

## STAR recording chart

<b>Date and Time</b>	<b>Setting</b> (where?/what?/ context)	<b>Trigger</b> (What happened?)	<b>Action</b> (What did child do?)	<b>Response</b> (What happened next?)
Example: 10 <sup>th</sup> March 9.30am	In playroom, Liam and MK playing with brio trains	Liam wanted train that MK was holding	Liam pushed other child (MK) and took the train.	Both children screamed, adult told Liam off, took the train from him and gave it to MK. Liam ran off and hid under the table.

### Changing the unwanted behaviour...

Try and notice patterns from your observations. Think about:

- What triggers the behaviour? (who, what, where, when?) → *How can you set the scene to increase the likelihood of appropriate behaviour?*
- What exactly does the child do? → *What exactly do you want the child to do instead?*
- What happens when the child misbehaves? Is anything happening that is maintaining (rewarding) the child's behaviour? → *What strategies, including rewards, could you use to encourage wanted behaviour?*