Behaviour Support Plan

Developed from a Functional Behavioural Assessment

Student		Grade Da	ate
School		Case Manager	
RIJILD A CON	MPETING BEHAVIOUR PA	ATHWAV	
BUILD A CON	MI ETHIO DEHAVIOURTE	Desired Behaviour	Consequence/Outcome
Routine		,	>
Koutine _			
	Antecedent	Problem Behaviour	Consequence
Setting Event			
	+	+	+
			Function #
		Alternative Behaviour	
			<u> </u>
	VENTION STRATEGIES		
Setting Event	Manipulate Antecedent to prevent	Teach Behaviour	Alter Consequences to reinforce
	Manipulate Antecedent to prevent problem & prompt	Explicitly Teach Alternate &	alternate & desired behaviour &
Setting Event	Manipulate Antecedent to prevent	Teach Behaviour Explicitly Teach Alternate & Desired Behaviours Teach Alternate Behaviour	
Setting Event	Manipulate Antecedent to prevent problem & prompt alternate/desired behaviour	Explicitly Teach Alternate & Desired Behaviours	alternate & desired behaviour & extinguish negative behaviour
Setting Event	Manipulate Antecedent to prevent problem & prompt alternate/desired behaviour	Explicitly Teach Alternate & Desired Behaviours	alternate & desired behaviour & extinguish negative behaviour
Setting Event	Manipulate Antecedent to prevent problem & prompt alternate/desired behaviour	Explicitly Teach Alternate & Desired Behaviours	alternate & desired behaviour & extinguish negative behaviour
Setting Event	Manipulate Antecedent to prevent problem & prompt alternate/desired behaviour	Explicitly Teach Alternate & Desired Behaviours	alternate & desired behaviour & extinguish negative behaviour
Setting Event	Manipulate Antecedent to prevent problem & prompt alternate/desired behaviour	Explicitly Teach Alternate & Desired Behaviours	alternate & desired behaviour & extinguish negative behaviour
Setting Event	Manipulate Antecedent to prevent problem & prompt alternate/desired behaviour	Explicitly Teach Alternate & Desired Behaviours	alternate & desired behaviour & extinguish negative behaviour
Setting Event	Manipulate Antecedent to prevent problem & prompt alternate/desired behaviour Prevent problem behaviour	Explicitly Teach Alternate & Desired Behaviours Teach Alternate Behaviour	alternate & desired behaviour & extinguish negative behaviour Reinforce Behaviour
Setting Event	Manipulate Antecedent to prevent problem & prompt alternate/desired behaviour	Explicitly Teach Alternate & Desired Behaviours Teach Alternate Behaviour	alternate & desired behaviour & extinguish negative behaviour
Setting Event	Manipulate Antecedent to prevent problem & prompt alternate/desired behaviour Prevent problem behaviour	Explicitly Teach Alternate & Desired Behaviours Teach Alternate Behaviour Teach Desired Behaviour/	alternate & desired behaviour & extinguish negative behaviour Reinforce Behaviour Response to Problem Behaviour/
Setting Event	Manipulate Antecedent to prevent problem & prompt alternate/desired behaviour Prevent problem behaviour	Explicitly Teach Alternate & Desired Behaviours Teach Alternate Behaviour Teach Desired Behaviour/	alternate & desired behaviour & extinguish negative behaviour Reinforce Behaviour Response to Problem Behaviour/
Setting Event	Manipulate Antecedent to prevent problem & prompt alternate/desired behaviour Prevent problem behaviour	Explicitly Teach Alternate & Desired Behaviours Teach Alternate Behaviour Teach Desired Behaviour/	alternate & desired behaviour & extinguish negative behaviour Reinforce Behaviour Response to Problem Behaviour/
Setting Event	Manipulate Antecedent to prevent problem & prompt alternate/desired behaviour Prevent problem behaviour	Explicitly Teach Alternate & Desired Behaviours Teach Alternate Behaviour Teach Desired Behaviour/	alternate & desired behaviour & extinguish negative behaviour Reinforce Behaviour Response to Problem Behaviour/
Setting Event	Manipulate Antecedent to prevent problem & prompt alternate/desired behaviour Prevent problem behaviour	Explicitly Teach Alternate & Desired Behaviours Teach Alternate Behaviour Teach Desired Behaviour/	alternate & desired behaviour & extinguish negative behaviour Reinforce Behaviour Response to Problem Behaviour/
Setting Event	Manipulate Antecedent to prevent problem & prompt alternate/desired behaviour Prevent problem behaviour	Explicitly Teach Alternate & Desired Behaviours Teach Alternate Behaviour Teach Desired Behaviour/	alternate & desired behaviour & extinguish negative behaviour Reinforce Behaviour Response to Problem Behaviour/

Adapted by C. Borgmeier (2002) from multiple sources: M. Bergstrom and D. Crone (2000); March, Horner, Lewis-Palmer, Brown, Crone & Todd (1999); O'Neill, Horner, Albin, Sprague, Story, & Newton (1997); Palmer & Sugai (2000); and Sprick, Sprick, & Garrison (1993); Martin, Hagan-Burke, & Sugai (2000)

BEHAVIOUR SUPPORT IMPLEMENTATION PLAN

BEHAVIOUR SUPPORT IMPLEMENTATION PLAN	Person Responsible	By When	Review Date	
Tasks			Was task Completed consistently?	Evaluation Decision Monitor, Modify, or Discontinue
Prevention: Make problem behaviour irrelevant (antecedent intervention)			·	
Teaching: teach new skills/ alternate behaviour				
Extinction: Make problem behaviour ineffective (minimize reward/ pay-off for problem behaviour)				
Reinforcement: Make alternate & desired behaviour more rewarding than problem behaviour				
Responding to Problem Behaviour: Prompt alternate behaviour & consequences.				
Safety: Is safety a concern? Y N If yes, attach crisis plan to Behaviour Support Plan				

Adapted by C. Borgmeier (2002) from multiple sources: M. Bergstrom and D. Crone (2000); March, Horner, Lewis-Palmer, Brown, Crone & Todd (1999); O'Neill, Horner, Albin, Sprague, Story, & Newton (1997); Palmer & Sugai (2000); and Sprick, Sprick, & Garrison (1993); Martin, Hagan-Burke, & Sugai (2000)