

# Checklist ABC (Antecedent-Behavior-Consequence)

Student Name: \_\_\_\_\_

Observer: \_\_\_\_\_

Start Time: \_\_\_\_\_ End Time: \_\_\_\_\_ Total Time: (in minutes) \_\_\_\_\_

Circle: (1) Does the ongoing activity match the Daily Schedule? Yes No (2) If there is a change in activity, does the new activity match the Daily Schedule? Yes No

<b>Location of Observation:</b>	<i>Classroom, Playground/Recess, Lunch Area, Office, Hallway, Therapy Room, Resource Room, Other:</i>																											
<b>Type of instruction / activity in progress:</b>	<i>Writing Assignment, Math, Social Studies, Art, PE, Science, Free Choice/Time, Reading, Carpet Time, Computer Assignment, Other:</i>																											
<b>Antecedent</b>																												
<b>A</b>	<b>Date of the observation:</b>																											
	<b>Time Event Occurred:</b>																											
	Academic work demand- ongoing academic demand																											
	Give a nonpreferred academic task																											
	Denied attention- peer or adult is giving attention to someone else																											
	Whole group instruction - instruction provided to entire class, no individual attention to anyone																											
	Small-group Instruction																											
	Independent work -computer/Chromebook/seat work/worksheet/independent reading																											
	Denied request or denied access to desired activity																											
	Angry peer or disagreement with a peer																											
	Punitive consequence – e.g., time is taken away from recess, cell phone was taken away, etc.																											
	Environment – circle all that apply – noisy, lighting, crowded																											
Transition																												
Other:																												
<b>Behavior</b>																												
<b>B</b>	Physical aggression – circle all that apply – hit, kick, spit, bite, throw objects																											
	Verbal outburst – circle all that apply – yell, scream, cry, curse, name-calling, blurting out																											
	Disruptive behavior – circle all that apply – wandering, noise-making, property misuse,																											
	Destructive behavior - circle all that apply – breaking materials, breaking objects,																											
	Elopement – circle all that apply – campus, classroom, desk																											
	Refusal – circle all that apply – active refusal or passive refusal																											
Other:																												
<b>Consequences</b>																												
<b>C</b>	Planned ignoring																											
	Attention – circle all that apply - peer or adult																											
	Tangibles - circle all that apply – gained access or lost access to desired person, place or thing																											
	Verbal prompt – e.g., a reminder of activity/item being earned, reminder of consequence																											
	Escape- removal or reduction of demand, or undesired situation/person/task																											
	Avoidance- delay or complete avoidance of undesired situation/person/task																											
	Left Alone /no interaction or access to tangible																											
Automatic (self-stimulation)																												
Other:																												
<i>Notes:</i>																												