# **Common Interventions for Problem Behaviors**

#### Goal

- Learn four general intervention strategies used to decrease problem behavior
- Data collection and analysis when determining effectiveness of intervention
- Special considerations for developing interventions for problem behavior

Individuals with ASD are at risk to develop problem behaviors such as \_\_\_\_\_, and \_\_\_\_\_. Problem behaviors are unwanted, unsafe, unhealthy or destructive to the individual and/or others. Behavioral excesses are \_\_\_\_\_\_that happen \_\_\_\_\_, such as \_\_\_\_\_\_, \_\_\_\_\_, \_\_\_\_, and \_\_\_\_\_. The focus of intervention is to increase or decrease the occurrence of behavior. Problem behavior \_\_\_\_\_ plan Establishing operations (EO) and functions of behavior work together. States of deprivation make a consequence more desirable in the moment. If the function of problem behavior is to gain access to that consequence, then a related EO could make it that much more desirable. Establishing Operations Function Deprivation of attention Attention from others Deprivation of items Access to items Aversive events Escape from aversive event Sensory deprivation Sensory stimulation Identifying the EO and the function of each problem behavior is important for each intervention strategy. Four Strategies for Treatment of Problem Behavior 1. Change antecedents to problem behavior Antecedents are events that happen the behavior including the and Behavior analysts can manipulate antecedents in 3 ways 1. Manipulate discriminative stimulus (SD) 2. Manipulate the response effort 3. Manipulate the motivating operation (MO)

Manipulate the SD

- Eliminate the SD that evokes problem behavior
- Set up SDs that promote desirable behavior



# Common Interventions for Problem Behaviors (continued)

## Examples:

Trying to lose weight

- Eliminate SD by remove fatty sugar food from house
- Set up SD to promote behavior by replacing sugary food with fresh fruit vegetables

Child reliably throws toothbrush on the floor when it is handed to her

- Eliminate SD by removing the act of handing off the toothbrush
- Set up SD to promote holding the toothbrush by showing a video of her favorite character brushing their teeth

## Manipulate response effort

Make the problem behavior harder to perform

- If no fatty foods are available in house, you would have to drive to the grocery store and buy them = BIG response effort
- Put toothbrush out of reach

Make appropriate behavior easier to perform

- If the house is full of healthy foods, minimal response effort is required to eat them
- Showing a video provides a model prompt, making the desired toothbrush holding response easier

### Manipulate the MO

Eliminate any establishing operations for problem behavior Create abolishing operations (AO) for problem behavior

EO attention deprivation- provide lots of attention throughout the day to create a state of satiation EO tangible deprivation- provide tangibles intermittently throughout the day EO sensory deprivation- provide intermittent sensory activities throughout the day

Changing the EO also changes AO automatically and vice versa.

Changing consequences can reduce problem behavior.

Escaping undesirable events/environments can reinforce problem behavior Getting attention from someone else can reinforce problem behavior Getting preferred items (tangibles) can reinforce problem behavior Getting access to sensory stimulation can reinforce problem behavior

Changing the consequence of behavior can also change the behavior itself. Remove the reinforcer to stop a behavior from occurring.

When reinforcers are removed and no longer follow the behavior, this is called \_\_\_\_\_\_



# Common Interventions for Problem Behaviors (continued)

Behavior	Function	Changes in consequences	
Throws pencil	Escape work	still have to	
Engages in tantrums	Attention from mom	Mom does not provide attention	
	Access to toy	Toy not available	

### **Teach Alternative Behavior**

First determine the function of the problem behavior.

Determine a behavior to teach as an alternative response that serves the same function as problem behavior.

Behavior	Function	Replacement	
	Escape work	Ask for a break	
Tantrum	Attention from mom		
Pushes another kid to get toy	Access to toy		
Bites nails	Sensory stimulation	Squeezes stress ball	

### **Reinforce the Absence of the Target Behavior**

- 1. Determine the function of behavior, \_\_\_\_
- 2. Observe and identify times when behavior does not occur to find \_\_\_\_\_\_
- 3. Implement plan to reinforce the absence of behavior

Reinforcers need to match the function (purpose) of the problem behavior.

Function	(set a timer for a predetermined length)	Reinforce	
Escape		provide a break	
Attention		provide praise	
Access to tangib	ble	access to toy or other item	
Sensory		functional alternative sensory behavior (e. trampoline)	

Change antecedents *and* consequences

- Teach alternative behaviors that
- Reinforce the absence of the target behavior

Ongoing data collection is essential

- We need data to \_\_\_\_\_\_define behavior in objective and measurable terms
- FBA must be conducted
- Baseline data should be collected to determine the current level before/after intervention



# Common Interventions for Problem Behaviors (continued)

When implementing the intervention plan, staff must continue ongoing data collection.

- Did the problem behavior decrease? The plan is working effectively.
- No change or increases in problem behavior? The intervention is \_\_\_\_\_\_.

If the plan is ineffective, a Board Certified Behavior Analyst (BCBA) will reassess the target behavior and develop a different plan.

What does the RBT do? RBTs are responsible for collecting data and implementing the plan according to the outline provided by the BCBA.

## **Special Considerations**

- The BCBA must obtain informed consent
- Functional assessments must be conducted prior to the implementation of a behavior reduction program
- Ensure that no medical issues are present related to the problem behavior
- Follow ethical guidelines of the field (RBT and BCBA)

	Escape	Attention	Tangible	Sensory
Manipulating Consequences (Extinction)		Do not provide attention	Block access to tangible item	Block access to sensory simulation
Manipulating Motivating Operations	Provide escape (e.g. access to a break) on a fixed schedule		Provide access to a tangible item	Provide access to a functional alternative
Teaching Alternative Behavior	Teach learner to request a break	Teach learner to request attention		Teach learner to request functional alternative
	Provide escape (e.g., access to a break) after des- ignated amount of time in the absence of the target behavior	Provide escape after designated amount of time in the absence of the target behavior	Provide access to the tangible item after designated amount of time in the absence of the target behavior	Provide access to an alternative behavior after designated amount of time in the absence of the target behavior

### **Functions Chart**