Here is an example of a card that could be used for break time and free time behaviour:

DAILY BREAK TIME & FREE TIME BEHAVIOUR REPORT CARD								
Child's name:	Date:							
TEACHERS Please rate this child's behaviour today in break time or other free time periods in the areas listed below. Use a separate column for each subject or class period. Please make a check mark () if the								
child demonstrated the behaviour or an *f the child d								
demonstrated negative behaviour for the specified area. Then initial the box at the bottom of your column. Add any comments about the child's behaviour today on the back of this card.								
	Lessons/subjects							
Behaviours to be rated	1	2	3					

How to Use the Reports

At the beginning, the system works best if teachers send the reports home every day. As the child's behaviour improves, the reports can be reduced to twice weekly (for example, Wednesdays and Fridays), once weekly, or even monthly until they are phased out altogether.

The child can take a new card to school each day, or you can leave a stack of cards with the teacher. Either way will work, but it is best to choose one arrangement and stick with it.

The target behaviours include both social conduct (e.g., shares, plays well with peers, follows rules, stays in assigned seat) and academic performance (e.g., completes maths or reading assignments, stays focused on work, follows directions for each assignment, remembers to take homework home, completes homework, remembers to bring homework back to school). You may also choose to target negative behaviours (e.g., aggression, destruction, calling out) that you want to reduce; but remember to list the positive opposite of these behaviours on the card (e.g., instead of "hits others" put "keeps hands to self"").

You can adapt the reports to meet your child's needs and to fit the structure of your child's day. For example, in a typical case, a child

can be used. At a minimum, you should provide praise and positive attention for your child when the report card shows good behaviour. In addition to praise, many children need tangible rewards or token								