







Behavior Contract

A behavior contract is an agreement between the student, caregivers, and the teacher. The contract outlines expectations for the student's behavior. It also outlines the reinforcer for meeting or not meeting the expectations. The contract is considered a Tier 2 behavioral intervention. It should be based on collected data for the target behavior.

Directions:

1. Preparation

- Choose 1 or 2 problem behaviors which impedes the student's access to the curriculum the most.
- Decide upon who will implement the contract. Typically, it is a team effort between the student, the teacher, and caregivers.

2. Negotiate with the student

- **Involve the student.** Develop the contract with the student and caregivers to gain buy-in from everyone to help build positive relationships, connections, and trust.
- **Define the expected behavior(s) or goal(s)** that you want the student to perform based on collected data. What are the criteria? For example, data shows that John can stay in his seat on average for 15 minutes. Therefore, the initial goal is: John will remain at his workstation for 15 minutes.
- **Decide upon reinforcers**. What will the student earn for performing the expected behavior? Ask the student, ask caregivers, give some choices, or conduct preference assessments. Make sure the student wants to earn the reinforcer.
- Plan for corrective consequences. Reteach, model and/or roleplay the expected behavior with the student. Avoid punishment and taking things away. Consequences should teach the expected behavior. When the student cannot earn the reinforcer, consider whether:
 - i. The criteria is too high
 - ii. The student does not have the skills
 - iii. The reinforcer is not motivating enough for the student

3. Follow up

- Monitor the contract. Provide the reinforcer when it is earned and provide corrective consequence when the expected behavior is not demonstrated. Use the progress monitoring section to track whether the goal is achieved and whether the reinforcer is earned.
- **Revise if necessary.** As the student makes progress, revise the contract by increasing the criterion or addressing another problem behavior.

4. Things to consider:

- **Be fair**. The student must be able to perform the expected behavior. The effort required must match the reinforcer. The reinforcer should not be bigger than the effort.
- **Be positive**. State the expected behavior that the student should do in specific, observable, and measurable terms.
- **Be honest.** Hold up your end of the contract and provide the reinforcer when it is earned.







Behavior Contract

This contract between	(student),
	(teacher), and
	(caregiver) begins or
	(date). We developed this contract together and we will
review it	(date/time) to see if goal(s) is met
Goal(s):	
1:	
2:	
2.	
Strategies to help reach the	goal(s):
1:	
2:	
3:	
3.	
If the goal(s) is met, the follo	owing reinforcer(s) will be given to
Reinforcer(s):	
Student Signature:	
Teacher Signature:	
Caregiver Signature:	

Progress Monitoring

Date/Time/Task					
Goal achieved?					
Reinforcer earned?					







Behavior Contract (Example)

This contract between	John Smith	(student),		
	Ms. Mary Taylor	(teacher), and		
	Ms. Susan Smith	(caregiver) begins o		
May 1, 2020	(date) . We developed th	is contract together and we wi		
review it <u>at the end of each</u>	class everyday (date/time) to s	see if goal(s) is met.		
Goal(s):				
1: John will remain at his work	kstation for 15 minutes.			
2:				
Strategies to help reach the go	pal(s):			
business (e.g., using bathroor 2: The caregiver will remind Jo	ady for his class, and he will take car m, eating snacks) before class. ohn of the expectations and to have checklist of materials that John need	e all materials ready.		
If the goals are met, the followi	ing reinforcer(s) will be given to	<u>John</u>		
Reinforcer(s): 10 minutes of vi	ideo game time			
Student Signature:	John Smith			
Student Signature:				

Progress Monitoring

Date/Time/Task	Math	Science	Writing	Reading			
Goal achieved?	Yes	Yes	No	Yes			
Reinforcer earned?	Yes	Yes	No	Yes			