

Give Me - Give Consequence

Parent "Give me the toy."

Child "No." (child runs away with the toy)

(Parent immediately gets the child and retrieves the toy and tells the child he cannot play with his Ipad for two days because he ran away)

Antecedent (The instruction)	Behavior	Consequence	Behavior will increase or decrease in the future
Parent ask child to give him the toy	Child does not give toy and runs away	Parent gets the child and retrieves the toy and gives the child a consequence	The child will likely not running away in the future

The child learns running away is not an effective way to keep playing with his toy because his father will chase him, and he will lose his Ipad privileges. He will likely not run away in the future.