Common Misbehaviors	Data Collection
List the TOP 3 misbehaviors you believe to be the most common in your classroom. Leave the last rows to record behaviors that you observe but were not recorded previously.	Record frequency (with tally marks) of each misbehavior observed during at least 3 different time periods. *(20-30 minutes each)*

Rank Order of Behaviors		How to Reinforce
List the behaviors from above in rank order of importance for you to address and the locations or activities in which the behaviors are most likely to occur.		List how you could reinforce each behavior.
Behavior	**Location/Activity**	**Reinforcement**

Once you identify possible reinforcers for your classroom, be sure to use them in combination with a reinforcement system that 1) identifies the behaviors you want to see more of; 2) teaches students the behaviors you want to see more of and plan to reinforce; 3) tells students when and how they will earn the reinforcer; and 4) consistently provides the reinforcer to students following the expected behaviors.
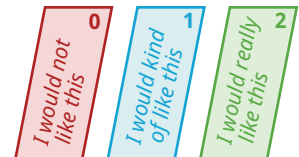
"Reinforcer Survey"

One way to identify reinforcers is to have students complete a Reinforcer Assessment Survey that represents a wide range of options.

First, begin by identifying seven options for each category of reinforcers that you have the resources for and are comfortable using in your classroom.

Next, use the reinforcement options you listed to create a survey to distribute to the students (see below). For younger students, you may want to use pictures or verbally ask the students. Using a 0 to 2 scale, students should indicate for each item whether they **would not like it (0), would kind of like it (1), or would really like it (2)**. The scores for the responses are summed, and a preference percentage is calculated for each category. The category yielding the highest percentage indicates the preferred reinforcing category. The individual items can be ranked from most to least preferred and rotated to prevent students from becoming bored with the options.

After each item, check 0 if you would not like to earn it, 1 if you would kind of like it, or 2 if you would really like it. Your answers will be used to determine our class reinforcers. You do not have to complete the category total or the rank order. Your teacher will do that for you.

	0 I would not like this	1 I would kind of like this	2 I would really like this

Category 1: Edibles

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____
7 _____

Category 1 Total [____] ÷ 14 = [____] %   **Category Rank** [____]

Category 2: Tangibles

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____
7 _____

Category 2 Total [____] ÷ 14 = [____] %   **Category Rank** [____]

After each item, check 0 if you would not like to earn it, 1 if you would kind of like it, or 2 if you would really like it. Your answers will be used to determine our class reinforcers. You do not have to complete the category total or the rank order. Your teacher will do that for you.

0 I would not like this
1 I would kind of like this
2 I would really like this

Category 3: Activities

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____
7 _____

Category 3 Total [   ] ÷ 14 = [   ] %   **Category Rank** [   ]

Category 4: Peer Attention

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____
7 _____

Category 4 Total [   ] ÷ 14 = [   ] %   **Category Rank** [   ]

Category 5: Teacher Attention

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____
7 _____

Category 5 Total [   ] ÷ 14 = [   ] %   **Category Rank** [   ]

After each item, check 0 if you would not like to earn it, 1 if you would kind of like it, or 2 if you would really like it. Your answers will be used to determine our class reinforcers. You do not have to complete the category total or the rank order. Your teacher will do that for you.

	0 I would not like this	**1** I would kind of like this	**2** I would really like this
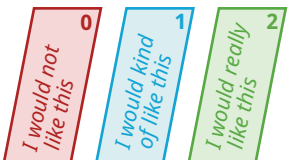
Category 6: Escape

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____
7 _____

Category 6 Total [ ] ÷ 14 = [ ] %	**Category Rank** [ ]

Within the escape category, there is a wide range of options that can be rotated to prevent satiation of a reinforcer (doesn't work anymore).

Plan for Teaching and Implementing the Group Contingency	
Steps	**How you will teach/implement**
1. Teach the behavioral expectation(s) (e.g., what will students need to do to earn the reinforcer) prior to beginning. Start out with only one behavior and add more behaviors as you see improvement in the initial behavior.	

2. Set your team goal based on the data you collected (i.e., set a reasonable goal to start).	
3. Implement the contingency.	
4. Provide the reinforcer.	