

Behavior Chart - Transitions

	Schedule	Behavior (+/-)	Intensity (see code below)	Duration					Notes (If desired)
				15 sec	30 sec	1 min	2 min	+	
1	Arrival			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
2	Choice time to Clean up			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
3	Clean up to circle			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
4	Circle to Station			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
5	Station to Bathroom			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
6	Bathroom to snack			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
7	Snack to Gym			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
8	Gym to Story			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
9	Story to Departure			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

<u>Behavior</u>	<u>Intensity</u>
+ = Desired behavior	1 = mild whining only
- = Challenging behavior	2 = non cooperative only
	3 = physical signs, stomping feet, flailing arms, etc.
	4 = mild whining and physical signs, but complies
	5 = more intense behaviors, but complies
	6 = more intense behaviors, but does not comply
	7 = very intense behavior, but complies
	8 = very intense behavior, but does not comply