### Antecedent / Behaviour / Consequence (ABC) Checklist - Duration / Intensity / Data

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| **Date:**  | **Time:** | **Location / Setting:** |
| **Antecedent**What was happening immediately before the behaviour occurred? | **Behaviour**Describe the behaviour in specific and measurable terms | **Consequence**What happened after? |
| * Given direction/task/activity
* Asked to wait
* New task/activity
* Difficult task/activity
* Preferred activity interrupted
* Activity/Item denied (told “no”)
* Loud, noisy environment
* Given assistance/correction
* Transition between locations/activities
* Attention given to others
* Presence of specific person
* Nothing (“out of the blue”)
* Attention not given when wanted
* Left alone (no indiv. attention)
* Left alone (no approp. activity)
* Other: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
 | * Refusing to follow directions
* Making verbal threats
* Disrupting class (describe)
* Crying/whining
* Screaming/yelling
* Scratching
* Biting
* Spitting
* Kicking
* Flopping
* Running away/bolting
* Destroying property
* Flipping furniture
* Hitting self
* Hitting others
* Verbal refusal
* Other\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
 | * Verbal redirection
* Physical assist/prompt
* Ignored problem behavior
* Kept demand on
* Used proximity control
* Verbal reprimand
* Removed from activity/location
* Given another task/activity
* Interrupted/blocked and redirected
* Left alone
* Isolated within class
* Loss of privilege
* Calming/soothing:
* Verbal/physical/both
* Physically restrained
* Peer remarks/laughter
* Time-out (duration)\_\_\_\_\_\_\_\_\_\_
* Other \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
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| **Duration:**\_\_\_\_ <1 minute\_\_\_\_ 1-5 minutes\_\_\_\_ 5-10 minutes\_\_\_\_ 10-30 min. | \_\_\_\_ 1/2 –1 hour\_\_\_\_ 1-2 hours\_\_\_\_ 2-3 hours\_\_\_\_ 3+ hours | **Intensity:**1 LOW2 MEDIUM3 HIGH | **Staff Initials / Observer:** |