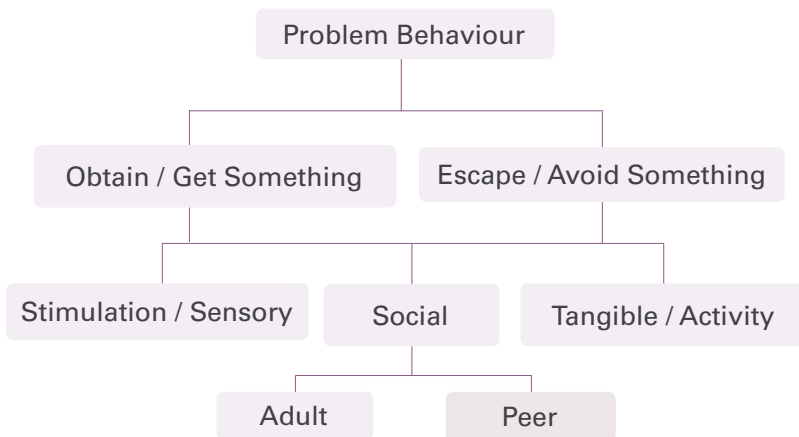


# FUNCTIONS OF BEHAVIOUR DECISION TREE

This tree diagram can be used to identify the function of a behaviour. Use the information you have about Antecedents and Consequences to look at what a student may be trying to escape/avoid or gain.



## Stimulation/Sensory

Obtaining or avoiding: Light, noise, physical sensation such as rolling, chewing, rough housing, being touched/held/restrained, explosive release of tension,

## Social

Obtaining or avoiding: positive attention/praise, negative attention/reprimands, relationship building, controlling others, instilling fear,

## Tangible/Activity

Obtaining or avoiding: Academic or other activity, punishments, items such as food, toys or possessions,