Granite School District

Thinking Functionally About Behavior

Setting the Stage



Thinking Functionally About Behavior

- BHAs are back! Thank you!
 - Collaboratively developed job description
 - One 19 hour per week BHA in each school
 - School-based supervision
 - District-led training and support CCR Department

• Greater need

 Create a successful behavioral system and supports

Creating a System



Thinking Functionally About Behavior



Intensive Few

Targeted Some

Universal All

Behavior Response and Support Team (BRST) Pilot

Spring 2016

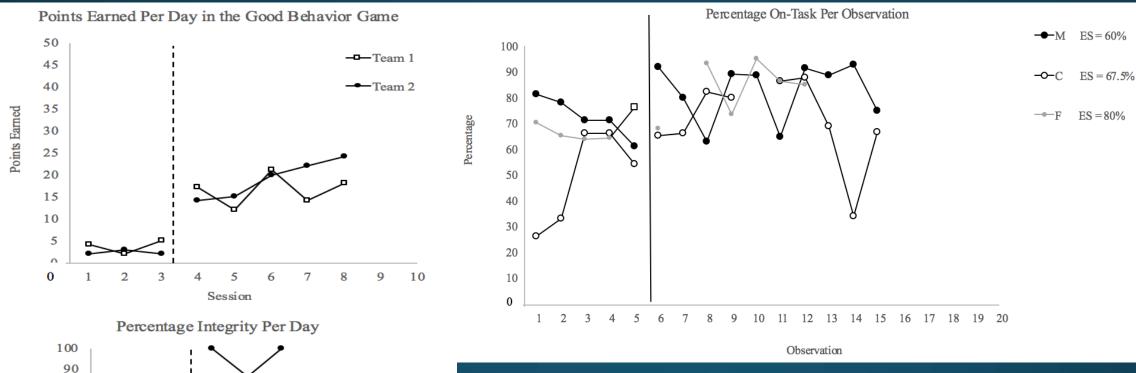
- Pilot Project Partnership with the University of Utah
- Behavior Response and Support Initiative (BRST)
 - Roosevelt all 2nd grade classes, one 1st grade class
 - Multiple students
 - Hillsdale one 2nd grade class
 - Multiple students
- Intervention
 - Staff PD
 - Good Behavior Game
 - School Psychology grad students
 - Monitor and track progress
 - Functional Behavior Assessment (FBA)
 - Behavior Support Plan (BSP)
 - Social skills small group



Results

Behavior Response Support Team (BRST)

First Year Teacher - Roosevelt



10

Session

80

70 60

50

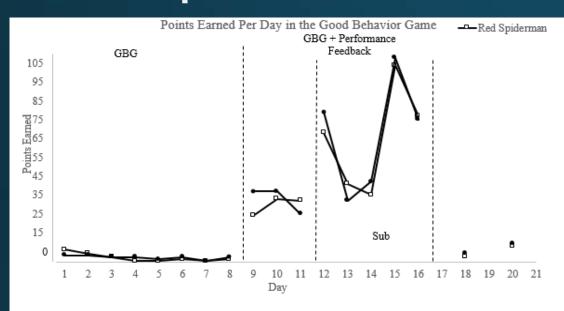
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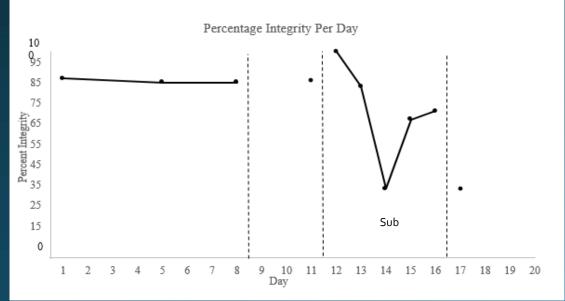
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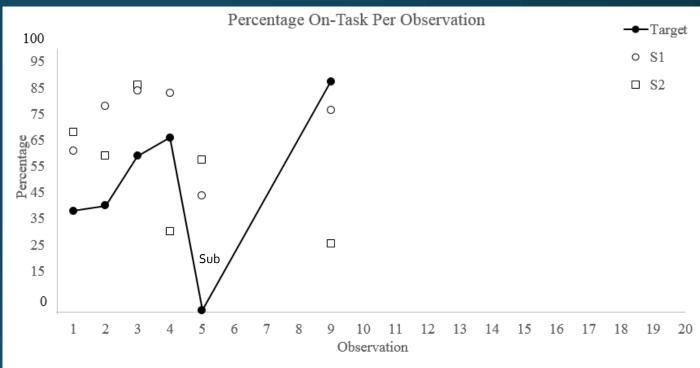
Percent Integrity

"In the beginning I was not sure if this intervention would work for my class. However, as I gave more positive statements, the students responded and were more excited about following the rules. One of my kids with more severe behaviors has really responded to the game, his on task behavior has increased dramatically and he has had far less 'Stop & Go' time."

Experienced Teacher - Hillsdale







The experienced teacher liked –

- the objective point of view of the classroom
- help identifying students who need help
- feedback from the grad students
- the classroom dojo
- the ease and versatility of implementation.

Other teacher comments

- "The good behavior game has really helped to provide a structure for math time. It has helped me enforce and teach the rules in a fun way. I like this intervention and will definitely continue to use it"
- "The good behavior game has been a great way to end our day. My students tended to have more trouble close to the end of day bell. It has been a great way for the kids stay on track."
- "My more difficult behavioral students really respond to the competition aspect of this intervention. It has helped me have a positive way to teach the rules and reinforce good behavior."
- "The support is good for me, we are going to put things in place and it gives me hope. The students need that. Good to have extra eyes in here to keep me accountable."

<u>Proposed</u> Behavior Response and Support Initiative (BRST) 2016-2017

• 5 Elementary Schools

• 15 Elementary Schools

63 Elementary Schools

<u>Intensive</u>

Identify students - Student Support Process (SST)

Implement Tier 2 interventions (teachers and staff)

Conduct Functional Behavior Assessment (FBA)

Develop Behavior Support Plan (BSP)

Coach teachers to implement BSP

Targeted

Thinking Functionally professional development

Classroom management assessment (consultant-report)

Brief coaching for teachers

Behavior Health Assistants (BHAs)

<u>Universal</u>

Interactive learning modules - positive behavioral classroom management Classroom management assessment (self-report)

GSD Behavioral System and Supports



<u>Intensive</u>

Identify students - Student Support Process (SST)
Implement Tier 2 interventions (teachers and staff)
Develop Behavior Support Plan (BSP)
Coach teachers to implement BSP

<u>Targeted</u>

Thinking Functionally professional development
Classroom management assessment (consultant-report)
Brief coaching for teachers
Behavior Health Assistants (BHAs)

Universal

PBIS fully implemented K-12

All teachers complete interactive learning modules - positive behavioral classroom management

Thank you!