

# Positive Behaviour Support

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# STRENGTHS

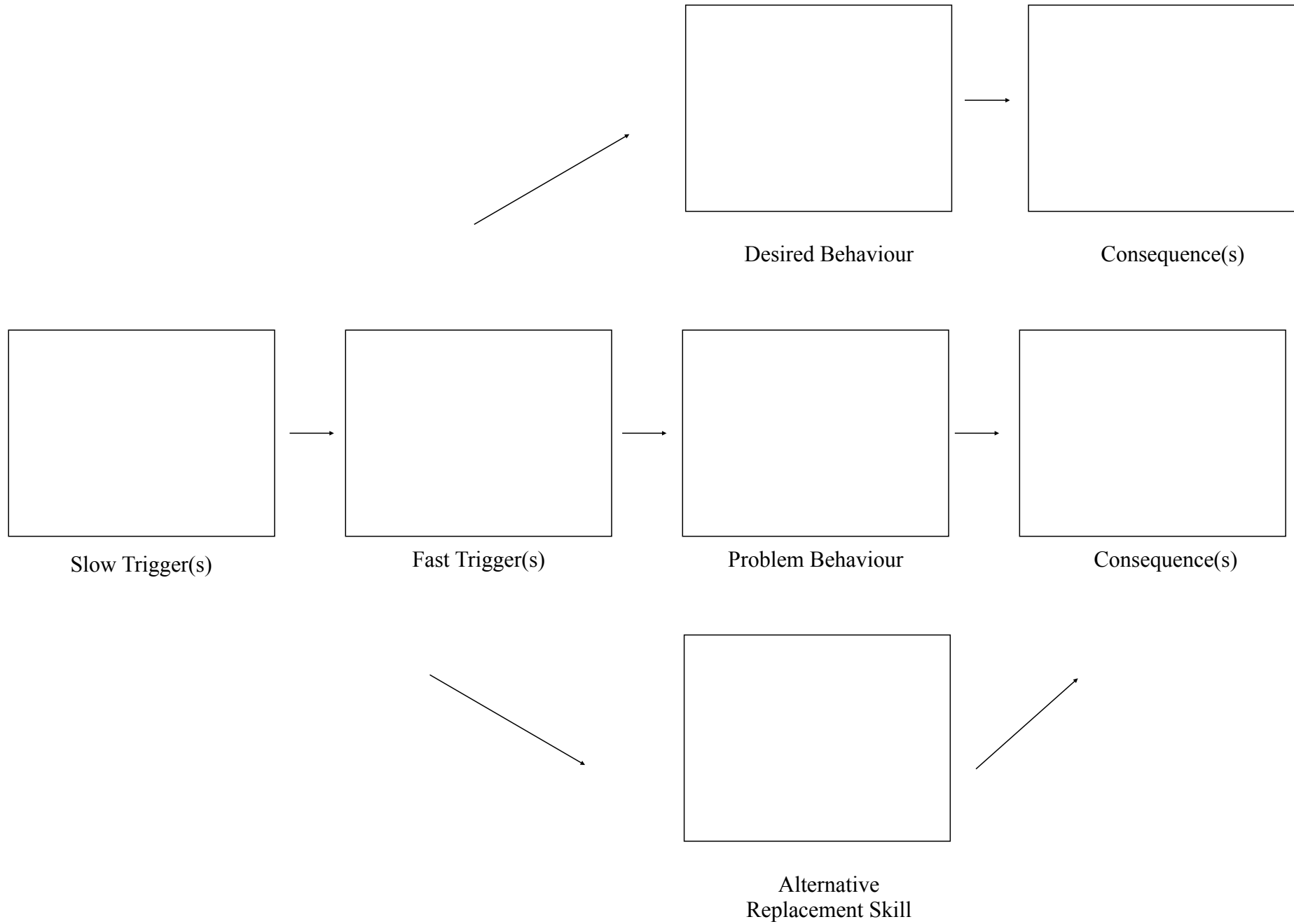
Talents

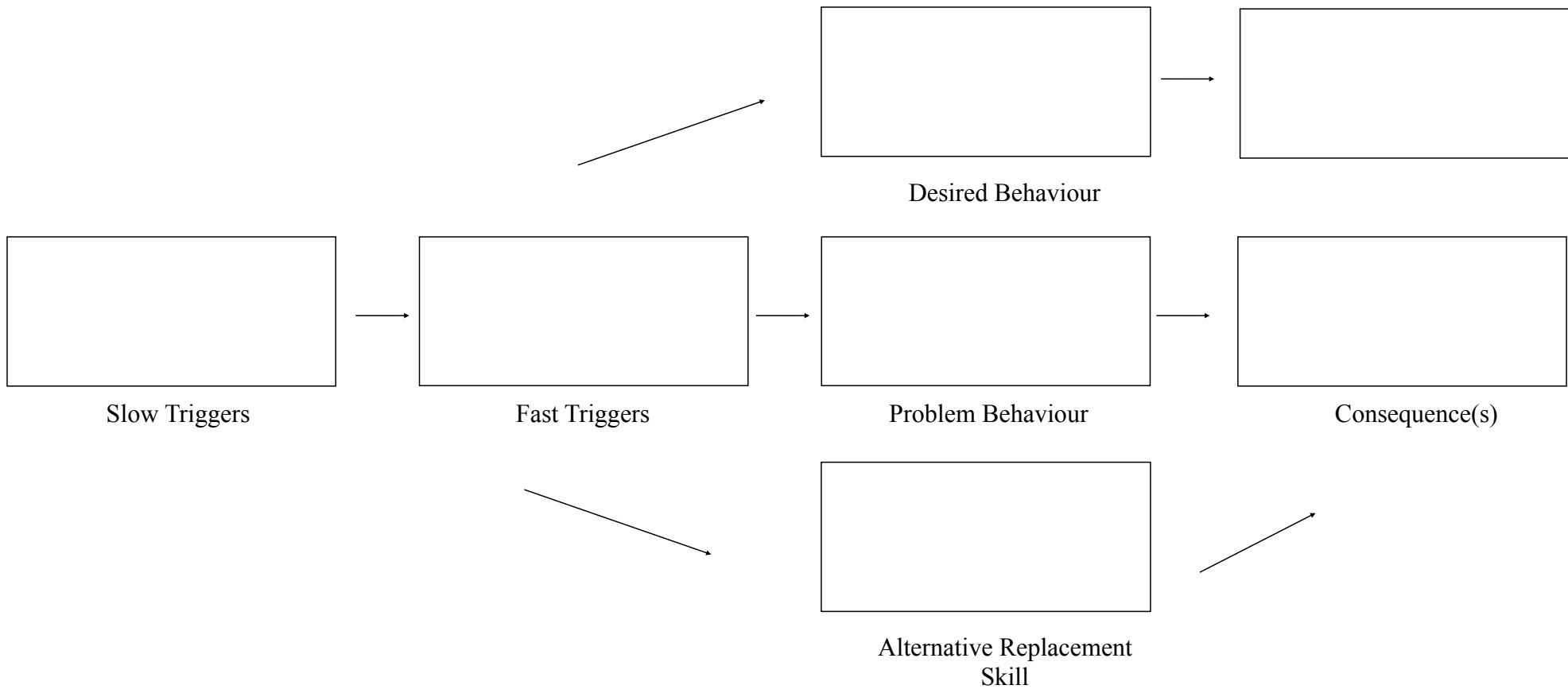
Skills

Interests

Nice Things

# Summary Statement





Slow Trigger Strategies	Fast Trigger Strategies	Skills to Encourage or teach	Consequence Strategies
Render the Behaviour Irrelevant	Render the Behaviour Irrelevant	Render the Behaviour Inefficient	Render the Behaviour Ineffective

# One at a Time: Transitions

# Desired Behaviour

- In an ideal world, what do you want the person to do in this situation?

**Desired behaviour:** Completing the activity he is involved and getting ready or moving onto the next activity without showing any of the problem behaviours.



# Describe the Behaviour

- Early Precursors
- Immediate precursors
- Behaviour incidents
- Observable terms (describe what you hear and see)

# Fast Triggers

- What happens immediately before?

# Slow Triggers

- Background influences
- Predisposing Factors

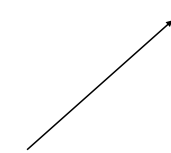
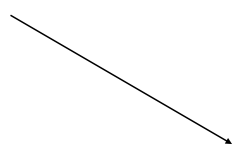
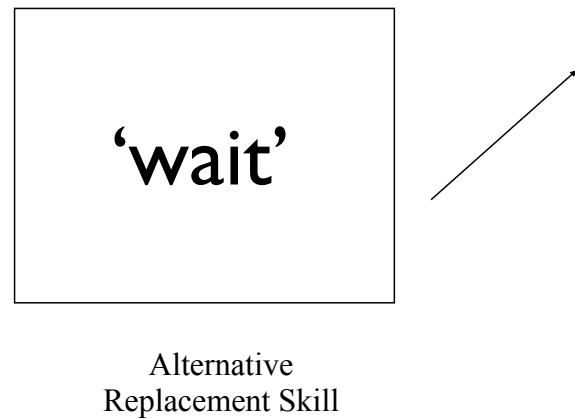
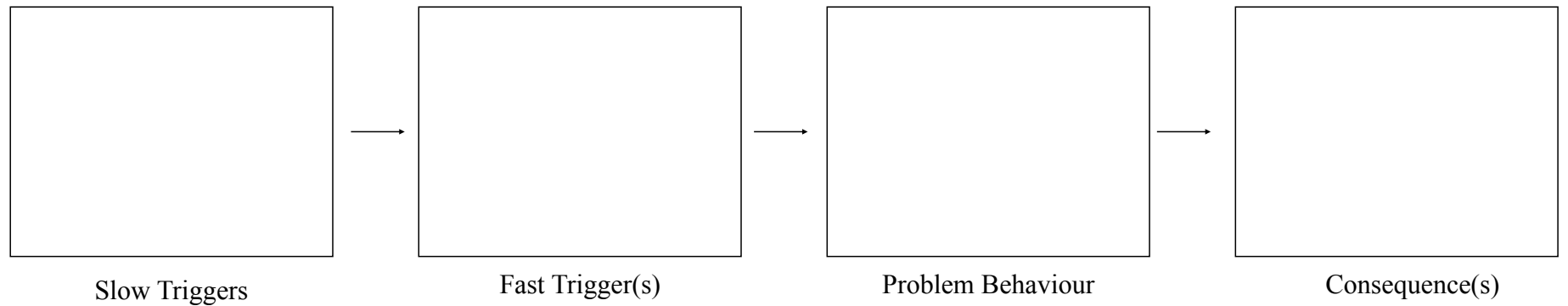
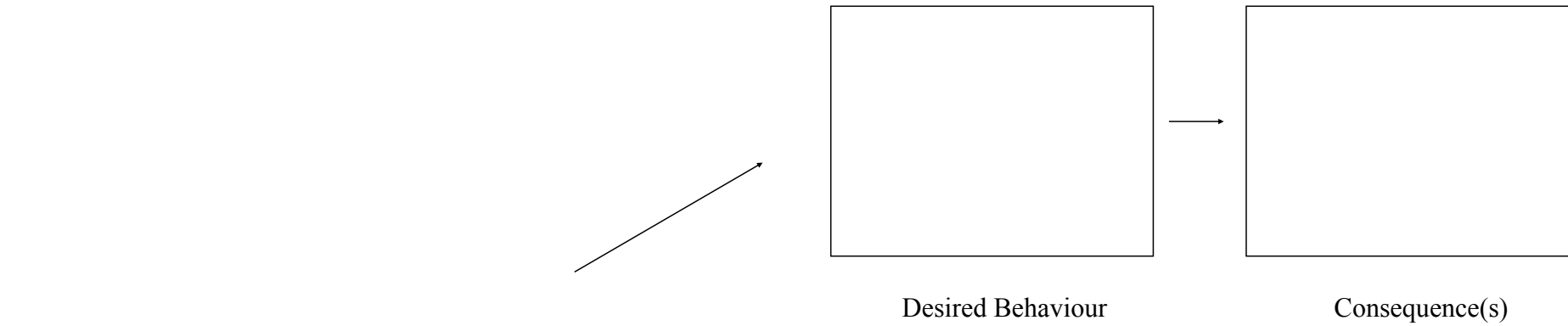
# Consequences

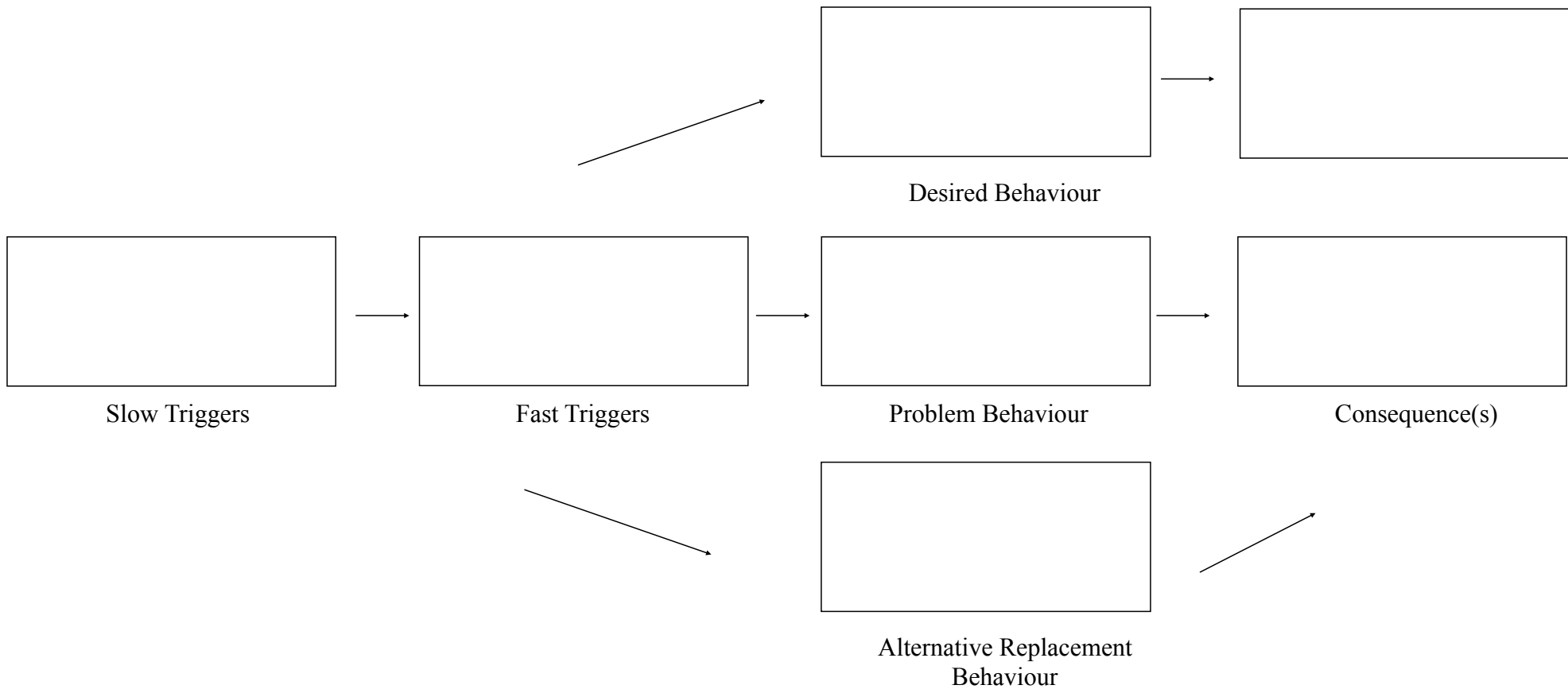
- What happens immediately after?
- What do people do?
- What changes occur?

# Function

- Message?
- What does the person get?
- What does the person avoid?
- What does the person escape from?

- I don't want to! (I'm enjoying what I'm doing, I don't like what you want me to do)
- He gets to avoid or delay transitioning





Slow Trigger Strategies	Preventative Strategies	Skills to Encourage or teach	Consequence Strategies



# Slow Trigger Strategies:

- Eliminate
- Reduce
- Soften
- Slow Triggers associated with wanted behaviour

# Fast Trigger Strategies:

- Preventative
- Eliminate
- Reduce
- Soften
- Fast Triggers associated with wanted behaviour

# Teaching Strategies

- Desired Behaviour
- Alternative Replacement Skills
- (General Skills)

# Consequence Strategies

- For Desired Behaviour
- For Alternative Replacement Behaviour
- For Absence of Target Behaviour
- For Whispers
- For Behaviour Incidents

# Reactive Strategies

- Redirection
- Give in
- Active Listening
- Encourage Communication
- Inject Humour
- Get closer
- Move away
- Encourage relaxation
- Do something unexpected
- Interpositioning

# The story so far ...

- Successes
- Challenges