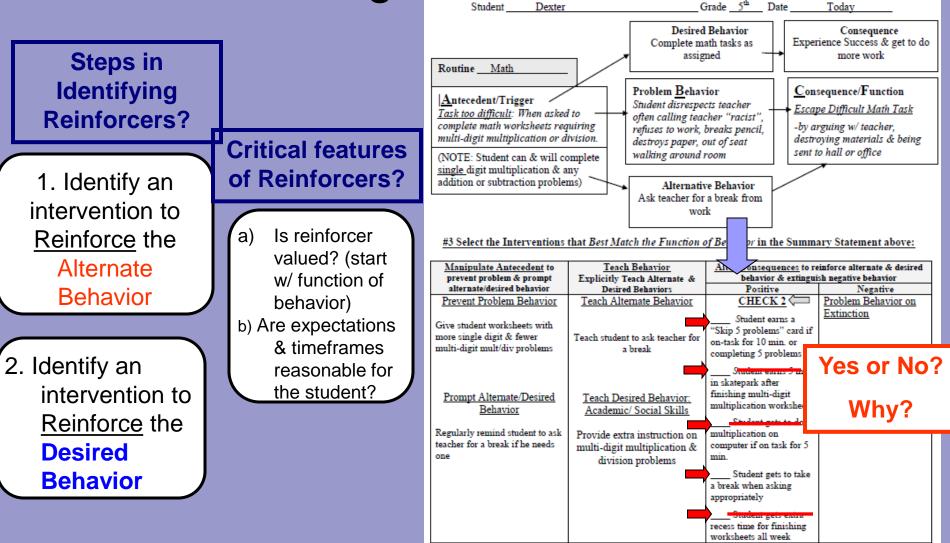
Considerations for Reinforcing Desired Behavior

The reinforcer must be <u>valued</u> by the student

The function of behavior is a good place to start when identifying valued reinforcers

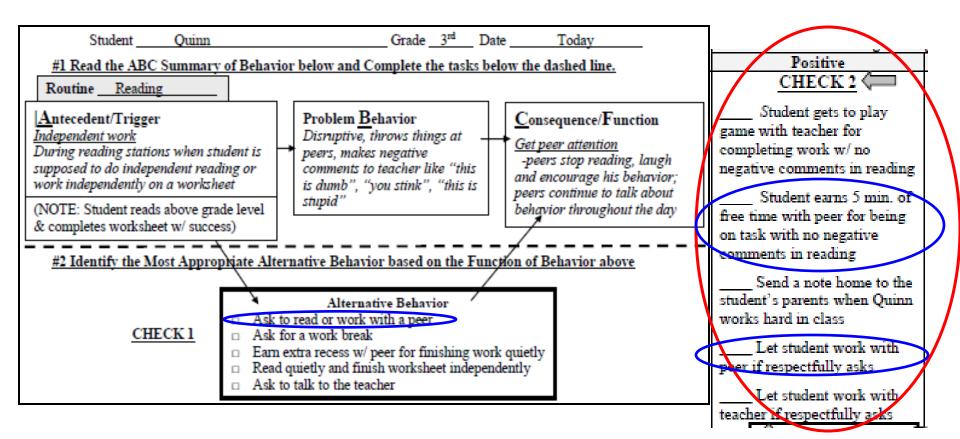
- e.g. If the function of behavior is to <u>Gain Peer Attention</u>, the reinforcer should give access to Peer Attention
- e.g. if the function of behavior is to <u>Avoid Difficult Task</u> the reinforcer could be a "Free Homework Pass"

### Consequence Intervention: Reinforcing Positive Behavior



### Activity 5

#### With a partner go through each of the <u>Positive</u> Consequence Interventions options in Pre-Test #2 $\rightarrow$ <u>Yes or No & Why</u>



# Consequence Interventions

Responding to Problem Behavior

### **<u>C</u>onsequence Interventions**

Responding to Problem Behavior

- Responding to Problem Behavior should focus on 2 things:
  - 1. **Redirect** to the <u>Alternative Behavior</u>
  - Breaking Habits: Try to eliminate or significantly limit the pay-off the student has been receiving for the problem behavior

\*\*\*If the problem behavior remains Functional, or continues to pay off, the individual is not likely to quit using it (brock the behit)

### 1. Redirecting to the <u>Alternative</u> <u>Behavior</u>

- At the <u>earliest</u> signs of problem behavior, prompt the student to use the <u>Alternative Behavior</u>
- When the student engages in the alternative behavior, quickly provide the student with an outcome that matches the function of the problem behavior
  - □ This should also help to prevent escalation

# 2. <u>Breaking the Habit</u> of the Problem Behavior

Make sure the problem behavior no longer continues to pay-off for the student...



- If using a consequence as a response to negative behavior, make sure the consequence is not providing the desired function for the student
- Worst case scenario = continuing to provide a response to problem behavior the reinforces or paysoff the problem behavior

### <u>Breaking Habits</u> Function = Seeking Attention

- Try to eliminate or significantly limit the payoff the student has been receiving for the problem behavior
  - Student is making negative comments & throwing paper and small objects to <u>get attention from adults</u>
    - Limit attention walk over to student desk, verbally praising & focusing on other students who are on-task, make a quick "stop" sign w/ shake of the head (no words)
    - NON-EXAMPLE = walk over, pull student aside and lecture student on why behavior is not ok for 3 min.

### <u>Active Extinction</u> Function = Escape Task

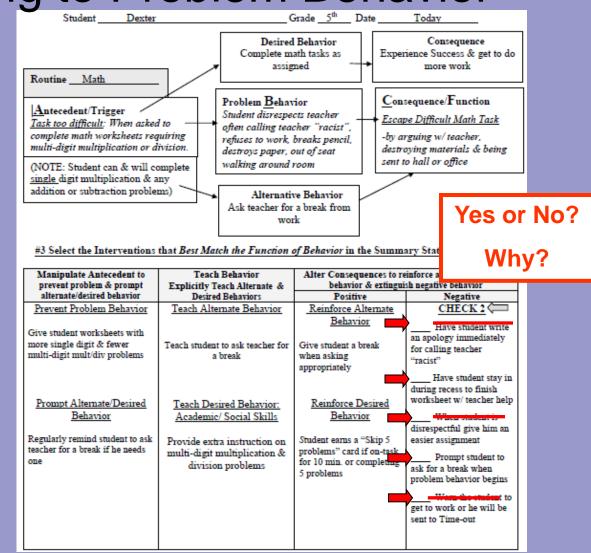
- Try to eliminate or significantly limit the payoff the student has been receiving for the problem behavior
  - Student is crumpling up work sheet, out of seat and loudly refusing to <u>escape an undesired task</u>
    - Limit escape walk over to student and offer to help, stating you can do work now, or stay after school to complete work with me; you will have to do the worksheet (it's important this is paired w/ task manipulations & teaching)
    - <u>NON-EXAMPLE</u> = walk over, pull student aside and lecture student on why behavior is not ok for 3 min. (provides escape); send student to the hall or office without work

### Consequence Intervention Responding to Problem Behavior

Steps in Identifying Responses to Problem Behavior?

1. <u>Prompt</u> the Alternate Behavior at earliest signs of problem behavior

2. Identify a response to problem behavior that does not reinforce the Problem Behavior



### Example: <u>Consequence</u> Interventions

A → B

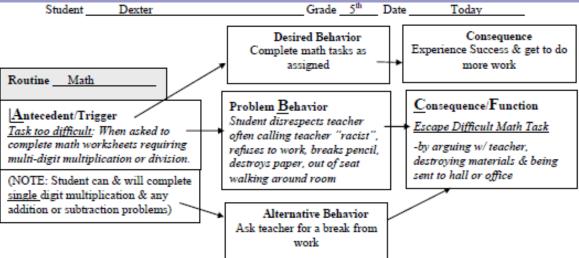
We must <u>refuse</u> to (C) let Dexter avoid difficult math tasks by (B) engaging in disrespectful behavior & <u>Instead</u>

prompt him to raise his hand and (C) reward him for ( $\underline{B}$ ) raising his hand & asking for a break (Alternate Behvior)

\*By not providing Dexter w/ what he wants when he engages in disrespectful behavior we are making the problem behavior **Ineffective**.

It is important that we work hard to <u>Reinforce</u> Dexter for engaging in the alternate behavior, or he is likely to go back to & escalate the problem behavior

### Dexter's Function-Based Intervention

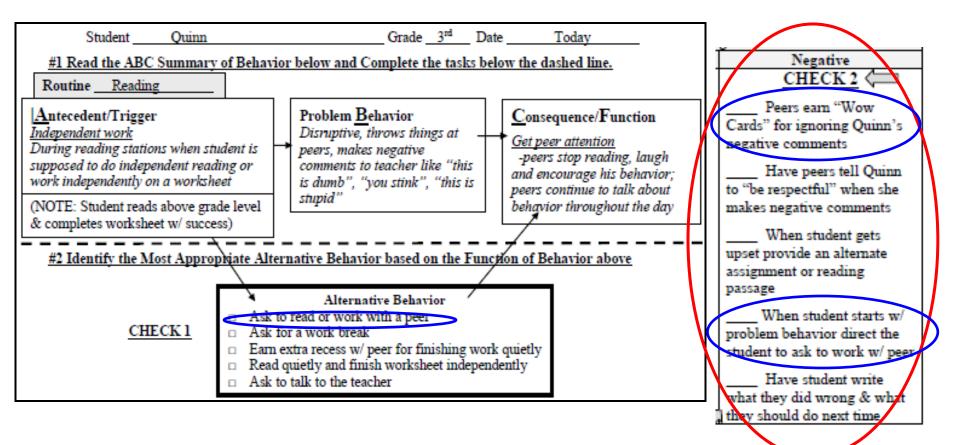


#3 Select the Interventions that Best Match the Function of Behavior in the Summary Statement above:

Manipulate Antecedent to prevent problem & prompt	<u>Teach Behavior</u> Explicitly Teach Alternate &	Alter Consequences to reinforce alternate & desired behavior & extinguish negative behavior	
alternate/desired behavior	Desired Behaviors	Positive	Negative
Prevent Problem Behavior	Teach Alternate Behavior	<u>Reinforce Alternate</u> Behavior	Problem Behavior on Extinction
Give student worksheets with more single digit & fewer multi-digit mult/div problems	Teach student to ask teacher for a break	Give student a break when asking appropriately	Have student stay in during recess to finish work w/ teacher help
Prompt Alternate/Desired Behavior	Teach Desired Behavior: Academic/ Social Skills	<u>Reinforce Desired</u> <u>Behavior</u>	Prompt Alternate Behavior
Regularly remind student to ask teacher for a break if he needs one	Provide extra instruction on multi-digit multiplication & division problems	Student earns a "Skip 5 problems" card if on-task for 10 min. or completing 5 problems	Prompt student to ask for a break when problem behavior begins

### Activity 6

#### With a partner go through each of the <u>Negative</u> Consequence Interventions options in Pre-Test #2 → <u>Yes or No & Why</u>



### Activity 7

- Put the sticker you were given with the Pre-Test on to your Post-test
- Complete Post-test
- Turn in the Post-test before exiting the session
- On-line version of this training is available at <u>www.functionbasedthinking.com</u>