



# GOOD BEHAVIOR TICKET

EACH TICKET WORTH 1 POINT

EARNED BY:

\_\_\_\_\_  
CHILD NAME



EARNED FOR:



Good listening/following directions

Helping others



Talking nicely (no talking back)



Cleaning up



Sleeping in own bed

Sharing/being kind/playing nicely



Completing school work



Other



Amazing job!

5 tickets

10 tickets

15 tickets

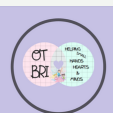
20 tickets

25 tickets

30 tickets

35 tickets

40 tickets



## Ticket Reward System

This system is meant to be used to reward positive behaviors and make a child aware of negative/unexpected behaviors

### How to make tickets:

1. Print out at least 20 (reward chart goes up to 40) copies of the ticket
2. Cut out the ticket, to make the process easier you can cut the image around the square perimeter and fold it along the middle line between the front and back of the ticket
3. Tape/glue/staple the front and the back together
4. Decide where you will keep your child's earned tickets for the week (e.g., clear bowl, box they decorate, hanging on wall/fridge)

### How to set up reward chart:

1. Print out reward chart
2. Determine what you want the prizes to be (e.g., food, TV time, special trip, toy) and how much you want them to be worth; the higher the amount of tickets the bigger the prize should be in the eyes of the child... a special trip should be worth more tickets than a sticker
3. Write or place pictures the prizes next to their corresponding ticket worth
4. Place the chart by the earned ticket holder so the child can see it each time they add/lose a ticket

### How to use:

- Any time your child does something positive, present them with a ticket and explain why they are receiving the ticket; you can then check off the corresponding box on the ticket
- Have your child place the ticket in the designated area
- If your child engages in negative/unexpected behaviors (e.g., cursing, hitting, not following directions) provide them with 2-3 warnings... these can be verbal warnings of "you will lose a ticket if you continue to \_\_\_\_\_" or "this is warning 1, if we get to warning 3 you will lose a ticket"
  - You as the parent get to determine what you consider negative/unexpected behaviors and how many tickets you will take away for these behaviors
- Continue this system for a week, or 5 days if you do not want to use it over the weekend, and have your child count out their tickets at the end of the week
- They will then hand in their tickets for a prize from the chart

\*\*\* They do not need to use all their tickets at once, or if they want to save for a big prize they can choose to do that as well

\*\*\*Make sure you are able to fulfill the prize that they select

