### 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 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| **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 LOW  2 MEDIUM  3 HIGH | **Staff Initials / Observer:** |