

Problem Behavior	Possible Trigger/s	Where/When Manifests?	Possible Strategy
Dawdling/ Lingering	Child stuck in unpleasant activity	Homework Dinner Chores	Break task down Model calming When-Then reinforcers
	Child stuck in pleasant activity (avoiding transition to less pleasant)	Bedtime Get ready for school (transition from cartoons)	Explanation Transitions When-Then reinforcers (get ready for bed= tuck in and read a story) Add “quickly” to Direct Commands
Mealtimes	Avoiding novel or undesired foods Skills deficit Finds environment more interesting (television, games) Negative attention	Asked to eat a novel or disliked food Poor Manners Getting-up	Skills Acquisition Direct Commands with sequence Rules Change environment (turn off television) When-then (dessert)
Disobey/ Defiance (not trauma related)	Requested to perform an unpleasant activity	Home School Community	Direct Commands with sequence
	Requested to end a self-reinforcing problem behavior	Home School Community	Direct Commands for desired behavior with sequence

Angry/ Aggressive	Not getting what is wanted	Siblings, Peers, Authority	Automatic Removal of Privilege
	Limits	Stores	
	Things not going their way	Difficult tasks Games (cheating)	
Screams/ Yells when upset	Not getting what is wanted	Intrusion (won't take space) Demands attention	Ignore Reinforce appropriate expression of feelings Removal of privilege Acknowledge feelings and teach skills while child is in a calm state
Careless/ Destructive with Others' things	Skills deficit	Home School	Natural/Logical Consequences
Interrupts/ Seeks attention	Wants something/needs help	Phones Parent talking with other adults Siblings	Warnings Ignore
Trouble paying attention or overactive	Over stimulating environment Low stimulation activities	Parties Activities Class Homework time	Observe for signs of overstimulation and remove/calm Practice attention (timer and attention breaks)