

University of Missouri

## Sensory or Behavior? Teasing Out Behavioral Functions

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All materials can be downloaded here: https://missouri.box.com/v/BehaviorFunction

#### Why Does Problem Behavior Happen?

**Unmet Need** 

How it internally impacts the individual

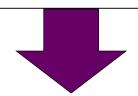
Difficulties Communicating

Be aware of the "automaticity of reinforcement": behavior can be modified by its consequences regardless of whether the individual is aware they are being reinforced

How Other's Respond

History of Occuring

#### Automatic Positive Reinforcement (Adds something)



- Brushing your hair because you want it to be neat
- Dressing yourself
- Putting salt on your own dinner to improve the taste of the food
- Tying your shoelaces
- Watching a movie because you enjoy it

#### Automatic Negative Reinforcement (Removes something)



- Washing your own hands to remove dirt
- Cutting your own finger nails to reduce their length
- Throwing out rubbish
- Turning on your car windscreen wipers to remove rain water
- Rubbing your leg to sooth the pain after banging it off a table edge

#### **Automatic Reinforcement**

- Sometimes also called:
  - Self-stimulatory behavior
  - Sensory behaviors
  - Stereotypy
  - Repetitive movements
  - Echolalia
- These can at times occur more when someone is overexcited, over stimulated, upset

#### **Automatic Reinforcement**

 If we label this too quickly as "automatic" we may stop looking for other functions of the behavior

 Automatically maintained behaviors are often very difficult to address

 Need to ensure that these are not motor tics



CAUTION

## Identifying Function

#### Why Problem Behavior May Occur

- To get something...
  - Attention (adult or peer)
  - Tangibles
  - Body sensation

- To avoid something...
  - Attention (adult or peer)
  - Situation or task
  - Body sensation

Yelling out/making noises to get other kids to laugh

Pounding on the table to get more snacks

Pushing legs repeatedly against the wall

Hitting staff so she will leave him alone

Throwing book so they do not need to complete the work

Covering ears/eyes in the busy hallway



## "Socially Mediated" Behavior (other people help get access to these)

- To get something...
  - Attention (adult or peer)
  - Tangibles
  - Body sensation



- To avoid something...
  - Attention (adult or peer).
  - Situation or task
  - Body sensation





#### "Socially Mediated" Behavior

 Just because the behavior happens without people there doesn't mean that it is automatically automatic





#### The ABC's of Behavior

**Setting Events** 

"A"
Antecedents

"B"
Behavior

"C"
Consequence

Function

Behavior change involves changing all parts of the chain



## How do we figure out if a behavior is sensory in nature (truly automatic) or

instead is socially mediated and serves a different function?



#### **Identifying Function**

- Function is essential!
- Unfortunately many professionals report not fully using FBA or FA procedures:
  - Oliver et. al, 2015, survey of 682 behavior analysts
    - √ 90% report regularly using FBA methods (descriptive- most common)
    - √ 63% of survey respondents had never used a FA
    - ✓ Common barriers- time, materials/space, and policies

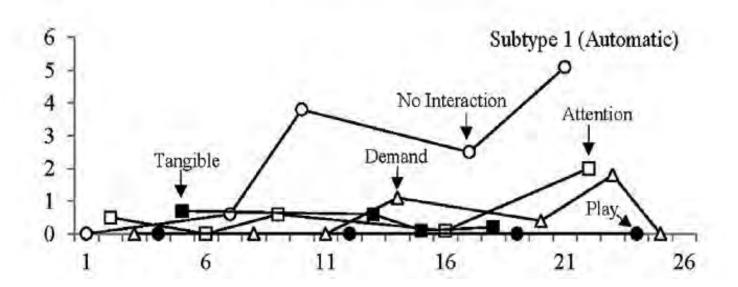


#### Functional Assessment Results

Automatic reinforcement is a supported hypotheses:

- When the target behavior occurs at the highest level during the alone condition (example below)
- Possibly when standard FA results are inconclusive do not have a clear pattern

#### LOUIS P. HAGOPIAN et al.



#### **Functional Behavior Assessment**

#### Step 1: Use Indirect Assessments

Records review Rating scales

Interviews (e.g., teacher, student, parent)



#### Step 2: Collect ABC Data

Using antecedent and consequences from Step 1 information

Collect across multiple contexts and days to



#### Step 3: Analyze information to identify function

Look for patterns of behavior

Identify function

#### **Example Data Sheet**

Tead	Teacher: Class:		Date/ Time / Location (if not in the classroom)										
Clas												Total	
S	Verbal Refusal												
Ō	Disruptive Verbal Behavior (noises)												
$\geq$	Fleeing												
Η	Property Destruction												
BEHAVIORS	Aggression												
	Transmission of Australian												
	Unstructured Activity												
>	Structured Activity												
CTIVITY	Transition												
$\geq$	Academic : independent work												
5	Academic: group work												
¥	Academic: teacher led												
	Down time / wait time												
	Difficult task												
	Directive given												
Ę	Transition												
ANTECEDENT	Engagement with a peer												
	Peers respond or encourage student												
S	Peers ignore												
Ę	Teacher working with others												
¥	Told "no" or "wait"												
	Other:												
	Adult Attention: warning, repeated												
	direction, offer to help, told consequence for action, debrief												
	Peer Attention: laughing, commenting												
F=7	back, orienting towards  Teacher/peer provided access to												
CONSEQUENCE	desired items/ activities												
	Student took/accessed desired												
6	item/activity on own												
Ě	Adult provided escape or temporary escape from activity or												
Ž	task: sent to safe seat, removal from room.												
5	removed task (even briefly)												
_	Student got escape because												
	behavior delayed activity, no adult redirection provided												
	Adults and peers ignored the												
	behavior												

Tead	ther: O'Connor	Date/ Time / Location (if not in the classroom)   8:40   8:44   8:48   8:52   8:55   9:03   9:05   9:07   9:10   9:12   Total     X										
Clas	s: Resource	8:40	8:44								9:12	Tota1
S	Hand slapping	X	X	X	X	X	X	X	X	X	X	10
BEHAVIORS	Immediate repeat phrase	X	X									2
	Aggression											
	Fleeing											
BE												
	Unstructured Activity											
	Structured Activity											
Z	Transition						X	X	X	X	X	5
ACTIVITY	Academic : independent work	X	X	X	X	X						5
I	Academic: group work											
Ç	Academic: teacher led											
4	Down time / wait time											
	Difficult task											
	Directive given	X	X	X								3
Ţ	Transition						X	X	X	X	X	5
ANTECEDENT	Engagement with a peer											
ED	Peers respond or encourage student											
5	Adults or Peers ignore											
I	Teacher working with others											
A.	Told "no", "wait" or item removed				X	X						2
'	Other:											_
	Adult Attention: warning, repeated	X	X	X								3
	direction, offer to help, told consequence	Α	_ A	A								3
	for action, debrief, physical redirect											
	Peer Attention: laughing, commenting back, orienting towards											
된	Teacher/peer provided access to											
QUENCE	desired items/activities											
E	Student took/accessed desired item/activity on own											
	Adult provided escape or				X	X						2
SE	temporary escape from activity or				Α.	A						
CONSE	task: sent to safe seat, removal from											
ŭ	room, removed task (even briefly)											
	Student got escape because behavior delayed activity, no adult											
	redirection provided											
	Adults and peers ignored the						X	X	X	X	X	5
	behavior											

#### **Functional Behavior Assessment**

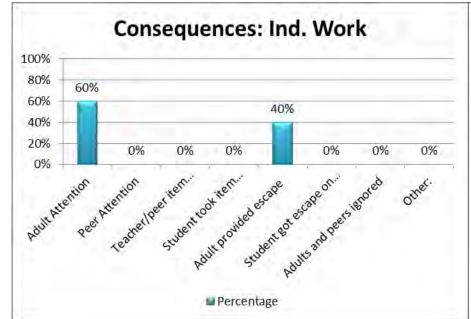
#### Step 3: Analyze information to identify function

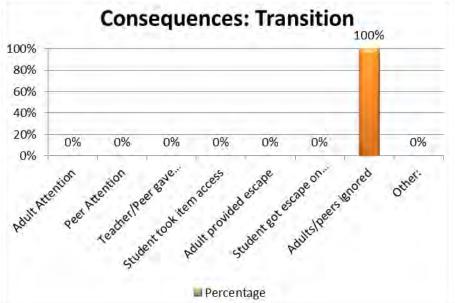
#### Look for patterns of behavior

- Common antecedents?
- Common consequences?
- Time of day?

#### Identify function

- Type of activity?
- Personnel involved?





#### **Functional Behavior Assessment**

Step 3: Analyze information to identify function

Look for patterns of behavior

Identify function

### Get more information on consequences to refine function

#### Consequence Analysis Form:

- Looks at specific types of consequences
- Can help refine for behavior planning





#### **BEACON CONSEQUENCE ANALYSIS FORM (BCAF)**

321 Fortune Boulevard, Milford, MA 10757 Office: 508-478-0207

arget Behavior:
Operational Definition (must be observable and measurable with clear onset and offset criteria):

For each occurrence of the target behavior place a checkmark in all categories 1A-8A that actually occurred following the occurrence of that instance of the target behavior, repeat this for each instance of the target behavior.

		Occurrence of the Target Behavior's Immediate Effect on the Environment																			
	Consequence Description		2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1A	Did a person speak to them during or within 20 seconds after the behavior occurs?																				
1B	Did a person speak to them using 1-5 words?																				
<b>1C</b>	Did a person speak to them using 6 or more words?																				
2A	Did the behavior result in any person making eye contact with them during or within 20 seconds after the behavior occurs?																				
3A	Did any form of physical contact occur during or within 20 seconds after the behavior occurs (e.g. touching, blocking, lifting, hand over hand prompting, physical holding)?																				
3B	The physical contact was 1-5 seconds																				
3C	The physical contact lasted more than 5 seconds																				
4A	Proximity: Did any person move closer to the person during or within 20 seconds after the behavior occurs?																				
5A	The behavior resulted a task/materials being removed within 20 seconds of the behavior occuring and not being represented for at least 2 minutes																				
6A	The behavior resulted a task/materials not presented and not being completed																				
7A	A tangible (e.g., toys, electronics, edibles) item is presented immediately following the behavior																				
7B	The behavior results in the person obtaining and keeping a tangible item for more than 1 minute																				
<b>7</b> C	The behavior results in the person obtaining and keeping a tangible item for less than 1 minute																				
8A	No one touched, talked to, looked at them or moved any items or materials in the environment (0-60 seconds) after the behavior occurred and the behavior did not END with an intervention																				

Instructions: Download and print data sheet to use.

#### Trial Based FA Considerations

- FA model for applied settings
- Utilizes situations already happening
- Data are collected on the occurrence of behavior following a specific antecedent
- Brief trials distributed throughout the school day Attention

**Key:**0= nonoccurrence
1= occurrence

Y= 100% fidelity N= failed trial

Trial #	Date	Obs	Th	Control	Test	Fidelity
1	2/26/15	AD	MR	0	1	Υ
5	2/27/15	AD	MR	0	1	N

Rispoli, et al., 2016

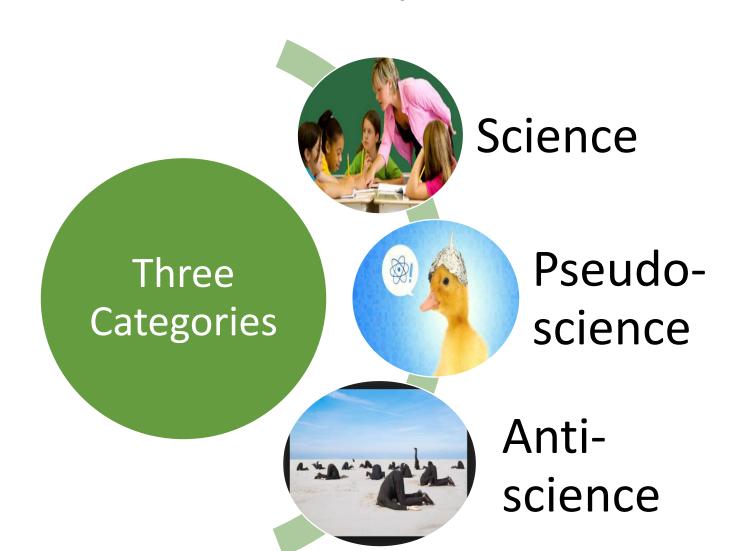
ABACLive Webinar: Trial Based FA in Schools https://www.abacnj.com/product/tbfaschools/



# Interventions to Address Behaviors

#### **Evidence-Based Practices**

All evidence is not created equal



#### **Evidence-Based Practices**

 Currently there is **not** research to support the use of sensory integration or sensory therapy to address problem behavior for children with autism

(Addison, et al., 2012; Case-Smith, Weaver & Fristad, 2015; Lang, et al., 2012; Moore, Cividini-Motta, Clark, & Ahearn, 2015; Sniezyk & Zane, 2015)

 That is not to say that there may be antecedent manipulations that involve changing sensory input/output that may impact problem behavior



#### **Evidence-Based Practices**

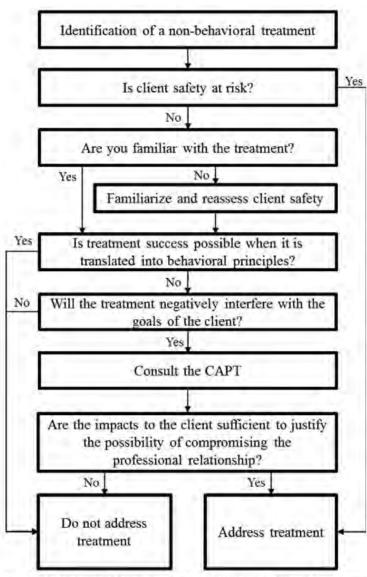
- Lang, et al. (2012): reviewed 25 sensory integration therapy (SIT) studies- conclusion no evidence
  - 3 studies- suggested evidence: methodological flaws,
     8 studies- mixed results, 14 studies- no benefit
- Case-Smith, Weaver & Fristad (2015): reviewed 19 studies- limited or no impact, methods lacked rigor
- Sniezyk & Zane (2015): intervention study 3 children with stereotypy and SIT- no impact on behaviors
- Moore, et al. (2015): intervention study 5 children with automatically maintained stereotypy, no impact
- Addison, et al. (2012): interventions study 2 children with feeding disorders, behavior analytic methods more effective than sensory integration

#### Caution: Sensory Based Strategies

- Be aware that movement may be beneficial for all kids
- All kids can learn coping strategies instead of using negative behavior
  - Deep breaths, walks, getting water
- Need to make sure sensory strategies are not paired with problem behavior
- Want to keep kids engaged in learning environment



#### Navigating Non-Behavioral Treatment



#### It is essential to:

- Maintain relationships with families and other providers
- Communicate EBPs to others
- Serve your students ethically
- Respect perspectives of others and facilitate dialogue
- Good resource: Brodhead, 2015



Fig. 1 A decision-making model for assessing nonbehavioral treatments

#### **Problem Behavior:**

Look for patterns (FBA if possible)

Identify the function

Identify preferences



#### In general:

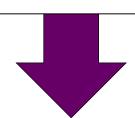
- 1. Eliminate/reduce reinforcement for engagement in the problem behavior
- 2. Teach and reinforce what to do instead

#### **Problem Behavior:**

Look for patterns (FBA if possible)

Identify the function

Identify preferences





Strategies for Automatically
Maintained
Behavior

Strategies for
Socially Mediated
Maintained
Behavior

#### Free Access

 Provide specific time and place to engage in self-stimulatory behaviors (as long as not harmful)

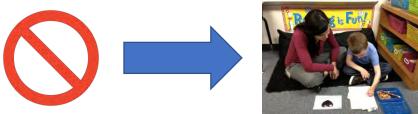
#### Sensory extinction

- Block the sensory input of the behavior (selfscratching-arms are covered in thick lotion to block the tactile sensation), protective equipment
- Be aware: at times this requires the problem behavior to occur before you respond



Response Interruption and Re-direction (RIRD)

- Step 1: Interrupt/block the behavior
- Step 2: Have the child engage in a different (neutral) task at their level



Be aware that at times RIRD can reinforce stereotypy as it is linked with adult attention



- Encouraging Incompatible Behavior
  - Prompt and reinforce a behavior that makes if physically impossible to engage in the inappropriate behavior
- Reinforcing Alternative Behavior
  - Teach and reinforce a replacement behavior that can provide similar input









- Response cost
  - The loss of ongoing activities contingent on the target behavior
  - This requires the problem behavior to occur before you respond



#### **Problem Behavior:**

Look for patterns (FBA if possible)

Identify the function

Identify preferences





Strategies for Automatically Maintained Behavior Strategies for
Socially Mediated
Maintained
Behavior

#### General Guidelines-Socially Mediated

Hypothesized Function	Antecedent Changes	Replacement Behaviors to Teach	Consequence Strategies
Obtain Attention	Schedule times for adult/peer attention Increase proximity of teacher	Teach appropriate way to get attention at their level Delayed reinforcement and waiting	
Obtain Tangible	With visuals:  If, then statements Scheduled times with tangibles Waiting procedure	Asking for access Asking for more time Earning access (starting with low demands)	Reduce/eliminate reinforcement for inappropriate behavior
Escape Task	Behavioral momentum Choices Schedule with preferred activities Shorten tasks/difficulty	Asking for break or help Increase tolerance for non- preferred tasks Increase executive functioning skills	Increase reinforcement for appropriate replacement behaviors
Escape Social	Schedule times for escape Provide warnings/cues Pleasant tone/calm Pair people with preferred things  Request space or break Request specific people Increase tolerance for interactions Effective social and problem solving skills		and routine behaviors

#### DATA!

#### Why is it important?

- Allows us to:
  - Identify target behaviors
  - Identify baseline levels of behaviors/skills
  - Gain an objective information
  - Monitor the impact of a procedure
  - Determine that a procedure should be changed or ceased
  - Assess the generalization and maintenance of behavior change



#### **Tracking Interventions**

#### Progress Monitoring -Evidence Based Practices

Goal:							
Intervention(s) Used:	Baseline:	Frequency:	Data Review:	Effectiveness: determined by progress towards goal achievement	Data-Based Decision:		
	Date Started:  Data:	☐ Times/Day ☐ Times/Week ☐ Times/Month	Date Reviewed:  Data:	<ul> <li>□ Effective</li> <li>□ Somewhat Effective</li> <li>□ Not Effective</li> </ul>	<ul> <li>□ Continue Intervention</li> <li>□ Increase Frequency         /Intensity</li> <li>□ Add additional         intervention</li> <li>□ Change         intervention</li> </ul>		
	Date Started:  Data:	☐ Times/Day ☐ Times/Week ☐ Times/Month	Date Reviewed: Data:	<ul> <li>□ Effective</li> <li>□ Somewhat Effective</li> <li>□ Not Effective</li> </ul>	<ul> <li>□ Continue Intervention</li> <li>□ Increase Frequency /Intensity</li> <li>□ Add additional intervention</li> <li>□ Change intervention</li> </ul>		



#### **Graphing Template**





### If Behavior is Persisting, Harmful and/or Impacting Quality of Life

- Contact a behavior analyst in your area (BCBA or BCaBA; www.bacb.org)
- Work with the student's DMH caseworker to identify possible supports and services in your area
- Use the free resources on the next page to get more information
- Contact us at the Thompson Center- we may be able to refer you to a service that we offer or one in your are



#### Resources

#### **Autism Speaks**

**Challenging Behavior Toolkit** 

#### Iris Center Module: Functional Behavior Assessment

http://www.iris.peabody.Vanderbilt.edu/module/fba/#content

#### National Professional Development Center on ASD- Evidence Based Briefs and Modules

http://autismpdc.fpg.unc.edu/ http://afirm.fpg.unc.edu/

#### Missouri Autism Guidelines Initiative (MAGI)

http://autismguidelines.dmh.mo.gov/

#### **OCALI Autism Internet Modules**

http://www.autisminternetmodules.org/

#### All materials can be downloaded here:

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