

Child by Activity Behavior Matrix

Instructions:

- The **purpose of the matrix is to record the amount, type, and period of occurrence of challenging behavior** in your classroom. This information may then be used to plan interventions and make sure they are working.
- You can decide how often to fill in this behavior matrix: one day per month, every two weeks, or weekly. Observations should happen regularly, such as the second Thursday of the month (monthly), the 2nd and 4th Wednesday (every two weeks), every Tuesday (weekly).
- Because the form contains children's names and information about their behavior, it should be **kept out of public view** and stored in a program filing cabinet or other location that protects children's confidentiality.
- You will need to **individualize the matrix** for your classroom. Either in electronic or hard copy form, put the first names of the children in your classroom in the boxes going across the top row of the matrix. Then put the different periods in your daily classroom schedule in the boxes going down the first column of the matrix. (See the example on the next page.) If you are writing on a hard copy of the matrix, you may want to photocopy the matrix for future use.
- To use the form for observation, place the matrix in a convenient location out of public view. You may keep it on a clipboard, in a folder or binder, or on your desk. Then, as you observe the classroom in the course of the day, when a child engages in a challenging behavior (as defined below), **record the behavior immediately** on the matrix. Indicate the category of behavior by marking the code in the box for the appropriate activity time. If there is more than one behavior in that activity time, you may record both behaviors.
- The next page contains an **example** of a completed form. During the day this was recorded, **Alonzo** was noncompliant at opening circle time. He kept touching the child next to him and wouldn't stop when the teacher asked him to stop. The teacher marked an "N" for Noncompliance in the box under his name in the row for opening circle. During free play at center time, **Robyn** cut the table cloth in the art center with scissors. The teacher marked a "P" for Property Damage in the appropriate box. **Jennifer** had a tantrum when she did not get to be the snack helper. The teacher marked a "D" for Disruption/Tantrum under her name in the row for snack. **Eddie** pinched a child during an argument on the playground. The teacher marked an "A" for Aggression in the box under his name and in the row for outside play time. **Sammy** began throwing Legos during clean up after small group time. The teacher marked a "D" and added an asterisk (*) to show that it happened during a transition from one activity to the next. This is an example only. You may have less or many more incidents of challenging behavior.
- At the end of the day, **review the form** with the other adults who work in the classroom. Make sure that all of the challenging behaviors were recorded. Add the appropriate codes for any incidents that were not recorded during the course of the day.

Child by Activity Behavior Matrix

Today's date: September 12, 2006

CODE:

- A = Aggressive Behavior** (Making physical contact with an adult or peer where injury may occur, e.g., striking, pulling hair, biting, scratching, pulling clothes, kicking, spitting.)
- N = Noncompliance** (Refusing to follow a direction.)
- D = Disruption/Tantrums** (Causing an interruption in class or activity by throwing items, loud vocalizations, crying, screaming, cussing, etc.)
- P = Property Damage** (Deliberately impairing or destroying items e.g. tearing paper, breaking items, writing on items.)
- * = Transition** (Add this code for any behavior that occurs during the transition after that activity.)

CHILD'S NAME	Alonzo	Anna	Ariel	Bertha	Candy	Donald	Eddie	Gloria	Hom	Isaac	Jana	Jennifer	Jesus	Kiara	Manuel	Marco	Melissa	Peter	Robyn	Sammy	Scott	Tomas	William	
ACTIVITY																								
ARRIVAL	N																							
OPENING CIRCLE																								
PLAY CENTERS																			P					
OUTSIDE							A																	
SNACK												D												
SMALL GROUP																					D*			
CLOSING CIRCLE																								

Child by Activity Behavior Matrix

Today's date: _____

Classroom Identifier (Optional): _____

CODE:

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N = Noncompliance (Refusing to follow a direction.)

D = Disruption/Tantrums (Causing an interruption in class or activity by throwing items, loud vocalizations, crying, screaming, cussing, etc.)

P = Property Damage (Deliberately impairing or destroying items e.g. tearing paper, breaking items, writing on items.)

*** = Transition** (Add this code for any behavior that occurs during the transition after that activity.)

CHILD'S NAME																					
ACTIVITY																					