

ABC Data

Student _____ Teacher _____

Date _____ Time _____ Location _____

Antecedent	Behavior	Consequence	Duration/ Intensity	Notes
☐ Demand ☐ Low Attention ☐ Activity/item denied ☐ Loud environment ☐ Transition ☐ Other	☐ Non-compliance ☐ Verbal Disruption ☐ Physical Disruption ☐ Physical Aggression ☐ Elopement ☐ Other	☐ Ignore ☐ Verbal Redirection ☐ Visual Cue ☐ Break ☐ Removed from room ☐ Other	☐ <1 min ☐ 10 - 30 ☐ 1 - 5 ☐ 30 - 60 ☐ 5 - 10 ☐ >60 min ☐ Mild ☐ Moderate ☐ Severe	

Additional Information:

Date _____ Time _____ Location _____

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Additional Information:

ABC Data Sheet

Setting	Antecedent	Behavior	Consequence	Possible Function	
Where did the behavior occur?	What happened immediately before the behavior?	Describe what the behavior "looks" like?	What happened immediately after the behavior?	Circle one of the four functions below	
Date:	☐ Given a demand or direction ☐ Change in routine occurred ☐ Denied access to preferred item/activity ☐ Other:	☐ Screaming ☐ Noncompliance ☐ Whining ☐ Aggression (hit, kick, bite, scratch, etc.) ☐ Property Destruction (throwing items, ripping materials, swiping a surface, etc.) ☐ Other:	☐ Ignored ☐ Reprimanded ☐ Given choice ☐ Escaped from requested demand ☐ Allowed access to desired item or activity ☐ Other:	☐ Timeout ☐ Attention given ☐ Prompted to take break ☐ Removed item ☐ Redirected	Gain access to attention Gain access to a tangible item or activity Escape from a demand Gain access to sensory input
Time:	☐ Transitioned to new activity ☐ Preferred activity ended ☐ Child was alone/No interaction	☐ Running away ☐ Self-injurious behavior ☐ Flopping to the floor ☐ Crying	☐ Ignored ☐ Reprimanded ☐ Given choice ☐ Escaped from requested demand ☐ Allowed access to desired item or activity ☐ Other:	☐ Timeout ☐ Attention given ☐ Prompted to take break ☐ Removed item ☐ Redirected	Gain access to attention Gain access to a tangible item or activity Escape from a demand Gain access to sensory input
Location:	☐ Denied access to preferred item/activity ☐ Other:	☐ Screaming ☐ Noncompliance ☐ Whining ☐ Aggression (hit, kick, bite, scratch, etc.) ☐ Property Destruction (throwing items, ripping materials, swiping a surface, etc.) ☐ Other:	☐ Ignored ☐ Reprimanded ☐ Given choice ☐ Escaped from requested demand ☐ Allowed access to desired item or activity ☐ Other:	☐ Timeout ☐ Attention given ☐ Prompted to take break ☐ Removed item ☐ Redirected	Gain access to attention Gain access to a tangible item or activity Escape from a demand Gain access to sensory input
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