



<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>RoBiNT score - 2/30</p>
<p>Method / Results</p>	<p>Rehabilitation Program</p>
<p>Design</p> <ul style="list-style-type: none"> • Study Design: SCD. AB design (A – baseline, B – treatment). • Population: n=4. <ul style="list-style-type: none"> ○ Participant 1: 17-year-old male with damage to left frontal lobe post motor vehicle accident 6 months prior to the study. ○ Participant 2: 25-year-old male with severe closed head injury sustained 10 years before. ○ Participant 3: 24-year-old male with severe concussional injury sustained 8 months before. ○ Participant 4: female, age not specified, brainstem injury 12 months prior to her admission to day hospital. • Setting: Day treatment facility. <p>Target behaviour measure/s:</p> <ul style="list-style-type: none"> • Participant 1: Reduction in refusal to participate in therapy sessions (non-compliance), and argumentative behaviour. • Participant 2: Reduction in touching female staff inappropriately, and inappropriate comments. • Participant 3: Reduction in head-down posture (e.g. slumped body posture, with head resting on a table). • Participant 4: Increase in positioning wheelchair correctly (before entering the bathroom, and then next to the toilet). <p>Primary outcome measure/s:</p> <ul style="list-style-type: none"> • No other standardised measure. <p>Results: 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>Aim: To determine effectiveness of modelling and shaping techniques combined with reinforcement procedures to facilitate acquisition of positive behavioural response.</p> <p>Materials: Tokens, stickers, and rewards (e.g. chocolate, soft drinks).</p> <p>Treatment Plan:</p> <ul style="list-style-type: none"> • Duration: Participant 1: 4 weeks. Participant 2: 7 weeks. Participant 3: 64 days. Participant 4: 20 weeks. • Procedure: Session number, frequency, or length not specified. • Content: 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). • For Participant 3, the interval was initially 30 seconds, then 5 minutes, then raised to 15 minutes. • 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. • 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.

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