

Functional Analysis Screening Tool (FAST)

Client Name:

Date:

Informant:

Interviewer:

To the Interviewer: The FAST identifies factors that may influence problem behaviors. Use it only for screening as part of a comprehensive functional analysis of the behavior. Administer the FAST to several individuals who interact with the client frequently. Then use the results to guide direct observation in several different situations to verify suspected behavioral functions and to identify other factors that may influence the problem behavior.

To the Informant: Complete the sections below. Then read each question carefully and answer it by circling "Yes" or "No." If you are uncertain about an answer, circle "N/A."

Informant-Client Relationship

1. Indicate your relationship to the person:

- Parent
- Instructor
- Therapist/Residential Staff
- Other:

2. How long have you known the person?

..... Years Months

3. Do you interact with the person daily?

- Yes
- No

4. In what situations do you usually interact with the person?

- Meals
- Academic Training
- Leisure
- Work or Vocational Training
- Self-care
- Other:

6. What is usually happening to the person right before the problem behavior occurs?

7. What usually happens to the person right after the problem behavior occurs?

Problem Behavior Information

1. Problem behavior (check and describe):

- Aggression
- Self-Injury
- Stereotypy
- Property destruction
- Other:

2. Frequency

- Hourly
- Weekly
- Daily
- Less Often

3. Severity

- Mild: Disruptive but little risk to property or health
- Moderate: Property damage or minor injury
- Severe: Significant threat to health or safety

4. Situations in which the problem behavior is most likely to occur:

- Days/Times
- Settings/Activities
- Persons present

5. Situations in which the problem behavior is least likely to occur:

- Days/Times
- Settings/Activities
- Persons present

8. Current treatments

*Adapted from the Florida Center on Self-Injury.

<https://Carepatron.com>

Client Name:

Date:

1. Does the problem behavior occur when the person is not receiving attention or when caregivers are paying attention to someone else? Yes No N/A
2. Does the problem behavior occur when the person's requests for preferred items or activities are denied or when these are taken away? Yes No N/A
3. When the problem behavior occurs, do caregivers usually try to calm the person down or involve the person in preferred activities? Yes No N/A
4. Is the person usually well behaved when (she is getting lots of attention or when preferred activities are freely available)? Yes No N/A
5. Does the person usually fuss or resist when (she is asked to perform a task or to participate in activities)? Yes No N/A
6. Does the problem behavior occur when the person is asked to perform a task or to participate in activities? Yes No N/A
7. If the problem behavior occurs while tasks are being presented, is the person usually given a "break" from tasks? Yes No N/A
8. Is the person usually well behaved when (she is not required to do anything)? Yes No N/A
9. Does the problem behavior occur even when no one is nearby or watching? Yes No N/A
10. Does the person engage in the problem behavior even when leisure activities are available? Yes No N/A
11. Does the problem behavior appear to be a form of "self-stimulation?" Yes No N/A
12. Is the problem behavior less likely to occur when sensory stimulating activities are presented? Yes No N/A
13. Is the problem behavior cyclical, occurring for several days and then stopping? Yes No N/A
14. Does the person have recurring painful conditions such as ear infections or allergies? If so, list:
15. Is the problem behavior more likely to occur when the person is ill? Yes No N/A
16. If the person is experiencing physical problems, and these are treated, does the problem behavior usually go away? Yes No N/A

Scoring Summary

Select the number of each question that was answered "Yes" and enter the number of items that were selected in the "Total" column.

Item Selected "Yes"	Total	Potential Source of Reinforcement
<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	Social (attention/preferred items)
<input type="radio"/> 5 <input type="radio"/> 6 <input type="radio"/> 7 <input type="radio"/> 8	Social (escape from tasks/activities)
<input type="radio"/> 9 <input type="radio"/> 10 <input type="radio"/> 11 <input type="radio"/> 12	Automatic (sensory stimulation)
<input type="radio"/> 13 <input type="radio"/> 14 <input type="radio"/> 15 <input type="radio"/> 16	Automatic (pain attenuation)