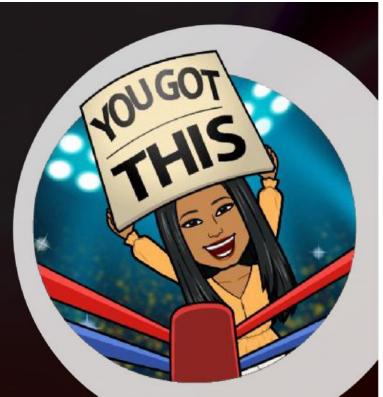


By: Ava Pupuhi

Student Interactive behavior contract



Click or circle behavior goals completed daily.



TOTAL	0		11		REWARDS/CONTINUE PRAISING STUDENT
Monday	1	2	3	4	Extra Computer time
Tuesday	1	2	3	4	Extra treats
Wednesd	ay	1	2	3	Tv time/Games
Thursday	1	2	3	4	
Friday	1	2	3	4	Student should be rewarded daily
Total for the week=					Student received
Student c				on	





If student don't meet daily behavior goals they receive a sad face, if met happy face.

Circle or click