

Behavior Point Sheets

Gamer



Three overlapping Behavior Point Sheets for a 'Gamer' theme. The first sheet is titled 'START' and shows a table for tracking behavior points. The second sheet shows a table for tracking behavior points. The third sheet shows a table for tracking behavior points.

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	

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 controller.

I am working on: _____

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

Task/Activity	How Did I Do?	# Prompts	Notes
Morning Work		✓ 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.



This worksheet is titled "2-Prompt Scale" and includes a "Name:" field and a "Date:" field. The instructions state: "Directions: Demonstrate the positive behavior with one (1) or fewer prompts, color in the controller." Below the instructions, there is a table with the following columns: "Task/Activity", "How Did I Do?", "Prompts", and "Notes". The "How Did I Do?" column contains 10 rows of a game controller icon. The "Prompts" column contains 10 rows of the number "1". The "Notes" column is empty. At the bottom, there is a line for the score: "I earned ____ %".



This worksheet is titled "3-Prompt Scale" and includes a "Name:" field and a "Date:" field. The instructions state: "Directions: Demonstrate the positive behavior with two (2) or fewer prompts, color in the controller." Below the instructions, there is a table with the following columns: "Task/Activity", "How Did I Do?", "Prompts", and "Notes". The "How Did I Do?" column contains 10 rows of a game controller icon. The "Prompts" column contains 10 rows of the number "1". The "Notes" column is empty. At the bottom, there is a line for the score: "I earned ____ %".



This worksheet is titled "Smiley-Face Scale" and includes a "Name:" field and a "Date:" field. The instructions state: "Directions: Demonstrate the positive behavior with one (1) or fewer prompts, color in the controller." Below the instructions, there is a table with the following 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, and sad). The "Notes" column is empty. At the bottom, there is a line for the score: "I earned ____ %".

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 controller.

I am working on: _____

START If I get ____ (#), 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.

Names: _____ Date: _____

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

I am working on: _____

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

Task/Activity	How Did I Do?	# Prompts	Notes
Morning Work		✓ 1 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 controller.

I am working on:

START

Task/Activity	How many prompts?	Notes
Morning Work	1 2 3	a little chatty, then got to work
Math 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	

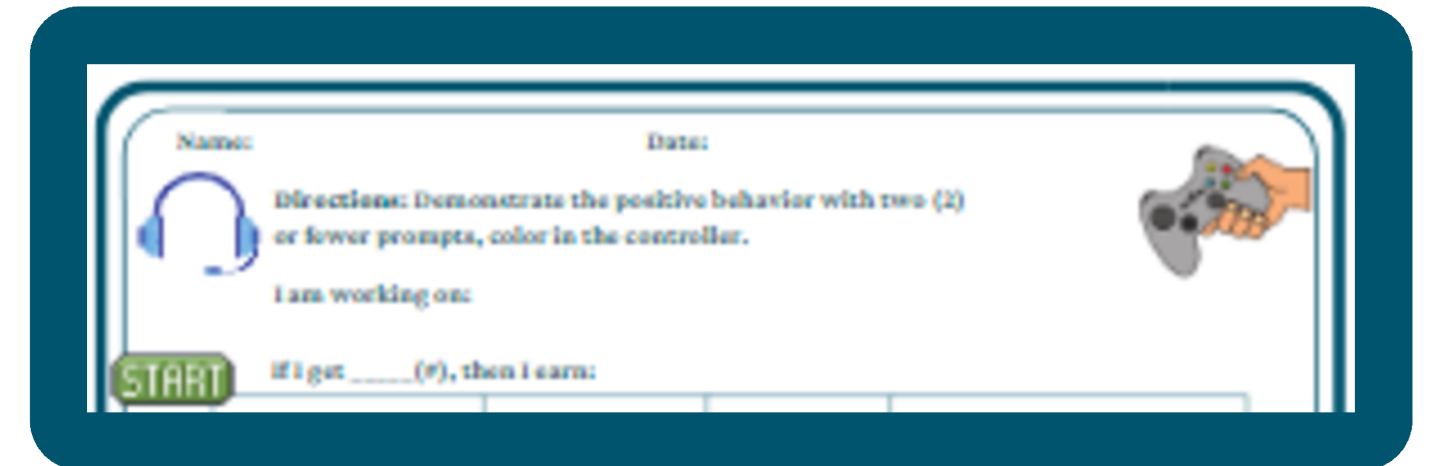
____ / ____ = I earned ____ %

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.



**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 controller.

I am working on: _____

START 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	

1 / 11 = I earned 9%

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 overlapping behavior point-sheet formats, each with a header section for student information and a table for recording data.

Format 1 (Top Left): 3-prompt rating scale

Header: Name: _____ Date: _____
Directions: Demonstrate the positive behavior with two (2) or fewer prompts, color in the controller.
I am working on: _____

Table:

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	

Format 2 (Top Right): 2-prompt rating scale

Header: Name: _____ Date: _____
Directions: Demonstrate the positive behavior with one (1) or fewer prompts, color in the controller.
I am working on: _____

Table:

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	

Format 3 (Bottom): Smiley-face rating scale

Header: Student: _____ Date: _____
Positive Behavior I am working on: _____

Table:

Task/Activity	How Did I Do?	Notes

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.***

