



## Presenter Handout

# QUANTUM SECRETS OF CREATING A QUALITY LIFE FOR LEARNERS WITH AUTISM

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(Download books and presentations at [www.behaviordocor.org](http://www.behaviordocor.org))*

### Agenda: (Tentative- I sometimes tell stories☺)

- 8:30am – 11:45am      Functions of Behavior
- 11:45am – 1:00pm      Lunch
- 1:00pm – 4:15pm      Interventions for Behavior

### Movies to Live By

- **Wizard of Oz**- There is no place like home
- **To Kill a Mockingbird**: Get to Know the Real Person
- **Annie**: Never Let Anything Get You Down
- **Mr. Smith Goes to Washington**: Stand Up For What You Believe In
- **The Reader**: Don't Keep Secrets

### Function of Behavior

To Get	To Escape
<ul style="list-style-type: none"> <li>• Attention:               <ul style="list-style-type: none"> <li>○ Peers</li> <li>○ Adults</li> </ul> </li> <li>• Access to preferred items- environmental control</li> <li>• Sensory Input</li> </ul>	<ul style="list-style-type: none"> <li>• Work/Tasks</li> <li>• People               <ul style="list-style-type: none"> <li>○ Peers</li> <li>○ Adults</li> </ul> </li> <li>• Sensory Overload- Too Much</li> <li>• Pain               <ul style="list-style-type: none"> <li>○ Physical</li> <li>○ Emotional</li> </ul> </li> </ul>

### PowerPoint Relationship Narratives

PowerPoint stories help with:

- Transitions
- Behaviors that you would like to target for change
- Changes in routine
- Sharing the day

## **Video Self-Modeling**

Make a video about appropriate behavior – cut out all the inappropriate behavior and label all the appropriate behavior. Make the video approximately one minute for every year old the student/child is. Put in sound effects. For examples: Go to [www.youtube.com](http://www.youtube.com) and type in video self-modeling – there are some good examples.

## **Data Collection**

- FBA Data Tool- on [www.behaviordoctor.org](http://www.behaviordoctor.org) under forms and tools
- Data to collect- analyzed with the tool:  
\*time of day \* day of the week \* antecedent \* context \* consequence \* duration \* frequency \*  
antecedent and consequence paired with behavior

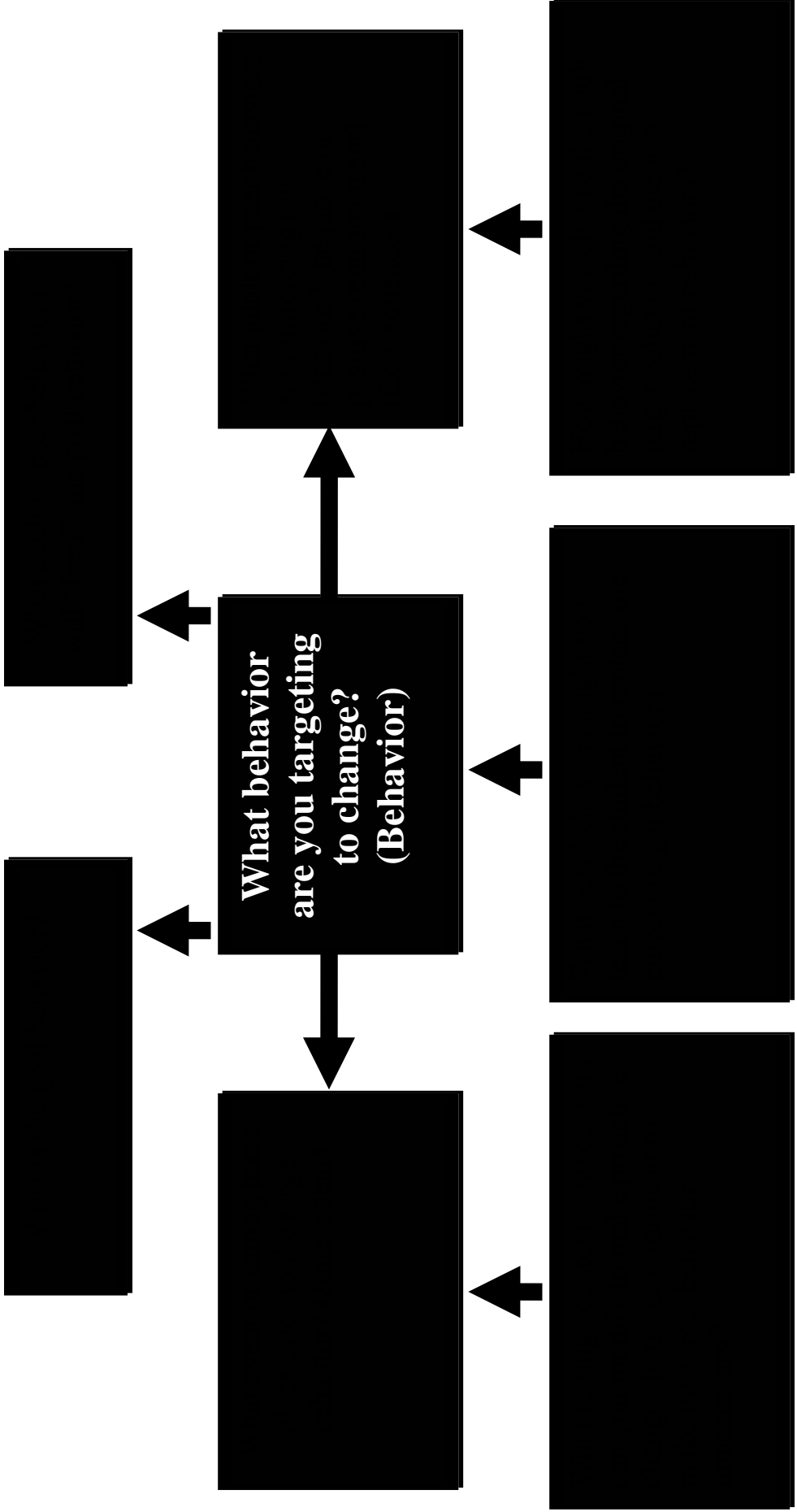
## **Four Rules of Behavior:**

1. Behavior is Learned and Serves a Specific Purpose
2. Behavior is Related to the Context
3. For Every Year That a Behavior Has Been in Place, We Should Consider One Month of Consistent Appropriate Intervention to See a Change
4. We Can Improve Behavior by 80% Just by Labeling Appropriate Behavior When it Occurs

## **Notes:**

Augmentative communication devices – Visual Schedules- Behavior Techniques- Use this space to jot down the things that mattered most to you during the presentation

# Competing Pathway Chart:



*Based on the work of O'Neill and Horner, 2005*