ABC Chart Data Collection

Antecedent (what happened right before) the Trigger	Behavior	Consequence (what happened right after) At times you might check two (ex: block and redirection). Please be honest.
☐ Request Denied (ex: said no)	☐ Physical Aggression Hitting with open or closed hand, kicking, biting, and/or throwing items with attempt to hit someone	☐ Attention Talking with the student immediately after the engaged in behavior. Usually about the behavior
☐ Request was given (ex: go sit down)	☐ Property Destruction Breaking items with both hands or gripping items and breaking against hard surface, or throwing items hard enough to break	☐ Plan Ignoring Not making comments about the behavior, not making eye contact with student, might point to the area to which student needs to return
☐ Transitioning (ex: from play time to reading)	☐ Escape/avoidance Leaving activity, activity area, desk area, or classroom without permission. Also, dropping to the ground and/or not moving from area	Redirection Directing the student back to the activity, request, or area that they have left. (ex: first you return your sit then you can tell what is going on)
☐ Item denied (ex: toy was not available)	☐ Yelling/Screaming Talking above student's normal conversation volume during conversation or quiet surroundings	☐ Blocked Student prevented from obtaining items/engaging in activity
☐ Alone (usually related to sensory)	☐ Non-compliance Not responding to mastered question, not completing a master skilled task, not completed a master skilled request	☐ Access to items Received item by another person, or grabbed item in the area student is in and starts to play with it or edible eats it
☐ Interruption from activity/reinforcer (ex: not finished with puzzle and told to move to next activity)	☐ Escape/avoidance of activity Throwing activity paper, finding excuse to leave area, drawing on paper or activity, putting head down and not working on paper	☐ Break Giving the student time but returning to the activity ☐ Time-out Going to designated area once an undesirable behavior happens
☐ Sensory Overload This could be all the lights on, too much noise, not enough noise, certain texture of item, etc.	☐ Self-Injurious behavior Scratching self, pulling on body parts, and/or biting self ☐ Crying/Whining Tears coming down face, huffing and puffing, and/or high pitch one outside of a typical context (ex: told no -> crying)	☐ Isolation Going to an area where there is no one and/or no items in the area ☐ Moving on Student leaves the activity, or isn't doing the activity and is not requested to go back to activity

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7/1/2021

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Other:	Other:	Other:

Antecedent	Behavior	Consequence
☐ Request Denied	☐ Physical Aggression	☐ Attention
☐ Request was given	☐ Property Destruction	☐ Plan Ignoring
☐ Transitioning	☐ Escape/avoidance	☐ Redirection
☐ Item denied	☐ Yelling/Screaming	☐ Blocked
☐ Alone	☐ Non-compliance	☐ Access to items
☐ Interruption from activity/reinforcer	☐ Escape/avoidance of activity	☐ Break ☐ Time-out
☐ Sensory Overload	☐ Self-Injurious behavior	☐ Isolation
Other:	☐ Crying/Whining	☐ Moving on
Antecedent	Behavior	Consequence
☐ Request Denied	☐ Physical Aggression	☐ Attention
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☐ Transitioning	☐ Escape/avoidance	☐ Redirection
☐ Item denied	☐ Yelling/Screaming	☐ Blocked
☐ Alone	☐ Non-compliance	☐ Access to items
☐ Interruption from activity/reinforcer	☐ Escape/avoidance of activity	☐ Break ☐ Time-out
☐ Sensory Overload	☐ Self-Injurious behavior	☐ Isolation
Other:	☐ Crying/Whining	☐ Moving on

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Precursors What does he/she do right before behavior (ex: make a fist, repeat a word, etc.)	Setting event/ establishing operation Something that increases the likelihood that the behavior will be triggered (ex: change in schedule, new staff, certain person dropping he/she off)

Antecedent	Behavior	Consequence
☐ Request Denied	☐ Physical Aggression	☐ Attention
☐ Request was given	☐ Property Destruction	☐ Plan Ignoring
☐ Transitioning	☐ Escape/avoidance	☐ Redirection
☐ Item denied	☐ Yelling/Screaming	☐ Blocked
☐ Alone	☐ Non-compliance	☐ Access to items
☐ Interruption from activity/reinforcer	☐ Escape/avoidance of activity	☐ Break ☐ Time-out
☐ Sensory Overload	☐ Crying/whining	☐ Isolation
Other:		

Antecedent	Behavior	Consequence
☐ Request Denied	☐ Physical Aggression	☐ Attention

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☐ Request was given	☐ Property Destruction	☐ Plan Ignoring
☐ Transitioning	☐ Escape/avoidance	☐ Redirection
☐ Item denied	☐ Yelling/Screaming	☐ Blocked
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Antecedent	Behavior	Consequence
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Other:		

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