**Behavior Plan**

Teacher fills out Needs Improvement section based on in-class observations. Teacher and student collaborate to develop behavior goals, rewards, and how they will be earned. Teacher fills out behavior chart at the end of each class.

Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Needs Improvement**

Write a brief description of the problem behaviors that you see in class.

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**Behavior Goals**

Pick up to three positively stated behavioral goals. Remember to look for improvement, not perfection.

1.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

2.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

3.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Rewards**

Pick from this list or design your own rewards.

* Help pass out supplies
* Help with clean up
* Sweep the floor
* Put up chairs
* Wipe tables
* Erase the board
* Choose seat next class
* Lunch with the teacher
* First in line
* 5 mins computer time
* 5 mins reading time
* Draw on whiteboard
* Sticker
* Prize from prize box
* Special art material

**Plan**

Briefly describe how the student will be able to earn rewards.

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**Behavior Chart**

| Behavior Goal | How did I do? | | | | |
| --- | --- | --- | --- | --- | --- |
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Comments:

Parent Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Behavior Chart**

| Behavior Goal | How did I do? | | | | |
| --- | --- | --- | --- | --- | --- |
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Comments:

Parent Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_