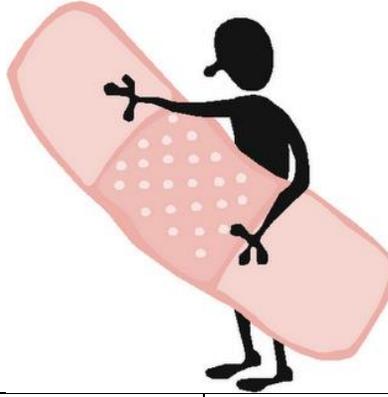


– “Band Aid” Crisis Plan –



Name: Roger

Date: October 20, 2018

Crisis/Safety Concern:

Roger is really scary when he is angry

Is there a crisis behavior? Describe:

Destroys Property – Roger breaks furniture and punches holes in the walls.

Triggers (setting events, environment, behavioral, physiological?)

When he doesn't get his way, being told "no", being asked to come off his computer, gaming system or phone.

When Roger is escalating he fidgets with his hands, opening and closing them repeatedly.

Function of the behavior?

Expression of his emotions- per Roger, "I get mad and I feel better when I break things."

What has helped in the past? What might work now?

When there was a schedule for computer/gaming- he knew what to expect

After being told no, allowing him space to leave the room, to take a walk or spend time in the backyard- (with timeframe limits)

Action Steps (What and Who)

Mom and stepdad will develop a schedule for gaming time and review that schedule with both kids

Schedule will posted and reviewed daily

Roger will be given warning prompts when gaming time is coming to an end

Roger and mom or stepdad will take a walk or go outside to the backyard immediately after gaming time ends

When outside, mom and stepdad will notice when Roger begins to fidget with his hands.

When/if he begins to fidget, they will offer him a box of scrap paper that he can rip/destroy.