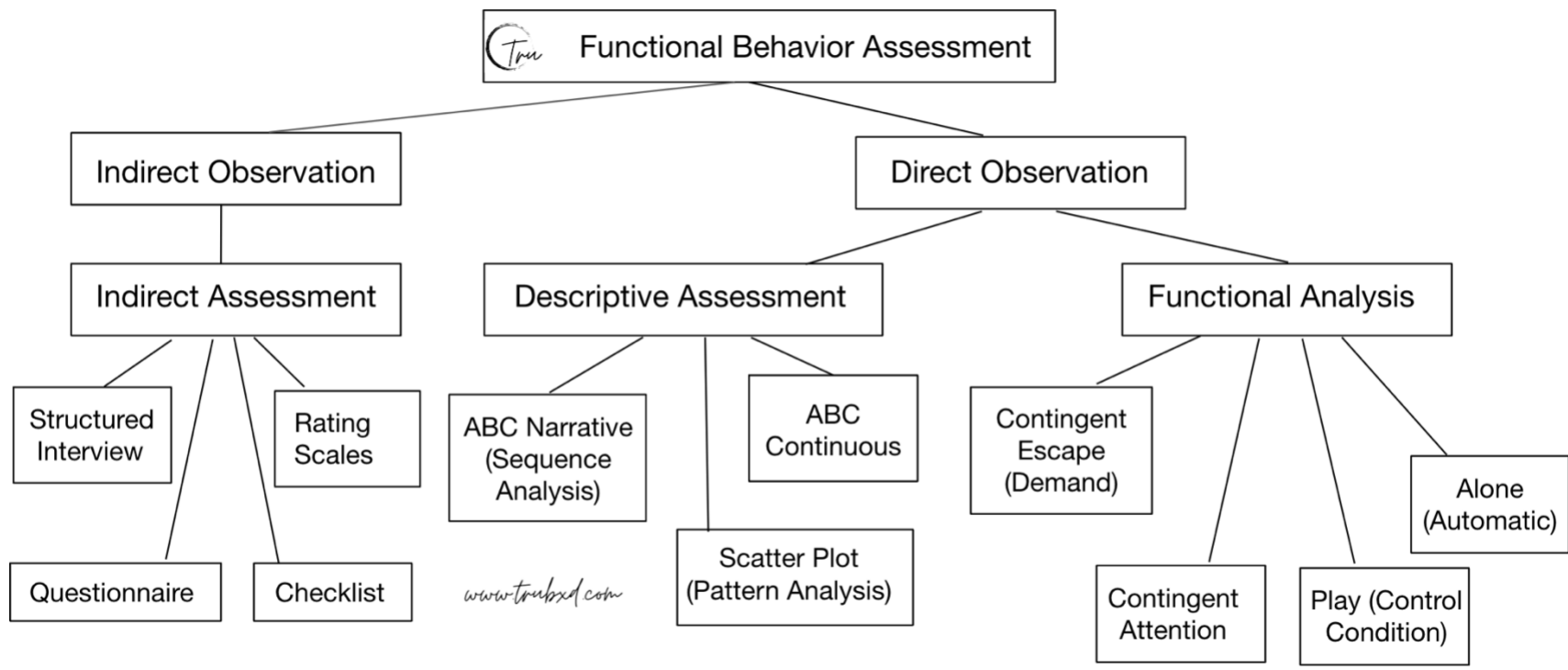


Functional Analysis

Condition	Play (control) *enriched environment* (Disney World)	Alone	Attention	Demand	Tangible (less common)
What's happening? Antecedent (MO & SD)					
(Behavior?)					
Consequence	Tru				
Function					



Competing Behavior Pathway

