

Effective Motivation Systems

1. As we work with children and youth, we want to motivate them to learn the skills they need to be successful.

Example: Disagreeing appropriately

2. Teaching skills often decreases the frequency of negative behavior.

Example: Two year old saying please and thank-you

Example: Cody attacking his mother and sister

3. We teach skills by using praise teaching interactions, preventive teaching interactions, corrective teaching interactions and intensive teaching interactions.

4. In each of these interactions, what do we use to motivate children to help them stay engaged so they will learn the skill we are teaching? Positive points, negative points, praise, empathy, relationship building, one-on-one time, physical activity.

5. Three aspects of an effective motivation system are that youth:

A. lose privileges after a 50,000 point consequence.

B. lose privileges once every 7-14 days.

C. are on their sub-system for the days that you expect.

6. If these things are not happening then the youth are earning too many points or there is not enough teaching to negative behaviors.

Example: Tolerances too high

7. When youth earn too many points or teaching to negative behaviors is occurring less frequently then youth are not motivated to change.

Example: Food for lab rats

8. This leads to excessive time for youth in care, a less pleasant experience for youth in your home and a much less rewarding experience for the treatment parents.

Example: Tolerances too high