Daily Point Sheet

ame:						Date:	/ /
Previous Day							5
Bus/Cafeteria/Morning Meeting						5	
	On Task Doing Work	Following Directions By 2nd Time	Hands/ Feet/ to Self	Tone/Nice Attitude	Homework Complete	Cursing/ Talking about others	
8:00-8:30							6
Comment:		<u> </u>	1	l	1	<u> </u>	
8:30-10:00							18
Comment:		1	<u></u>				
10:00-11:00							12
Comment:			1	1	L		
11:00-12:00 (Lunch)							13
Comment:			1	1	1	1	
12:00-1:00							12
Comment:			I	1	1		
1:00-2:00							12
Comment:		<u> </u>			J	<u> </u>	
2:00-3:15							12
Comment:	l	l		<u>.</u>			
Bonus Pts.							?
Bus/Home							5
Total Points							100
Parent's Sig	nature: _						
Home Activi	ity (For he	ome use on	$\frac{1}{1}$ $1 = 1$	Did Poor	ly	5 = Did Exce	ellent ©
Following D Attitude	irections		1 2 3 1 2 3	4 5 4 5			
Parents Con	nments:						

Elementary Point System (Parent/Student)

- ** This system is designed to work for each INDIVIDUAL child; every child's set score will begin at the same rate. It will increase according to the child's behavior.
 - Any child coming into the program will have a daily point sheet.
 - He/she must maintain an average each day (set upon arrival) to advance to the next level of the point system.
 - The progress is monitored every three weeks by averaging the point per day for the three weeks (If a child looses a point sheet or tears it up, then he/she will get a zero for that day added to the average).
 - Every child coming into the behavior unit will begin at a set score of 75%.
 - At the end of the three week period, your child's average will be calculated; his or her score may be raised if average warrants the change.
 - The set score will increase by five points each three weeks until it reaches 85%; staff will then monitor behavior and raise the score as seen fit for each child whether it be by 2-3 points or higher (The students average must be at lease five points higher than his or her set score to be raised unless already in the 90's).
 - * Every child will begin everyday with 100 points.
 - * The point sheet is designed to help with child monitor his/her own behavior using his /her goals in the IEP.
 - * Each time the child doesn't work on a goal he/she will lose a point (usually one to two warnings will be issued before the loss of a point).
 - * At the end of the day, the points will be calculated to find the child's average for the day.

How it works!

- 1. In the classroom, each child will have a pocket with a "green light" and a "red light."
- 2. If the child ears the points for his/her set score (70%, 75%, etc...), then he/she will be on "green." The child will be able to have full privileges (go to lunch/recess with class, snack, free time, etc...) and remain with his/her regular class throughout the day for the following day.
- 3. When a child earns point totaling his/her set score or higher, he/she will receive a small prize at the end of the day (student picked from a selection of unknown cards).
 - Student pulls from many prize coupons on a board or jar, so that he/she feels
 ownership in prize won for good/positive behavior.
 - Student also receives a large prize on Friday from the "Treasure Chest" if he/she has been on "green" ALL week.
- 4. If your child does not make his/her set score, he/she will be on "red" the following day. He/she will stay in EBD classroom and receive NO privileges, lunch will be chosen by staff, and he/she will get assigned bathroom breaks.

Date:	
Parent Signature: _	
Student Signature:	

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