

Event	Challenging Behavior Intensity	Assessment Categories	Type of Challenging Behavior	Managing Challenging Behavior (MM 3)
2019-11-01 08:00 Mon	Severe (3)	Demanding/unfamiliar task Internal state (fatigue, stress) Sensory (loud noise, touch)	Passive refusal and withdrawal Verbal aggression	Distraction or soothing Helper resolves source of problem
2019-11-04 14:00 Thu		Demanding/unfamiliar task Threat to self-esteem	Passive refusal and withdrawal Verbal aggression	Helper resolves source of problem Ignored or punished
2019-11-05 08:00 Fri		Demanding/unfamiliar task Internal state (fatigue, stress) Sensory (loud noise, touch)	Aggression (to others/objects) Passive refusal and withdrawal Verbal aggression	Distraction or soothing Offered reward
2019-11-01 17:00 Mon	Moderately Intense (2)	Demanding/unfamiliar task Threat to self-esteem	Passive refusal and withdrawal Self injury behavior Verbal aggression	Helper resolves source of problem
2019-11-02 08:00 Tue		Demanding/unfamiliar task Internal state (fatigue, stress) Sensory (loud noise, touch)	Aggression (to others/objects) Passive refusal and withdrawal Verbal aggression	Distraction or soothing Helper resolves source of problem Ignored or punished
2019-11-04 08:00 Thu		Demanding/unfamiliar task Internal state (fatigue, stress) Sensory (loud noise, touch)	Aggression (to others/objects) Passive refusal and withdrawal Verbal aggression	Distraction or soothing Helper resolves source of problem Ignored or punished
2019-11-08 17:00 Mon	Mild (1)	Demanding/unfamiliar task Internal state (fatigue, stress)	Passive refusal and withdrawal	Distraction or soothing Helper resolves source of problem Offered reward
2019-11-08 08:00 Tue		Demanding/unfamiliar task Internal state (fatigue, stress) Sensory (loud noise, touch)	Passive refusal and withdrawal	Distraction or soothing Helper resolves source of problem Offered reward
2019-11-08 17:00 Tue		Demanding/unfamiliar task Internal state (fatigue, stress)	Passive refusal and withdrawal Verbal aggression	Helper resolves source of problem Offered reward