

Student				School		Grade`	
				Start	End		
Event #	Date	Approximate Time	Activity	Antecedent /Setting Events	Identified Target Behaviors	Result	
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							
18							
19							
20							
		KEY	Activity	Antecedent /Setting Events	Identified Target Behaviors	Result	
				A. Transition		A. Talk with Teacher	
				B. Instruction/Directive		B. Peer Attention	
				C. Difficult Task		C. Time out/Sent out	
				D. Left Alone			





Directions for Completing a Functional Behavior Assessment:

- 1. Define the student's target behaviors in observable and measurable terms (maximum of 3 behaviors)
- 2. Record basic information including date data collection begins.
- 3. Add all necessary items in KEY. For example, in Activity add "Math" or in Antecedent /Setting Events add "No Meds".
- 4. Brief all teachers who will be using the form on how to record the events they observe during each day of data collection .

How to record an event:

- A. Record date in first event for the day and drag a line down the date column for all events on that day.
- B. Record the approximate time for the event
- C. Record what activity the class/student was in when the activity took place with the corresponding letter in the Activity key (use only 1 letter).
- D. Record what happened directly before the event with the corresponding letter from the Antecedent/setting event key. If the student came in with a condition in place that you believe would make the behavior more likely, record that corresponding letter as well.
- E. Record the specific target behavior with the corresponding letter from the target behavior key.
- F. Record what happened as a result of the behavior with the corresponding letter from the results key.
- G. Write the last day of data collection or the day that day that the sheet filled up in the "end" blank above.
- 5. Collect data for at least five school days
- 6. Analyze each column for patterns around each specific target behaviors. For example, Antecedent = 9 out of 15 screams are after "Instruction/Direction".
- 7. Transfer information to competing Behavior Pathway for planning purposes.

