

1. Does the problem behavior occur when the person is not receiving attention or when caregivers are paying attention to someone else?	Yes No N/A
2. Does the problem behavior occur when the person's requests for preferred items or activities are denied or when these are taken away?	Yes No N/A
3. When the problem behavior occurs, do care- givers usually try to calm the person down or involve the person in preferred activities?	Yes No N/A
4. Is the person usually well behaved when (s)he is getting lots of attention or when preferred activities are freely available?	Yes No N/A
5. Does the person usually fuss or resist when (s)he is asked to perform a task or to participate in activities?	Yes No N/A
6. Does the problem behavior occur when the person is asked to perform a task or to participate in activities?	Yes No N/A
7. If the problem behavior occurs while tasks are being presented, is the person usually given a "break" from tasks?	Yes No N/A
8. Is the person usually well behaved when (s)he is not required to do anything?	Yes No N/A
9. Does the problem behavior occur even when no one is nearby or watching?	Yes No N/A
10. Does the person engage in the problem behavior even when leisure activities are available?	Yes No N/A
11. Does the problem behavior appear to be a form of "self-stimulation?"	Yes No N/A
12. Is the problem behavior <u>less</u> likely to occur when sensory stimulating activities are presented?	Yes No N/A
13. Is the problem behavior cyclical, occurring for several days and then stopping?	Yes No N/A
14. Does the person have recurring painful conditions such as ear infections or allergies? If so, list:	Yes No N/A
15. Is the problem behavior <u>more</u> likely to occur when the person is ill?	Yes No N/A
16. If the person is experiencing physical problems, and these are treated, does the problem behavior usually go away?	Yes No N/A
Scoring Summary Circle the number of each question that was answ	
enter the number of items that were circled in the "T	otal" column.

	1	2	3	4		Social (attention/preferred items)
	5	6	7	8		Social (escape from tasks/activities)
	9	10	11	12		Automatic (sensory stimulation)
	13	14	15	16		Automatic (pain attenuation)
Reliability a	nd v	alidit	v of t	he Fr	inctional	Analysis Screening Tool

Total Potential Source of Reinforcement

From Iwata, B.A., DeLeon, I.G., & Roscoe, E.M. (2013). Reliability and validity of the Functional Analysis Screening Tool. *Journal of Applied Behavior Analysis*, *46*, 271-284.

	Antecedent-Behavior-Consequence (ABC) Analysis									
	Client:		Observer:							
	Target Behavio	pr:		Date:						
Time	Location	Antecedents	Behavior	Consequences						

#### **Functional Analysis Data Sheet**

Conduct sessions as described below and in the listed sequence (Session #1=Alone, #2=Attention, etc.). Add a Tangible condition only if it is strongly suspected that problem behavior is maintained by access to tangibles. Each session should last for 10 min. Record either the # or rate of problem behavior (PB) in each session, and summarize as the mean per condition.

Alone:	Begin session: Student is alone in a room with no access to attention or leisure items.
	If PB: No consequences.
Attention	: Begin session: Inform student that you are busy; then ignore.
	If PB: Deliver a mild reprimand, statement of concern, physical comfort, then ignore again
Play:	Begin session: Deliver frequent attention and allow free access to preferred items. Do not deliver demands.
-	If PB: Ignore briefly; then resume play.
Demand:	Begin session: Deliver nonpreferred academic or work tasks.
	If PB: Remove task and ignore for 30 s; then resume tasks.
<b>Tangible:</b>	Begin session: Allow brief access to preferred item then remove and ignore.
	If PB: Provide brief access to preferred item; then remove again.
Other:	Begin session:
	If PB:
Student:	Start date:

Problem behavior: \_\_\_\_\_ End date: \_\_\_\_\_

Session	Alone	Attention	Play	Demand	Tangible	Other
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
Mean PB						

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# **Trial-Based (Classroom) Functional Analysis**

Conduct trials throughout the day over the course of a week. Each trial consists of two segments (control, then test). Control: (a) If no problem behavior (PB) by the end of two min, circle "-" and go to test. (b) If PB occurs before two min, circle "+," end segment immediately, and go to test. Test: (a) If no PB by the end of two min, circle (-) and end segment. (b) If PB occurs before two min, deliver specified consequence, circle "+," and end segment. Try to conduct 20 trials of each type, and summarize as % of each trial type with PB.

Attention: Control: Stand near student; deliver noncontingent attention (pleasant conversation, no tasks). Test: Stand near student but ignore (no tasks): deliver attention only following problem behavior.

Control: Observe while no task demands are present. Task:

Test: Deliver frequent prompts to engage in difficult work; remove work following problem behavior. Alone: Two consecutive test segments are conducted. Observe when student is not working,

not interacting with others, and has no access to leisure items. Tangible: Control: Student has access to preferred leisure items.

Test: Stand near student but hold leisure items; deliver only following problem behavior.

Student: \_\_\_\_\_ Start date: \_\_\_\_\_

Problem behavior: \_\_\_\_\_ End date: \_\_\_\_\_

Trial		Atter	ntion			ısk		Alo	one			Tang	gible			
	Cont			est	Con		Те	st	Test 1				Control		Test	
1	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
2	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
3	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
4	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
5	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
6	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
7	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
8	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
9	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
10	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
11	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
12	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
13	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
14	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
15	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
16	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
17	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
18	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
19	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
20	+	-	+	-	+	-	+	-	+	-	+	-	+	-	+	-
% PB																

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### Latency-Based Functional Analysis

Conduct sessions as described below and in the listed sequence (Session #1=Alone, #2=Attention, etc.). Add a Tangible condition only if it is strongly suspected that problem behavior is maintained by access to tangibles. Each session should last until (a) the fist instance of problem behavior (PB) occurs or (b) 5 min elapses, whichever comes first. Record the latency to PB (or 300 sec if no PB) in each session, and summarize as the mean per condition.

Alone:	Begin session: Student is alone in a room with no access to attention or leisure items.
	If PB: Wait 30 sec; then stop session while minimizing attention.
Attention:	Begin session: Inform student that you are busy; then ignore.
	If PB: Deliver a mild reprimand, statement of concern, physical comfort; then stop session.
Play:	Begin session: Deliver frequent attention and allow free access to preferred items. Do not deliver demands.
	If PB: Wait 30 sec; then stop session while minimizing attention.
Demand:	Begin session: Deliver nonpreferred academic or work tasks.
	If PB: Remove task and stop the session.
<b>Tangible:</b>	Begin session: Allow brief access to preferred item then remove and ignore.
_	If PB: Provide access to preferred item and stop the session.
Other:	Begin session:
	If PB:

Student: \_\_\_\_\_ Start date: \_\_\_\_\_

Problem behavior: \_\_\_\_\_ End date: \_\_\_\_\_

Session	Alone	Attention	Play	Demand	Tangible	Other
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
Mean PB						

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# **Precursor Behavior Checklist**

Conduct sessions as described below, alternating between Attention and Demand conditions. Add a Tangible condition only if it is strongly suspected that problem behavior is maintained by access to tangibles. Each session should last until (a) the fist instance of problem behavior (PB) occurs or (b) 5 min elapses, whichever comes first. Record the occurrence of any precursor (behavior that precedes the PB), but record SIB, AGG and PD as precursors only if they are not the target PB. Continue until 10 instances of PB have been observed, and summarize as the number of number of trials during which each precursor was observed.

Attention (Attn): Begin session: Inform student that you are busy; then ignore.

If PB: Deliver a mild reprimand, statement of concern, physical comfort; then stop session. Demand (Dem): Begin session: Deliver nonpreferred academic or work tasks.

If PB: Remove task and stop the session.

Tangible (Tan): Begin session: Allow brief access to preferred item then remove and ignore. If PB: Provide brief access to preferred item and stop the session.

 Student:
 \_\_\_\_\_\_

 Start date:
 \_\_\_\_\_\_

Problem behavior: \_\_\_\_\_ End date: \_\_\_\_\_

PB Episode #	1	2	3	4	5	6	7	8	9	10	Total
1 = Att	1	1	1	1	1	1	1	1	1	1	
2 = Dem	2	2	2	2	2	2	2	2	2	2	
3 = Tan	3	3	3	3	3	3	3	3	3	3	
<i>Vocalizations:</i> scream, laugh, curse, squeal, cry, request											
<i>Facial:</i> smile, grimace, frown, surprise											
<i>Posture:</i> slouch, drop, head down, stand											
<i>Locomotion:</i> walk, run, jump											
<i>Repetitive motor:</i> fidget, finger tap, stomp, hand flap, head movement, hair twirl, nail pick, clap											
<i>Object manipulation:</i> play, tap, twirl											
<i>SIB (if not target):</i> bite, body hit, hair pull, head hit/bang, skin pick											
AGG (if not target): hit, kick, grab, head butt, bite, scratch											
<b>PD</b> ( <i>if not target</i> ): bang object, break object, hit surface, kick surface, knock over furn.											
Other:											

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### **Transition Checklist**

Identify a set of 2-3 activities known to be highly preferred (HP) and a set known to be nonpreferred (NP) and list below. During separate trials, terminate an HP activity or initiate an NP activity, but use only one activity (do not combine any). Require a location change (e.g., going from one room to another) on about half of the trials. If problem behavior occurs at any time during the transition, terminate it immediately. When conducting trials, note the date, time, type of activity, whether a location change was involved, and whether problem behavior occurred.

Student:	Problem behavior:
HP#1	NP#1
HP#2	NP#2
HP#3	NP#3

Trial	Date	Time	I	nitiat NP	e	Te	rmin HP	ate	Loca Char		Prob Beha	
1			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
2			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
3			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
4			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
5			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
6			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
7			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
8			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
9			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
10			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
11			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
12			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
13			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
14			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
15			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
16			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
17			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
18			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
19			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
20			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
21			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
22			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
23			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
24			#1	#2	#3	#1	#2	#3	Yes	No	Yes	No
NP Summary:       NP trials with problem behavior         Total NP Trials       ()								(%)	NP)			
HP Sumr	nary:	ary: HP trials with problem behavior Total HP Trials							(% I	HP)		
Location	change	LC trials wit									(701	
Summary: Total LC Trials								(% l	LC)			

# **Outlines of Assessment Conditions**

### Alone Condition

- 1. Client is alone and does not have access to leisure items.
- 2. Observe and record occurrences of the target behavior.

### Attention Condition

- 1. Instruct client to play with toys; tell client you are busy, then ignore.
- 2. Client emits appropriate behavior: Ignore.
- 3. Client emits inappropriate behavior other than the target: Ignore.
- 4. Client emits target behavior: Express concern paired with brief physical contact (response block or comfort).

# **Play Condition**

- 1. Activate stop watch and direct client toward toys.
- 2. Deliver attention at least once every 30 s.
- 3. Client initiates appropriate social interaction with therapist: Deliver attention.
- 4. Client emits any inappropriate behavior: Do not deliver attention.
- 5. Client emits inappropriate behavior just as you are about to deliver attention: Wait until the behavior has stopped for 5 s.

# Demand (Escape) Condition

- 1. Activate stop watch and begin trials.
- 2. First instruction (prompt): Instruct client to engage in task.
  - (a) Client complies: Deliver praise.
  - (b) Client emits target behavior: Withdraw materials and turn away for 30 s.
  - (c) Client emits any other behavior: Continue sequence.
  - (d) Client emits no response: Go to second prompt.
- 3. Second prompt: Repeat instruction and demonstrate.
  - (a) Client complies: Deliver praise.
  - (b) Client emits target behavior: Withdraw materials and turn away for 30 s.
  - (c) Client emits any other behavior: Continue sequence.
  - (d) Client emits no response: Go to third prompt.
- 4. Third prompt: Repeat instruction and physically guide.
  - (a) Do not deliver praise.
  - (b) Client emits target behavior: Withdraw materials and turn away for 30 s.
  - (c) Client emits any other behavior: Continue sequence.
- 5. Begin a new trial when the 30-s interval has ended.

#### Functional Analysis and Treatment of Behavior Disorders Consent Form

I give permission for _	 (name) to participate in a functional
analysis of	 

(problem behavior).

The purposes of this assessment are to identify: (a) situations in which problem behavior is most likely to occur, and (b) strategies that might be effective as treatment. During the assessment, we will observe the individual for brief periods of time (usually 10-15 minutes) in several situations that have been known to produce problem behavior: (a) When attention is unavailable unless problem behavior occurs, (b) when tasks are presented but breaks are given following problem behavior, and (c) when leisure activities and attention are unavailable (Note: Include d, e, etc. and describe additional conditions as necessary). We also will observe the individual when attention and leisure activities are freely available because we have found that this situation is unlikely to produce problem behavior.

We expect that problem behavior will occur more often during one of the above conditions. This information will be helpful in developing an individualized treatment plan. The primary risk of the assessment may be self-inflicted injuries (only for individuals who have self-injury as a behavior problem), which may be as serious as those caused previously by the individual and may require medical treatment. To prevent serious injuries, it may be necessary to have the individual wear protective devices (e.g., gloves, hats) during sessions. Also, sessions may be stopped, and emergency procedures, such as manually holding the individual briefly, may be required to prevent injuries.

I have read the procedure described above or have had it read to me. I have received a copy of this statement and I agree to allow participation. I am free to ask any questions or to express any concerns that I have about the program. I am free to withdraw consent at any time, and this will have no effect on other services provided to the participant.

(Signature)

(Staff Signature)

(Date)

(Date)

(Relation to participant)

Questions may be directed to: Name & Title Agency & Address Phone number