

Behavior Point Sheets

Dinosaurs



Three sample behavior point sheets are shown, each with a dinosaur illustration and a table for tracking behavior.

Sheet 1 (Left): Instructions: Demonstrate the positive behavior with two (2) or fewer prompts, color in the airplane. I am working on: If I go _____ (r), then I learn: _____

Task/Activity	How Did I Do?	# Prompts	Notes
Morning Work		1/2 3	a little chatty, then got to work
Social Skills		1 2 3	great job!
Guided Reading		1 2 3	
Spelling		1 2 3	
Writing		1 2 3	
Lunch		1 2 3	
Recess		1 2 3	
Social Studies		1 2 3	
Math Lessons		1 2 3	
Math Groups		1 2 3	
Dismissal		1 2 3	

_____ = I earned _____ %

Sheet 2 (Middle): Instructions: Demonstrate the positive behavior with one (1) or _____, color in the _____.

Task/Activity	How Did I Do?	# Prompts	Notes
		1 2	
		1 2	
		1 2	
		1 2	
		1 2	
		1 2	
		1 2	
		1 2	
		1 2	
		1 2	
		1 2	
		1 2	

_____ = I earned _____ %

Sheet 3 (Right): Instructions: I am working on: _____

Task/Activity	How Did I Do?	Notes

TRACK BEHAVIOR
ACROSS THE DAY -
WITH FEEDBACK
STUDENTS CAN
UNDERSTAND.

SCROLL
to take a look inside!

Track Behavior
Throughout the Day

A POINT SHEET SHOULD SHOW MORE THAN JUST A GOOD OR DIFFICULT DAY

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Recording feedback throughout the day helps teachers and students see:

- ✓ Where the student is successful
- ✓ Where additional support is needed
- ✓ Whether prompting is decreasing over time

Name: _____ Date: _____

Directions: Demonstrate the positive behavior with two (2) or fewer prompts, color in the airplane.

I am working on: _____

If I get _____ (#), then I earn: _____

Task/Activity	How Did I Do?	# Prompts	Notes
Morning Work		1 2 3	a little chatty, then got to work
Social Skills		1 2 3	great job!
Guided Reading		1 2 3	
Spelling		1 2 3	
Writing		1 2 3	
Lunch		1 2 3	
Recess		1 2 3	
Social Studies		1 2 3	
Math Lessons		1 2 3	
Math Groups		1 2 3	
Dismissal		1 2 3	

_____ = I earned _____

Use specific daily data to guide feedback, support, and next steps.

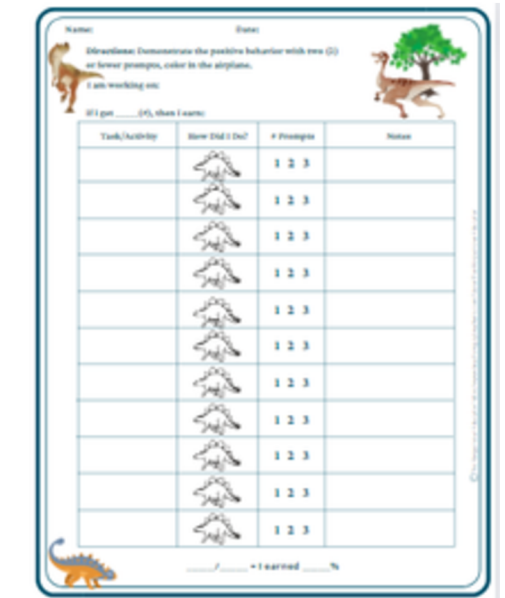
CHOOSE THE RATING OPTION THAT FITS THE STUDENT

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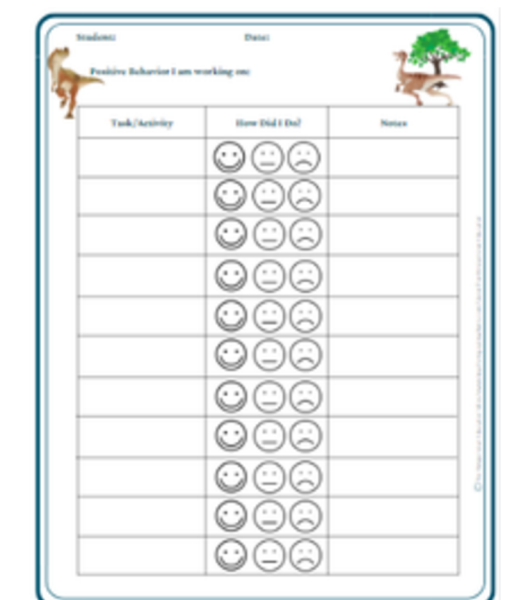
- **3-Prompt Scale:** A more attainable starting point for students who need additional support.
- **2-Prompt Scale:** Encourages greater independence as prompting decreases.
- **Smiley-Face Scale:** Provides simple visual feedback for younger students or students who benefit from a less numerical format.



A 3-Prompt Scale form with a header for Name and Date. It includes a section for 'Directions: Demonstrate the positive behavior with one (1) or fewer prompts, color in the _____ I am working on:'. Below this is a table with columns: Task/Activity, How Did I Do?, # Prompts, and Notes. The 'How Did I Do?' column contains 10 rows of a dinosaur icon. The '# Prompts' column contains 10 rows of the numbers 1 and 2. The 'Notes' column is empty. At the bottom, there is a line for 'I earned ____ %'.



A 3-Prompt Scale form with a header for Name and Date. It includes a section for 'Directions: Demonstrate the positive behavior with one (1) or fewer prompts, color in the airplane. I am working on:'. Below this is a table with columns: Task/Activity, How Did I Do?, # Prompts, and Notes. The 'How Did I Do?' column contains 10 rows of an airplane icon. The '# Prompts' column contains 10 rows of the numbers 1, 2, and 3. The 'Notes' column is empty. At the bottom, there is a line for 'I earned ____ %'.



A Smiley-Face Scale form with a header for Student and Date. It includes a section for 'Positive Behavior I am working on:'. Below this is a table with columns: Task/Activity, How Did I Do?, and Notes. The 'How Did I Do?' column contains 10 rows of three smiley face icons (happy, neutral, sad). The 'Notes' column is empty.

SET UP THE POINT SHEET FOR THE INDIVIDUAL STUDENT

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- 1 Enter the student's name.
- 2 Define the target behavior.
- 3 Add periods or activities.
- 4 Set the daily goal and reward.

Name:

Date:



Directions: Demonstrate the positive behavior with two (2) or fewer prompts, color in the dinosaur.

I am working on:

If I get ____ (0), then I earn:

Task/Activity	How Did I Do?	# Prompts	Notes
		1 2 3	
		1 2 3	
		1 2 3	
		1 2 3	
		1 2 3	
		1 2 3	
		1 2 3	
		1 2 3	
		1 2 3	
		1 2 3	
		1 2 3	



/ = I earned %

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Type in the designated fields, or print the sheet and complete it by hand.

DEFINE THE BEHAVIOR BEFORE YOU BEGIN

A point sheet is most useful when the student and adults know exactly what is being monitored.

Instead of:

- "Be kind"
- "Make good choices"

Try:

- "Keep hands to self"
- "Use respectful words"

Clear expectations make the feedback more consistent and the data more useful.

GIVE FEEDBACK THROUGHOUT THE DAY

Complete each section close to the activity - not from memory at the end of the day.

Name: _____ Date: _____

Directions: Demonstrate the positive behavior with two (2) or fewer prompts, color in the airplane.

I am working on: _____

If I get _____ (0), then I earn: _____

Task/Activity	How Did I Do?	# Prompts	Notes
Morning Work		1 2 3	a little chatty, then got to work
Social Skills		1 2 3	great job!
Guided Reading		1 2 3	
Spelling		1 2 3	
Writing		1 2 3	
Lunch		1 2 3	
Recess		1 2 3	
Social Studies		1 2 3	
Math Lessons		1 2 3	
Math Groups		1 2 3	
Dismissal		1 2 3	

_____ = I earned _____ %

- Notice and name specific successes.
- Record prompts consistently.
- Briefly review what to try next.

The goal is useful feedback and skill growth - not simply earning a daily score.

INVOLVE THE STUDENT IN TRACKING PROGRESS

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- 1 Adult records prompts and feedback.
- 2 Student colors in image if earned.
- 3 Review the feedback together throughout the day.
- 4 At the end of the day, recognize progress and discuss what to try next.

Directions: Demonstrate the positive behavior with two (2) or fewer prompts, color in the airplane.

Task/Activity	How	# Prompts	Notes
Morning Work		1 2 3	a little chatty, then got to work
Social Skills		1 2 3	great job!
Guided Reading		1 2 3	
Spelling		1 2 3	
Writing		1 2 3	
Lunch		1 2 3	
Recess		1 2 3	
Social Studies		1 2 3	
Math Lessons		1 2 3	
Math Groups		1 2 3	
Dismissal		1 2 3	

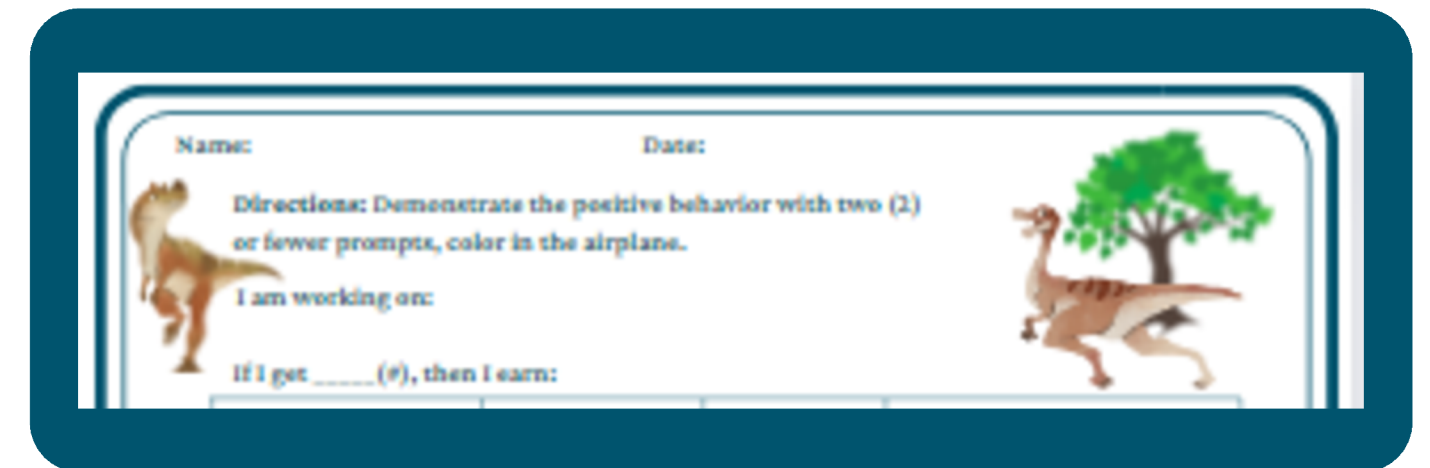
____ / ____ = I earned ____ %

Gradually build the student's ability to notice, evaluate, and adjust their behavior.

SET A GOAL THE STUDENT CAN REALISTICALLY REACH

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- ★ Use current performance to choose an achievable percentage goal.
- ★ Reinforcement should recognize progress while the student builds the underlying skill.
- ✓ Choose a meaningful reinforcer with the student.
- ✓ Explain exactly how the goal is earned.
- ✓ Adjust the goal as independence increases.



A sample behavior goal card with a dinosaur theme. The card is white with a blue border and contains the following text:

Name: _____ Date: _____

Directions: Demonstrate the positive behavior with two (2) or fewer prompts, color in the airplane.

I am working on: _____

If I get _____ (#), then I earn: _____

The card is decorated with a cartoon dinosaur on the left and a tree on the right.

**If the student cannot yet wait until the end of the day,
use more frequent reinforcement.**

USE THE COMPLETED SHEETS TO LOOK FOR PATTERNS

Review more than the total percentage. Look at where, when, and under what conditions the student needs support.

Across days, the sheets can help you:

- ★ Identify difficult activities or transitions
- ★ Monitor whether prompting decreases
- ★ Share specific information with families
- ★ Decide when goals or supports need adjustment

Name: _____ Date: _____

Directions: Demonstrate the positive behavior with two (2) or fewer prompts, color in the airplanes.

I am working on: _____

If I get _____ (#), then I earn: _____

Task/Activity	How Did I Do?	# Prompts	Notes
Morning Work		1/2 3	a little chatty, then got to work
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Spelling		1 2 3	
Writing		1 2 3	
Lunch		1 2 3	
Recess		1 2 3	
Social Studies		1 2 3	
Math Lessons		1 2 3	
Math Groups		1 2 3	
Dismissal		1 2 3	

____ / ____ = I earned ____ %

What's Included

Three behavior point-sheet formats

- 3-prompt rating scale
- 2-prompt rating scale
- Smiley-face rating scale
- Fillable fields for student-specific information
- Type in the designated fields or complete by hand
- Guidance for effective reinforcement

The image displays three different behavior point-sheet formats, each featuring a dinosaur illustration and a tree graphic. The top-left sheet is a 3-prompt rating scale with columns for Task/Activity, How Did I Do? (1 2 3), # Prompts, and Notes. The top-right sheet is a 2-prompt rating scale with columns for Task/Activity, How Did I Do? (1 2), # Prompts, and Notes. The bottom sheet is a Smiley-face rating scale with columns for Task/Activity, How Did I Do? (Smiley, Neutral, Frowny), and Notes. All sheets include fields for Name, Date, and a section for 'Positive Behavior I am working on:'. The bottom sheet also includes a section for 'earned ____ %'.

Fillable PDF - Type in designated fields - Layout and graphics are not editable.

OPTIONAL: TRACK LONG TERM PROGRESS

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Pair daily percentages with the Point Sheet for Behavior Graphing for longer-term progress monitoring.

Transform your point sheet data into professional-looking graphs that showcase student progress over time.

➤ ***Available separately—not included with this point sheet.***

