

Date	Challenging Behavior Intensity	Antecedent Categories	Types of Challenging Behavior	Managing Challenging Behavior NMM 2
2010-11-01 06:00 Mon	Severe (3)	Demanding/unfamiliar task Internal state (fatigue, illness) Sensory (loud noise, touch)	Passive refusal and withdrawal Verbal aggression	Distracted or soothed Helped resolve source of problem
2010-11-04 14:30 Thu		Demanding/unfamiliar task Threat to self-esteem	Passive refusal and withdrawal Verbal aggression	Helped resolve source of problem Ignored or punished
2010-11-05 06:00 Fri		Demanding/unfamiliar task Internal state (fatigue, illness) Sensory (loud noise, touch)	Aggression (to others/objects) Passive refusal and withdrawal Verbal aggression	Distracted or soothed Offered reward
2010-11-01 17:00 Mon	Moderately intense (2)	Demanding/unfamiliar task Threat to self-esteem	Passive refusal and withdrawal Self-injury behavior Verbal aggression	Helped resolve source of problem
2010-11-02 06:00 Tue		Demanding/unfamiliar task Internal state (fatigue, illness) Sensory (loud noise, touch)	Aggression (to others/objects) Passive refusal and withdrawal Verbal aggression	Distracted or soothed Helped resolve source of problem Ignored or punished
2010-11-04 06:00 Thu		Demanding/unfamiliar task Internal state (fatigue, illness) Sensory (loud noise, touch)	Aggression (to others/objects) Passive refusal and withdrawal Verbal aggression	Distracted or soothed Helped resolve source of problem Ignored or punished
2010-11-08 17:00 Mon	Mild (1)	Demanding/unfamiliar task Internal state (fatigue, illness)	Passive refusal and withdrawal	Distracted or soothed Helped resolve source of problem Offered reward
2010-11-09 06:00 Tue		Demanding/unfamiliar task Internal state (fatigue, illness) Sensory (loud noise, touch)	Passive refusal and withdrawal	Distracted or soothed Helped resolve source of problem Offered reward
2010-11-09 17:00 Tue		Demanding/unfamiliar task Internal state (fatigue, illness)	Passive refusal and withdrawal Verbal aggression	Helped resolve source of problem Offered reward