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location, materials, etc

Actively Engage Students **Maximize Structure** Respond to Behavior in Observable Ways 1. Classroom Expectations 4. Encourage 6. Opportunities **Expected Behavior** to Respond Clarify expected behavior ⊕ Increase OTR and provide specific Increase reinforcement of expected behavior Partner/Group precorrects High rates of verbal Verbal and Non-verbal ⊕ Teach student how to: and non-verbal Ask for attention options feedback Pre-conference with Self-Monitor Increase positive student(s) to build a Ask for a break communication variety of engaging ⊕ Consider student response strategies between home and participation in social school Use technology skills instructional group Interactive Games Teach academic skills Provide increased Discussion Boards opportunities for interaction with adults and/or peers 2. Classroom Procedures 7. Task Difficulty & Provide opportunity to earn & Routines Academic Success time for self-selected ⊕ Teach Procedures activities Design assignments to meet student skill level ⊕ Teach how to ask for help Reward student for Individualize procedure attempting tasks, staying Pre-teach content for use of resources (e.g. focused on tasks Modify amount or type of assistive technology, activity 5. Discourage 100's chart, multiplication Provide extra help/check for **Unexpected Behavior** table, graphic organizers) understanding ⊕ Check to see if student Provide consistent and 8. Activity Sequencing & has needed materials and calm response Offering Choice if not, provide them before Limit verbal interaction they are needed for problem behavior Provide opportunity to help ⊕ Teacher ignore problem other students Provide option to work 3. Active Supervision Prompt peers to ignore problem behavior independently ⊕ Increase Active Non-verbal signal Provide task list and allow Supervision student to choose order of Offer brief assistance o Schedule more completion Offer alternative methods frequent or materials for task Provide opportunity to engage interactions in a preferred activity first Schedule standard times Proximity Control Allow student to choose to make up work Provide task

check-in (eg, 3 more minutes...)