

Pointers for Using Positives

1. Always include a visual feedback system (point card, chart, etc.)

X	X	X
X		

2. Use a *cumulative* system (as above); versus one that requires a certain percentage of success within a set time period. Also, avoid ‘all or nothing’ ratings for periods or days.

Non examples:

Must have 4/5 ‘good’ days for reinforcer on Friday afternoon.

M	T	W	T	F
X (yes)	O (no)	O (no)		

Must have 5/7 ‘good’ periods or subject times for participation in reinforcing activity at end of day.

1st	2nd	3rd	4th	5th	6th	7th
X	O	X	O	O		

3. Keep positive and negative systems *separate*. Never take away points once they have been earned, and don’t allow students to earn back privileges they have lost.
4. Use privileges, activities, and items that are already in the environment, but that kids are now getting for ‘free’.

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