



<p>Wood (1988). Management of behaviour disorders in a day treatment setting. <i>J of Head Trauma Rehabil</i>, 3(3): 53-61.</p>	<p><b>RoBiNT score</b> - 2/30</p>
<p>Method / Results</p>	<p>Rehabilitation Program</p>
<p><b>Design</b></p> <ul style="list-style-type: none"> <li>• <b>Study Design:</b> SCD. AB design (A – baseline, B – treatment).</li> <li>• <b>Population:</b> n=4. <ul style="list-style-type: none"> <li>○ Participant 1: 17-year-old male with damage to left frontal lobe post motor vehicle accident 6 months prior to the study.</li> <li>○ Participant 2: 25-year-old male with severe closed head injury sustained 10 years before.</li> <li>○ Participant 3: 24-year-old male with severe concussional injury sustained 8 months before.</li> <li>○ Participant 4: female, age not specified, brainstem injury 12 months prior to her admission to day hospital.</li> </ul> </li> <li>• <b>Setting:</b> Day treatment facility.</li> </ul> <p><b>Target behaviour measure/s:</b></p> <ul style="list-style-type: none"> <li>• Participant 1: Reduction in refusal to participate in therapy sessions (non-compliance), and argumentative behaviour.</li> <li>• Participant 2: Reduction in touching female staff inappropriately, and inappropriate comments.</li> <li>• Participant 3: Reduction in head-down posture (e.g. slumped body posture, with head resting on a table).</li> <li>• Participant 4: Increase in positioning wheelchair correctly (before entering the bathroom, and then next to the toilet).</li> </ul> <p><b>Primary outcome measure/s:</b></p> <ul style="list-style-type: none"> <li>• No other standardised measure.</li> </ul> <p><b>Results:</b> No statistical analysis done however graphical representation indicates a reduction in unhelpful target behaviours (Participants 1, 2, and 3), and an increase in appropriate wheelchair positioning (Participant 4).</p>	<p><b>Aim:</b> To determine effectiveness of modelling and shaping techniques combined with reinforcement procedures to facilitate acquisition of positive behavioural response.</p> <p><b>Materials:</b> Tokens, stickers, and rewards (e.g. chocolate, soft drinks).</p> <p><b>Treatment Plan:</b></p> <ul style="list-style-type: none"> <li>• <b>Duration:</b> Participant 1: 4 weeks. Participant 2: 7 weeks. Participant 3: 64 days. Participant 4: 20 weeks.</li> <li>• <b>Procedure:</b> Session number, frequency, or length not specified.</li> <li>• <b>Content:</b> An interval-based token system where the participant was able to earn a token at 15-minute intervals, if the participant did not display inappropriate behaviour (e.g. head-down or argumentative behaviour).</li> <li>• For Participant 3, the interval was initially 30 seconds, then 5 minutes, then raised to 15 minutes.</li> <li>• These tokens could be exchanged at meal times or during rest periods for a reward selected by participant. Examples of rewards include chocolate, soft drinks or additional rest periods.</li> <li>• For Participant 4, rather than intervals, she awarded a star for correct wheelchair positioning, which was exchanged for a reward at the end of the day.</li> </ul>

*Note that these rehabilitation summaries reflect the current literature and the treatments are not necessarily endorsed by members of the NRED Team.*