

Child Name: \_\_\_\_\_ Date Started: \_\_\_\_\_

**Instructions for Parent or Caregiver:**

1. Write behavior goals from each **Daily/Weekly School Report Card** on this Tracking Chart. For Date Started, write the date the behavior goal was first added to the **Daily/Weekly School Report Card**.
2. Each week, write the total ☺s earned by your child. As your child makes positive behavior changes, the total ☺s will increase from week to week.
3. If the number of ☺s earned for a behavior goal is low and does not change from week to week or drops, consider changing to goal to make it easier. If the number of ☺s for a behavior goal rises from week to week and remains high for 2-3 weeks, talk with your child and your child's teacher/school staff about setting a new behavior goal that is harder to meet.
4. The **Daily/Weekly Report Card** and Behavior Change Tracking Chart can be stopped when your child's behavior fits his/her age. These can be started again if problems return.
5. Keep this Chart at home and take it to your child's health care appointments as directed by your child's health care provider(s).

Behavior Goal	Weekly Total ☺s			
	Week 1	Week 2	Week 3	Week 4
<b>Example:</b> Asks for help by raising hand and waiting to be called on. Date Started: 2/15/2005	2	4	3	5
Date Started:				
Date Started:				
Date Started:				
Date Started:				
Date Started:				
Date Started:				
Date Started:				
Date Started:				
Date Started:				

The text in this worksheet is for informational purposes only. It is not a substitute for professional medical advice. Do not use the information to diagnose or treat a health problem without first consulting a qualified health care provider.

Child Name: \_\_\_\_\_ Date: \_\_\_\_\_

**Instructions for Parent or Caregiver:**

1. Ask your child to choose daily rewards. Give rewards at home for the total number of ☺s achieved by your child each day. Select 2 or 3 rewards your child can choose from for each level of achievement and write them below. When your child is doing so well that daily rewards are not needed, move to weekly rewards.
2. Give the best rewards for the highest number of ☺s. Change the rewards as your child's preferences change.
3. Some children need to start getting rewards before the end of the day. If needed, plan with the child's teacher/school staff for your child to get rewards at school. Move to end-of-the-day rewards as your child's behaviors get better.

Daily Rewards (Ideas: Favorite snack, dessert after dinner, favorite TV show, favorite video game, outside play time...)		
Achievement Level	Reward Choices	Number of ☺s Needed
★★★★		
★★★		
★★		
★		
Weekly Rewards (Ideas: Renting a DVD, having a friend over, watching a TV movie, going to a restaurant, ice cream...)		
Achievement Level	Reward Choices	Number of ☺s Needed
★★★★		
★★★		
★★		
★		

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