

Functional Assessment and Intervention Design Flow Chart

(Answer these questions as best you can)



Do you want to change an animal's behavior?

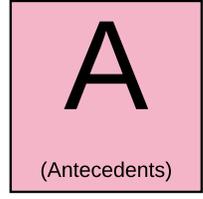
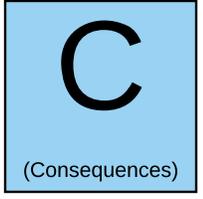
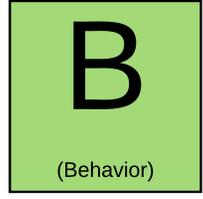
NO



YES



1. Identify and describe the behavior you want to change
(The problem behavior)



2. Does this animal have any medical or physical conditions? Are they being treated?



3. When (i.e. times of day), where, and with whom does the problem behavior occur?



4. What happens right before the problem behavior occurs that makes the behavior more likely?



5. When, where, and with whom does the problem behavior **NOT** occur?



10. Identify and describe what you want the animal to do instead of the problem behavior
(The replacement behavior)



11. If the animal is not already fluent in the replacement behavior: how, when, and where will you teach or strengthen the behavior?



12. What new skills, if the animal had them, would make succeeding in this problem situation more likely? (For details on teaching new behavior, see separate "Teaching New Behavior" document)



13. What changes can you make to the antecedents that will make the problem behavior less likely to occur?



6. What does the animal gain by performing the problem behavior?



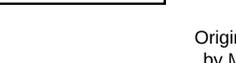
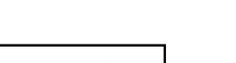
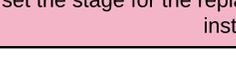
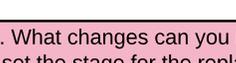
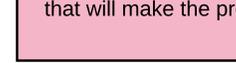
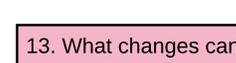
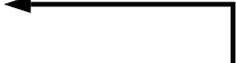
7. What does the animal escape or avoid by performing the problem behavior?



8. What would the animal give up/lose access to by **NOT** performing the problem behavior?



9. What function does this behavior serve for this species in their wild environment?



15. How will you make the replacement behavior as or more reinforcing for the animal than the problem behavior?



16. How will you respond if the problem behavior is performed by the animal in the future?

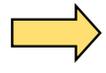


Now write two summary statements:

The problem **A-B-C's**

AND

The replacement **A-B-C's**



Change the conditions!



Created by Rick Hester and Susan Friedman, Ph.D

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<http://www.behaviorworks.org/files/journals/A%20Framework%20for%20Solving%20Behavior%20Problems%20JEPM.pdf>

http://www.behaviorworks.org/files/text_chapters/From%20Parrots%20to%20Pigs%20to%20Pythons-%20Universal%20Principles%20and%20Procedures%20of%20Learning.pdf

Original artwork by Michael D. Hester

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