



Behaviour Interventions

Non-Compliance

- Token economy system: Positive reinforcement when they are showing compliance
- Maintain demand: They must still complete the first task or direction before moving on

Physical Aggression

- Teach replacement behaviours: calming strategies, using a fidget object or stress ball
- Positive reinforcement when they are showing self-control
- Giving them a safe place to get calm: calm down area or corner

Screaming / meltdown

- Teach replacement behaviours: drawing or writing about feelings, using calm and kind words
- Positive reinforcement when they use appropriate voice levels
- Teach them how to use a calm down area appropriately
- Appropriate release of frustration

Throwing objects / Destruction of property

- Loss of privilege and they replace/fix objects
- Teach replacement behaviours: calming strategies, appropriate release of frustration (e.g. smash ice cubes, rip cardboard, throw soft balls)
- Provide them with positive reinforcement when they are being safe

Running away

- Allow them to have access to breaks throughout the day
- Chunk tasks for them
- Provide visuals for them (e.g. break card)
- Provide a safe space for them to run to

Off Task / Escape

- Positive reinforcement when they are on task and working (immediately)
- They must follow through with the task
- Provide them with breaks
- Chunk work