



Laurens County School System

Multi-Tiered Systems of Support

Behavior Intervention Bank

August 2019

While most of the interventions are noted as Tier 2 or Tier 3, many of these could be used as a Tier 1 strategy for whole groups, as needed.

Behavior

Behavior/Self-Control

Check-in Check-out (CICO) K-12

Mystery Motivator K-12

Behavior Contract K-12

Differential Reinforcement-Incompatible Behavior K-12

Intermittent Reinforcement using a timer K-12

Guided Notes 4-12

Randomized Positive Attention K-12 (Tier 2)

Self-Management K-12

Name	Behavior Domain	Tier	Grade	Description	Website Link
Check IN, Check Out CICO	Behavior	2, 3	k-12	Behavior/Self-Control: K-12. Structured positive adult-student interaction to work on specific student goals and monitor and reinforce progress with a daily progress report. https://www.youtube.com/watch?v=AKwMblNI_zl	https://miblsi.org/training-materials/miblsi/elementary-and-secondary-tier-2-behavior-intervention-check-incheck-out-%28cico%29 https://www.youtube.com/watch?v=AKwMblNI_zl
Mystery Motivator	Behavior	2,3	K-12	Behavior/Self-Control: Random schedule reinforcement with a “mystery” item to motivate behavioral or academic tasks. See: http://ebi.missouri.edu/?p=119 See video at: https://www.youtube.com/watch?v=Z1mUwaf2lcs	http://ebi.missouri.edu/wp-content/uploads/2011/09/Mystery-Motivator.pdf
Behavior Contract	Behavior	2,3	K-12	Behavior Interventions: K-12. A formal method to delineate and agree upon target behaviors for change, goals, and reinforcements. See: http://ebi.missouri.edu/wp-content/uploads/2013/04/Behavior-Contracts.pdf or http://ebi.missouri.edu/?p=160 and link below	http://www.intensiveintervention.org/sites/default/files/BehavioralStrategies.pdf

Differential Reinforcement – Incompatible behavior	Behavior	2, 3	K-12	K-12 Intervention to diminish problem behavior by reinforcing an incompatible or alternative behavior. See: http://ebi.missouri.edu/?p=265 and video at https://www.youtube.com/watch?v=CP0QEdDc48Q or https://www.youtube.com/watch?v=OkI2aQSTFno	http://ebi.missouri.edu/wp-content/uploads/2013/04/Differential-Reinforcement-of-an-Incompatible-or-Alternative-Behavior.pdf
Intermittent Reinforcement using a timer K-12	Behavior	2, 3	K-12	Lessen off task behavior by providing reinforcement for on-task behavior when a timer goes off. Can use variable lengths of time and/or integrate with points that can be redeemed for preferred reinforcers or activities.	http://www.intensiveintervention.org/sites/default/files/BehavioralStrategies.pdf Found on Page 16

Guided Notes 4-12	Behavior	2, 3	4-12	Intervention to increase attending, engagement, and positive behavior. Use of pre-made notes with blank spaces for students to add, teacher review with recognition and reinforcement. See: http://ebi.missouri.edu/?p=156	http://ebi.missouri.edu/wp-content/uploads/2011/09/Guided-Notes.pdf
Randomized Positive Attention K-12	Behavior	2	K-12	This helps to reduce negative attention seeking behavior	http://www.interventioncentral.org/behavioral-interventions/challenging-students/breaking-attention-seeking-habit-power-random-positive

Decision-Making/Agency

Decision Making and Choice K-8

Choice Making K-12

Name	Behavior Domain	Tier	Grade	Description	Website Link
Decision Making and Choice	Behavior	2,3	K-8	Behavior Interventions: Intervention to assist student with decision-making and agency intended to lessen incidents of behavioral outbursts. See http://abaappliedbehavioranalysis.weebly.com/antecedent-interventions.html	http://www.intensiveintervention.org/chart/behavioral-intervention-chart/13170#sthash.KNvvWokQ.dpuf http://abaappliedbehavioranalysis.weebly.com/antecedent-interventions.html

Choice Making K-12	Behavior	2,3	K-12	K-12. Intervention is to promote engagement by providing the opportunity for student decision-making and agency with regard to assignment choice and/or order.	http://ebi.missouri.edu/wp-content/uploads/2013/04/Choice-making-Brief-EBI-Network.pdf http://ebi.missouri.edu/?p=765
Self-management K-12	Behavior	2, 3	K-12	Increase agency among students to monitor and manage their own behavior and elicit naturally occurring reinforcements. See also: http://www.interventioncentral.org/node/961544	http://ebi.missouri.edu/?p=762 http://www.interventioncentral.org/node/961544
Motivation Contract 3-12	Behavior	2	3-12	This helps students to set goals and maintain motivation to accomplish targeted objectives.	http://www.interventioncentral.org/behavioral-interventions/motivation/how-increase-motivation-learning-contracts http://www.interventioncentral.org/node/960630
Talk Ticket Problem Solving K-12	Behavior	2	K-12	This helps students to manage difficult situations while lessening classroom disruptions when they have something that they need to tell the teacher. It helps the student with problem solving.	http://www.interventioncentral.org/behavioral-interventions/challenging-students/talk-ticket

Behavior Acquisition

Sit and Watch K-5

Active Teaching of Rules K-12 (Tier 2)

Say, Show, Check K-12

Name	Behavior Domain	Tier	Grade	Description	Website Link
Sit and Watch	Behavior	2	K-5	Intervention to assist in behavior acquisition through observation of other students. See	http://ebi.missouri.edu/wp-content/uploads/2011/09/Sit-and-Watch.pdf http://ebi.missouri.edu/?p=44%20and%20video
Active Teaching of rules	Behavior	2	K-12	Behavior: Intervention includes display of rules, direct instruction of rules, review, discussion, student modeling, and subsequent praise/recognition when appropriate behavior is observed in natural discourse. http://ebi.missouri.edu/?p=138	http://ebi.missouri.edu/wp-content/uploads/2011/09/Active-Teaching-of-Classroom-Rules.pdf http://ebi.missouri.edu/?p=138
Say, Show, Check	Behavior	2, 3	K-12	Intervention to increase positive behavior aligned with classroom rules/expectations	http://ebi.missouri.edu/?p=141

General Behavior

Antecedent Modification K-12

Choice of Task Sequence K-12

Non-Contingent Reinforcement K-12

Opportunities to Respond K-12

Point Sheets/Behavior Report Cards K-12

Token Economy K-12

Yes/No Learning Skills Chart K-12

You/Me Game K-12

Name	Behavior Domain	Tier	Grade	Description	Website Link
Antecedent Modification K-12	Behavior	2,3	K-12	Behavior: Intervention to lessen inappropriate behavior and increase engagement by altering antecedents.	http://ebi.missouri.edu/wp-content/uploads/2011/04/ECU-EBI-Social-Reinforced-Antecedent-Modifications.pdf http://ebi.missouri.edu/?p=167
Choice of Task Sequence K-12	Behavior	2, 3	K-12	Student engagement in choice to increase investment in activity and lessen incidence of inappropriate behavior.	http://ebi.missouri.edu/?p=163
Non-Contingent Reinforcement K-12	Behavior	2, 3	K-12	Intervention to reduce problem behavior soliciting reinforcement by providing the reinforcement independent of behavior.	http://ebi.missouri.edu/wp-content/uploads/2011/10/Noncontingent-Reinforcement.pdf http://ebi.missouri.edu/?p=276
Opportunities to Respond K-12	Behavior	2, 3	K-12	K-12 Intervention to increase engagement and student response rate, lessen disruptive behavior or internalizing behavior.	https://www.youtube.com/watch?v=OL0OEYbmgQU
Point sheets/ Behavior report cards K-12	Behavior	2, 3	K-12	K-12. Individualized goal and/or needs-based progress monitoring and reinforcement.	http://www.intensiveintervention.org/sites/default/files/BehavioralStrategies.pdf http://www.interventioncentral.org/teacher-resources/behavior-rating-scales-report-card-maker?step=1
Token Economy K-12	Behavior	2, 3	K-12	Students earn tokens that can be exchanged for predetermined	http://www.sbbh.pitt.edu/PowerPoints%20and%20Study%20Guides%202524%

				rewards/reinforcers for demonstrating specific positive behaviors. see:	20%20Spring%202011/TokenEcMiddleSt udyGuidePDF.pdf https://www.youtube.com/watch?v= W -xICvTyHE https://vkc.mc.vanderbilt.edu/assets/file s/tipsheets/tokenecconomytips.pdf
Yes/No Learning Skills Chart K-12	Behavior	2, 3	K-12	Intervention to increase positive behavior by awarding points to students when students are observed engaging in appropriate behaviors. Points can be redeemed for reinforcers (tangible, activity based, social, or intangible). See link below.	http://www.intensiveintervention.org/s ites/default/files/BehavioralStrategies.p df
You/Me Game K-12	Behavior	2, 3	K-12	Intervention to increase engagement & positive behavior. Includes use of a point chart with a "you" category (for class, small groups, or individual students) and a "me" category (for the teacher). Students compete with teacher for points. See link below	http://www.intensiveintervention.org/s ites/default/files/BehavioralStrategies.p df

Generalization

Exploit Functional Contingencies K-5

Incorporate Functional Mediators K-5

Name	Behavior Domain	Tier	Grade	Description	Website Link
Exploit Functional Contingencies K-5	Behavior	2, 3	K-5	Intervention to increase generalization of behavioral expectations that were learned in one environment across other environments. See: http://ebi.missouri.edu/?p=180 and link below	http://ebi.missouri.edu/wp- content/uploads/2011/09/Exploit- Functional-Contingencies-EBI-Network- Version.pdf http://ebi.missouri.edu/?p=180
Incorporate Functional Mediators K-5	Behavior	2, 3	K-5	Intervention to help with transfer or generalization of skills across environments with use of cues such as: physical object cues, social cues, self-regulated physical object cues, and self-regulated verbal cues.	http://ebi.missouri.edu/wp- content/uploads/2011/09/Incorporate- Functional-Mediators-EBI-Network- Version.pdf http://ebi.missouri.edu/?p=183