

Guide for Entering Perceived Function of Behavior in the Motivation Field of Skyward

In order to be able to plan for intervention and support we must ask why is the behavior happening. This will require those observing the behavior to make an educated guess about what the function of the behavior is. There are 2 basic functions to our behavior. One is to obtain or gain something and the other is to avoid or escape something. Make an educated guess based on what you observe. Over time patterns will begin to emerge that will help us to develop an intervention plan that will support a change toward the use of more positive behavior.

Perceived Function	Code	Definition
Avoid Adult (s)	AvoidA	Student engages in problem behavior(s) to get away/escape from adult(s).
Avoid Peer(s)	AvoidP	Student engages in problem behavior(s) to get away/escape from peer(s).
Avoid Tasks/Activities	AvoidTas	Student engages in problem behavior(s) to get away/escape from tasks and/or activities.
Avoid Sensory Stimulation	AvoidSS	Student engages in problem behavior(s) to get away/escape sensory stimulation (visual, auditory, physical).
Obtain Adult Attention	ObAAttn	Student engages in problem behavior(s) to gain attention of adult(s).
Obtain Items/Activities	ObItmA	Student engages in problem behavior(s) to gain items and/or activities.
Obtain Peer Attention	ObPAttn	Student engages in problem behavior(s) to gain attention of peer(s).
Obtain Sensory Stimulation	Ob SS	Student engages in problem behavior(s) to gain additional sensory stimulation (visual, auditory, physical).

Motivation Field – Educator Access (Grade book)

The screenshot shows the 'New Discipline Referral' form in Skyward. The 'Motivation' dropdown menu is open, displaying a list of codes: AvoidA - Avoid Adult(s), AvoidP - Avoid Peer(s), AvoidS - Avoid Sensory Stimulation, AvoidT - Avoid Tasks/Activities, Ob SS - Obtain Sensory Stimulation, ObAAttn - Obtain Adult Attention, ObItmA - Obtain Items/Activities, ObPAttn - Obtain Peer Attention, and ObSS - Obtain Peer Attention. A blue arrow points to the 'Motivation' field.

Motivation field added. Available codes as listed below:

Code	Short Description	Long Description
<u>AvoidA</u>	Avoid Adult(s)	Avoid Adult(s)
<u>AvoidP</u>	Avoid Peer(s)	Avoid Peer(s)
<u>AvoidS</u>	Avoid Sens Stim	Avoid Sensory Stimulation
<u>AvoidT</u>	Avoid Tasks/Act	Avoid Tasks/Activities
<u>Ob SS</u>	Obtain Sens Sti	Obtain Sensory Stimulation
<u>ObAAttn</u>	Obtain Adult At	Obtain Adult Attention
<u>ObItmA</u>	Obtain Items/Ac	Obtain Items/Activities
<u>ObPAttn</u>	Obtain Peer Att	Obtain Peer Attention
N/A	N/A	N/A

How to enter the perceived function in the motivation field of skyward.