## Incentive Chart Template Instructions

Instructions: Use the calendar to track the child's good days, tough days, coping strategies, and any other information needed such as important dates or rewards earned each month to determine trends. See the next few pages with suggestions on how to track your child's progress monthly.

|        |        |    | Month:  | Year:     |    |         |    |        |          |
|--------|--------|----|---------|-----------|----|---------|----|--------|----------|
| Sunday | Monday |    | Tuesday | Wednesday |    | Thursda | у  | Friday | Saturday |
|        |        |    |         |           | 1  |         | 2  | 3      | 4        |
|        |        |    |         |           |    |         |    |        |          |
| 5      |        | 6  | 7       |           | 8  |         | 9  | 10     | 11       |
|        |        |    |         |           |    |         |    |        |          |
| 12     |        | 13 | 14      |           | 15 |         | 16 | 17     | 18       |
|        |        |    |         |           |    |         |    |        |          |
| 19     |        | 20 | 21      |           | 22 |         | 23 | 24     | 25       |
|        |        |    |         |           |    |         |    |        |          |
| 26     |        | 27 | 28      |           | 29 |         | 30 |        |          |
|        |        |    |         |           |    |         |    |        |          |

## Incentive Chart Tracking Template

## **Incentive Chart Tracking Instructions:**

- Column 1= Fill in each day with a color of your choosing to indicate good behaviors and coping skills on the calendar and list them in the table below. See the descriptions and examples in column 1.
- Comum 2= Track the number of good days, coping skills, and how you and your child feel about the progress. See the descriptions and examples in column 2.
- Column 3= Fill in each day with a color of your choosing to indicate behaviors to improve and the lack of coping skills on the calendar and list them in the table below along with things to improve next month. See the descriptions and examples in column 3.

• Comum 4 = Track the number of tough days, coping skills not used, and additional comments to include. See the descriptions and examples in column 4.

| COLUMN 1                               | COLUMN 2                               | COLUMN 3                           | COLUMN 4                          |  |
|--|--|------------------------------------|-----------------------------------|--|
| Good Behaviors                         | # of good days                         | Behaviors that can be improved     | # of tough days                   |  |
| *Fill in the box green with a good     |  | *Fill in the box blue with tough   |                                   |  |
| day and add 2 good behaviors in        | *Keep track of good days and           | days and add at least 2 tough      |                                   |  |
| the box*                               | good copi <mark>ng skills</mark> here* | behaviors*                         | *Keep track of the tough days*    |  |
|  |  |                                    |                                   |  |
| Example: Follow the teacher's          |  | Example: Refused to do             |                                   |  |
| rules                                  | Example: 2 days                        | schoolwork                         | Example: 1 day                    |  |
| Good use of coping skills              | # of good coping skills                | Did not use coping skills          | # of coping skills not used       |  |
| * Add an <b>O</b> to the box for good  |  |                                    |                                   |  |
| coping skills and list coping skill(s) | *Keep track of good coping skills      | *Add an <b>X</b> to the box for no | *Keep track of the days coping    |  |
| below*                                 | here*                                  | coping skills used*                | skills not used*                  |  |
|  |  | Example: Was upset from not        | Example: Did not use coping skill |  |
| Example: Lemon Squeezes                | Example: Used 1 coping skill           | winning a game.                    | for 4 days                        |  |
| Example: Lemon squeezes                | Example: Osed 1 coping skill           | Things to work on for next         | 101 4 days                        |  |
| Things Done well this month            | How do you feel?                       | month                              | Comments/Notes                    |  |
| *List one thing you are proud of       | Insert an emoji or draw how you        | *List one thing to work on next    |                                   |  |
| or want to continue*                   | feel                                   | month*                             | *Anything additional*             |  |
|  |  |                                    |                                   |  |
| Example: Following the 5 core          |  | Example: Completing schoolwork     | Example: Identify trends in       |  |
| rules set at the facility              | Example: 😊                             | as presented                       | behaviors                         |  |

## **Rewards and Consequences Template**

Rewards and Consequences Instructions: Use the table below to track good behaviors and list the incentives or rewards to keep the child on track as well as behaviors to improve along with consequences. This will help the child reference what things they must work towards and what consequences they may have. You can color code according to what you listed on the table above. Be sure to include the child when coming up with incentives/rewards and consequences.

• Add rows as you need to and see the table below with examples.

| Good Behaviors   | Incentive/Reward  | Behaviors to Improve                 | Consequence   |
|--|---|--------------------------------------|---|
| Example: 3 days in a row   | Example: Choose a treat your choice such as ice cream or cookie | Example: 1 day                       | Example: Lose a privilege such a toy or tv time for 3 days (must complete at least 2 chores to earn sooner) |
| Example: 5 green days in a row for good behaviors on school days | Example: Choose a small toy of your choice (\$20 or less)       | Example: 2 days within a school week | Example: Lose of privilege for up to 2 weeks (must have 14 good days in a row to earn back)                 |