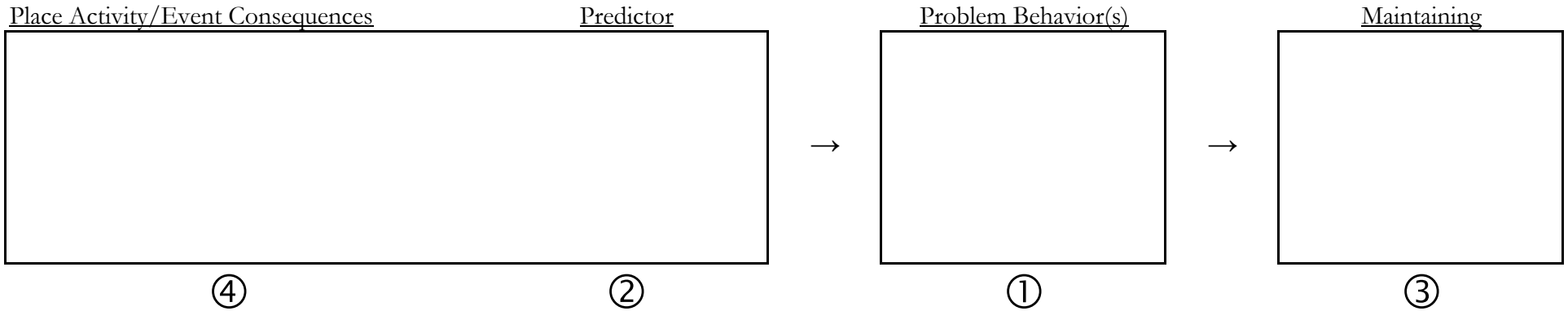


## SUMMARY STATEMENT FORM



Complete the summary statement diagram following the numbered sequence (Behavior(s) first, then Predictors, etc.). Consider the items below as possible elements for inclusion in the summary statement. Complete a different summary statement for each new consequence.

What important events, places, or activities tend to be associated with the behavior?	What appears to set off problem behavior?	What do problem behaviors look like?	What does the student gain from the problem behaviors?
<input type="checkbox"/> Lack of sleep	<input type="checkbox"/> Class Demands That Are:	<input type="checkbox"/> Late to class	<input type="checkbox"/> Escape or Avoid:
<input type="checkbox"/> Illness	<input type="checkbox"/> too hard	<input type="checkbox"/> Talk out in class	<input type="checkbox"/> teacher demands
<input type="checkbox"/> Physical pain	<input type="checkbox"/> boring	<input type="checkbox"/> Disruptions	<input type="checkbox"/> teacher reprimands
<input type="checkbox"/> Hunger	<input type="checkbox"/> unclear	<input type="checkbox"/> Inappropriate language	<input type="checkbox"/> teacher corrections
<input type="checkbox"/> Trouble at home	<input type="checkbox"/> long	<input type="checkbox"/> Disrespectful behavior	<input type="checkbox"/> peer social contact (teasing)
<input type="checkbox"/> Fight/conflict with peers	<input type="checkbox"/> Teacher reprimands	<input type="checkbox"/> Property destruction	<input type="checkbox"/> tasks (hard, long)
<input type="checkbox"/> Noise/distractions	<input type="checkbox"/> Peer teasing	<input type="checkbox"/> Carrying weapons	
<input type="checkbox"/> Activity/class	<input type="checkbox"/> Peer encouragement	<input type="checkbox"/> Fidget	<input type="checkbox"/> Get Attention:
<input type="checkbox"/> Other	<input type="checkbox"/> Other	<input type="checkbox"/> Not completing work	<input type="checkbox"/> from peers
		<input type="checkbox"/> Steal	<input type="checkbox"/> from teacher/adult
		<input type="checkbox"/> Threaten	
		<input type="checkbox"/> Vandalism	<input type="checkbox"/> Get Activity or Item:
		<input type="checkbox"/> Insubordination	<input type="checkbox"/> access to game
		<input type="checkbox"/> Other	<input type="checkbox"/> access to toy
			<input type="checkbox"/> access to food
			<input type="checkbox"/> access to money
			<input type="checkbox"/> access to task