



Competing Pathway Scenario

Kevin is a third grade boy who has struggled to make friends in the past. He struggles to fall asleep at night and is often tired when arriving at school. At recess, he will often hit, push, and kick peers if they tell him he cannot join a game immediately. When the recess aide confronts him about his behaviors, he gets angry, cries, yells at teachers, and runs off school grounds. His teachers implemented a behavior chart with incentives for expected behaviors at recess, which showed little change in his behavior. Students have started to avoid Kevin during the school day. Kevin's speech pathologist has begun to go out for recess with him, providing him with verbal cues to ask others to join games.