

Extended Antecedent Strategies Activity



Directions: For each scenario given on the left, match a possible solution. Answers are provided on the next page.

Student frequently calling out & coming to your desk

Student moves around the room frequently & even falls out of their chair

Child gets impatient and starts to cause a scene when in waiting rooms

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Student becomes fearful when they don't know what their day will look like

Child engages in refusal behavior and seems to resist being with you

Student touches all artwork on hallway walls during transitions

Child struggles to sit through longer events such as assemblies, church services, etc.

Provide reinforcement every few minutes in the form of a compliment or a preferred snack for having a calm body

Provide seat cushion or standing desk

Provide student with a visual schedule and review it with them at the start of the day

Seat them closer to the teacher

Break task down into smaller, close ended tasks

Provide child with fidget tools as well as excuses to move (bathroom break, fill water bottle. etc.

Ensure 75% of your 0 interactions are fun and reinforcing



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Answer Key

Student frequently calling out & coming to your desk

Student moves around the room frequently & even falls out of their chair

Child gets impatient and starts to cause a scene when in waiting rooms

Student becomes fearful when they don't know what their day will look like

Child engages in refusal behavior and seems to resist being with you

Student touches all artwork on hallway walls during transitions

Child struggles to sit through longer events such as assemblies, church services, etc. Provide reinforcement every few minutes in the form of a compliment or a preferred snack for having a calm body

Provide seat cushion or standing desk

Provide student with a visual schedule and review it with them at the start of the day

Seat them closer to the teacher

Provide important items to hold/carry for transitions

Provide child with fidget tools as well as excuses to move (bathroom break, fill water bottle, etc.

Ensure 75% of your interactions are fun and reinforcing