

## BEHAVIOR INTERVENTION IMPLEMENTATION PLAN

Tasks	Person Responsible	By When	Review Date 2/15/2021	
			Impl. Rating: 2 = Yes - 90%+ 1 = Kinda 50-90% 0 = No - <50%	Evaluation Decision Monitor, Modify, or Discontinue
<p><b>Prevent &amp; Prompt:</b> Make problem behavior irrelevant (antecedent intervention)</p> <p><i>Set up restrictions on chromebooks to limit access to youtube – see if we can use the chromebook</i></p> <p><i>Advanced notice &amp; visual for how much time is left w/ chromebook (give timer on desk – or on computer)</i></p> <p><i>Add prompts for self control strategies as finalized</i></p>	<p>Kathleen &amp; Chris (Beh. Spec.) meet w IT to plan</p> <p>Kathleen (Health Teacher)</p> <p>Amy (Couns) &amp; Kathleen</p>	<p>1/27</p> <p>2/1 &amp; daily</p>	<p>2 1 0</p> <p>2 1 0</p>	
<p><b>Teaching:</b> Teach Replacement Behavior &amp; skills to engage in Desired Behavior</p> <p><i>Use Power Card/social narrative &amp; game character to ask for a break – 2 minute youtube break – (work w Ronin to ID best way to raise hand)</i></p> <p><i>Visual of handraise (use Fortnite example) to point to in Notebook (check w/ Ronin – check handraising)</i></p> <p><i>Social skills/self control/time mgmt instruction &amp; skill development (Identify time to meet during skills time - 2 x's/week)</i></p>	<p>Amy, Kathleen, Chris &amp; Ronin</p> <p>Amy</p> <p>Amy</p>	<p>1/28 – 29</p> <p>1/28</p>	<p>2 1 0</p> <p>2 1 0</p>	
<p><b>Reinforcement:</b> Make Replacement &amp; Desired behavior more rewarding than problem behavior</p> <p><i>Give 2 min. YouTube/game break when requested appropriately</i></p> <p><i>Student will earn 10 minutes of uninterrupted YouTube/Game time if they get 80% or more points on Daily Point Card (earn time at end of class – and possibly in to transition to next class)</i></p>	<p>Kathleen</p> <p>Kathleen</p>	<p>2/1 &amp; daily</p> <p>2/1 &amp; daily</p>	<p>2 1 0</p> <p>2 1 0</p>	
<p><b>Redirect to Replacement Behavior:</b> Prompt replacement behavior at earliest signs of problem.</p> <p><i>At first signs of distraction/ agitation/off task redirect student (point to visual in notebook) to signal to request a 2-minute break to watch YouTube or play games</i></p>	<p>Kathleen</p>	<p>2/1 &amp; daily</p>	<p>2 1 0</p>	
<p><b>Minimize Reinforcement of Problem Behavior:</b> Make problem behavior ineffective</p> <p><i>Taken care of with restriction settings</i></p>			<p>2 1 0</p>	
<p><b>Safety:</b> Is safety a concern? Y <b>N</b> - currently only aggressive verbal behavior</p> <p>If yes, attach crisis plan to Behavior Support Plan</p>			<p>Impl Score</p> <p>Total Possible</p>	<p>_____ % Implementation</p>
<p><b>Implementation Supports (w/ Who &amp; How)</b> <i>(circle preferred method(s) below or ID another method below)</i></p>	<p>Person Responsible</p>	<p>When (circle)</p>		

<p><b><u>Provide Training to the Implementers:</u></b>  a. Demonstration / with Practice / with Feedback (<i>circle</i>)  <i>Other:</i></p> <p><b><u>Provide Implementation Feedback:</u></b>  b. Complete the Daily Implementation Checklist  c. Enter Daily Implementation Data into Graph  d. Share Graphed Data with implementers  e. Personal check-in / Email / Rating Scale (<i>circle</i>)  <i>Other:</i></p>	<p>Chris</p> <p>Kathleen Chris Chris</p> <p>Chris w Kathleen</p>	<p>1/27 (amy) 1/29 (KS) 2/1 &amp; daily</p> <p>Daily – 1<sup>st</sup> 3 days</p>	<p>2    1    0</p> <p>2    1    0</p>	
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Adapted by C. Borgmeier (2015) from multiple sources: M. Bergstrom and D. Crone (2000); March, Horner, Lewis-Palmer, Brown, Crone & Todd (1999); O’Neill, Horner, Albin, Sprague, Story, & Newton (1997); Palmer & Sugai (2000); and Sprick, Sprick, & Garrison (1993); Martin, Hagan-Burke, & Sugai (2000)