

<b>Write an observable and measurable definition of the problem behavior(s).</b> Topographical description of behavior.	<b>Stranger Test</b> <b>(pass = yes)</b>	<b>Dead Man's Test</b> <b>(pass = no)</b>	<b>Does the definition have any of these? Mark box with X if any of these are in the definition.</b>		
	Can a stranger clearly see when the behavior begins and ends? (circle one)	Can a dead man do it? (circle one)	Mentalism; Intends; Thinks	Too Many Behaviors	Big Categories
<b>1. Original Definition:</b> Akeeno throws a tantrum by lying on the floor, kicking his legs in the air and screaming loud enough to be heard in the hallway.  <b>Revised Definition:</b>	YES NO	YES NO			
<b>2. Original Definition:</b> Mark thinks he's tough and is violent toward peers.  <b>Revised Definition:</b>	YES NO	YES NO			
<b>3. Original Definition:</b> Shae is noncompliant, talks back, throws objects, and runs away from the classroom.  <b>Revised Definition:</b>	YES NO	YES NO			