Child and Adolescent Mental Health ECHO



# Parent Management Training Part 3

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## **Token Economy**

- Advantages
  - Increased positive attention
  - Is convenient
  - Retain value and effectiveness across different settings and times of day
  - Is an organized, systematic, and fair approach for managing behavior
  - Teaches value that privileges and rewards must be earned



## **Token Economy**

- Poker Chip Program for 4-7 years
- Point system for ages 8 years and older



## **Token Economy**

- Create a list of privileges
  - Include 10-15 rewards
- Create list of expectations
  - Chores, jobs, other challenges
  - More challenging = more points



Date	Item	Withdrawals	Deposit	Balance



### **Time-Outs**

- Give a command
- Count backwards from 5
- Issue a warning: "If you don't do as I say you are going to sit in that chair"
- Count again backwards from 5
- "You did not do as I say, now you are going to the chair"

\*Whole process should be no longer than 15 seconds



#### **Time-Outs**

- In order for time out to end child must be quiet and calm (safe hands and feet)
- Child has to complete the original command after time out is over



# **Daily Report Card (DRC)**

- Assists with behaviors at school
- Helps improve communication between school and home
- Teachers rate each behavioral objective from 1 (excellent) to 4 (very poor)



#### Child and Adolescent Mental Health ECHO

Name:
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Date\_\_\_\_\_

Teachers: Please rate the child's behavior today in the areas listed below. Use a separate column for each subject or class period. Use the following ratings: 1 = excellent, 2 = good, 3 = fair, 4 = poor, 5 = very poor. Then initial the box at the bottom of your column. Add any comments about the child's behavior today on the back or bottom of this card. Please have child write homework on the bottom of this card and the teacher should initial to ensure assignments are recorded correctly.

	Morning Work	Spelling	Reading	Specials	Math	Science
ls on task						
Gets along well with other children						
Keeps hands to self						
Follows classroom rules						

Homework for the day \_\_\_\_\_





