



Behavior Incident Report Form Categories for Early Childhood Education Programs
Developed by NH Center for Effective Behavioral Interventions and Supports

Category	Contents
1. General Information	1. Child's Name 2. Age 3. Date 4. Staff 5. Time of Incident 6. Classroom 7. Location of Program 8. Others Involved: None; Peers, Staff, Unknown
2. Challenging Behavior	1. Physical Aggression Towards Others 2. Verbal Aggression Towards Others 3. Self-injurious Behavior 4. Property Destruction 5. Intentional Stealing 6. Disruption of Learning 7. Extended Tantrum 8. Non-compliance 9. Social Withdrawal/Isolation 10. Inappropriate Language 11. Leaving Area without Permission
3. Routines	1. Arrival 2. Departure 3. Free Play/Choice Time 4. Circle/Group Time 5. Structured Activities/Centers 6. Clean-Up 7. Meals/Snacks 8. Outdoor Play/Playground 9. Bathroom 10. Field Trip 11. Out of Classroom Transitions 12. In Classroom Transitions 13. Rest Time

Category	Contents
4. Response to Challenging Behavior	<p>Teacher Responses</p> <ol style="list-style-type: none"> 1. Planned ignoring 2. Physical proximity 3. Verbal reminder of expectation 4. Verbal redirection or non-verbal signal to engage in alternative, appropriate behavior 5. Starting first part of an activity 6. Re-teach and practice expected behavior 7. Offer choices 8. Problem-solving meeting 9. Physical guidance to engage in alternative, appropriate behavior 10. Verbal directive or non-verbal signal to stop 11. Logical consequence 12. Loss of item, activity, privilege 13. Separation from a peer 14. Removal from area 15. Removal from classroom 16. Parent contact 17. Physical escort 18. Physical hold/restrain 19. Other
	<p>Administrative Responses</p> <ol style="list-style-type: none"> 1. Talk with child 2. Telephone contact with parent 3. Parent meeting 4. Arrange behavioral consultation 5. Targeted group intervention 6. Refer to behavior support team 7. Reduce hours in program 8. Non-Applicable 9. Other
5. Possible Motivation	<ol style="list-style-type: none"> 1. Obtain peer attention 2. Obtain adult attention 3. Avoid peers 4. Avoid adults 5. Avoid task/work 6. Sensory 7. Don't Know