

The Four Term Contingency

It's as easy as ABC

A = Antecedent

(something that occurs before the behaviour)

B = Behaviour

(what the behaviour looks like)

C = Consequence

(something that occurs after the behaviour)

Motivation

(the desire for something or the desire to do something)

- Antecedent: can be instructions given by others, the presence of certain stimuli or a routine starting such as bedtime
- Behaviour: anything that a person says or does. Largely assessed when the behaviour is causing harm to the individual and those around them
- Consequence: reinforcement is a consequence (this can be a positive or negative reinforcement)
- Motivation: levels of motivation vary how much A and C impact on behaviour
 - Examples could be tiredness, hunger, desire to play with a certain toy or wanting attention from others
 - If an individual wants attention but has been denied it, if they then display behaviour that is perceived to challenge and consequently get the desired attention then it is more likely that this behaviour will re-occur
 - Not positively reinforcing these behaviours but providing an alternative behaviour, such as functional communication, will reduce the chance of the behaviour happening again.