

Attention-deficit hyperactivity disorder (ADHD)

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# Module 3 (continued)



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# Part III.

# DRC Consequences



# Working with parents

## Home-based reward system

Reward hierarchy

Daily and weekly rewards

School-based reward supplementation

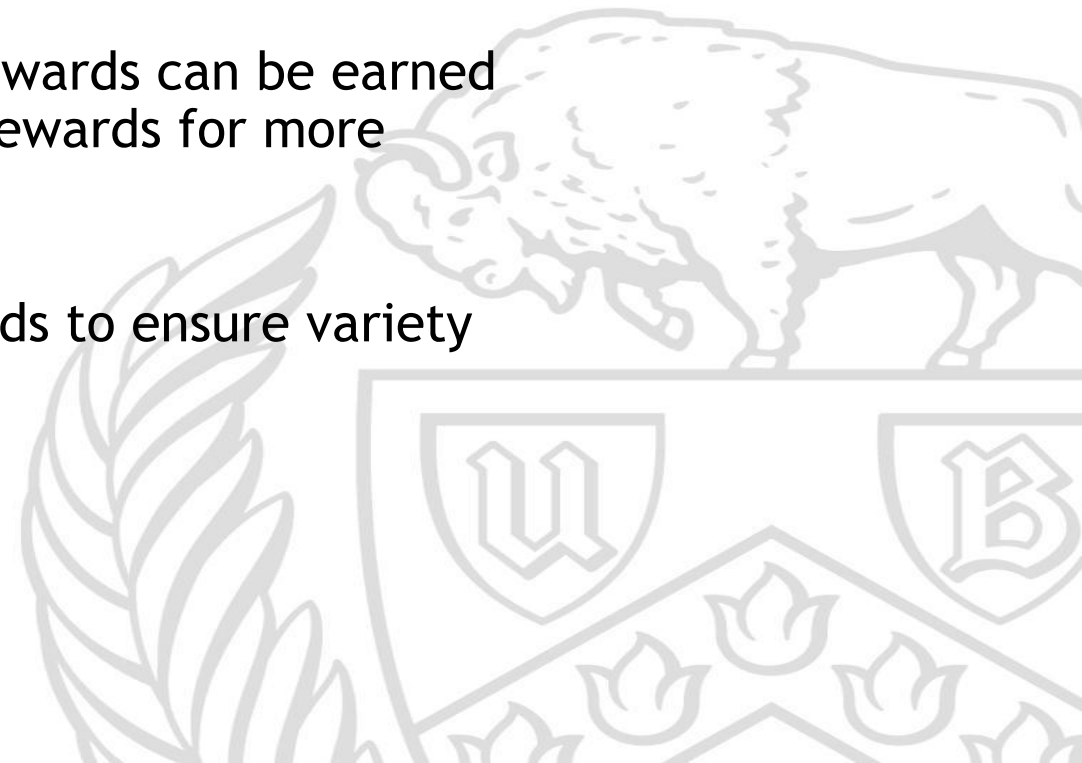


# Principles for Creating a Home Reward System

Rewards should be natural

Arranged so that fewer or less desirable rewards can be earned for fewer positive marks; more desirable rewards for more positive marks

The child should be given a menu of rewards to ensure variety and maintain motivation



# Sample Home Rewards

## Daily Rewards:

Snacks

Dessert after dinner

Staying up X minutes beyond bedtime

Watching T.V. for X minutes

Video game for X minutes

One-on-one time with parent

Playing outside for X minutes



# Sample Home Rewards

## Weekly Rewards:

Choosing a family movie

Choosing a restaurant to go out to dinner or choosing a dinner to make

Selecting something special at the store

Going to the movies

Having a friend over to spend the night

Going to a friend's to spend the night

Getting ice cream



# Reward Menu

## Child Reward Form

Child's Name: Michael

Date:

### Daily Rewards:

*Level 3 (50-74% positive marks):* 15 min. of T.V. or pick 1 snack

*Level 2 (75-89% positive marks):* 30 min. of T.V. or both of Level 3

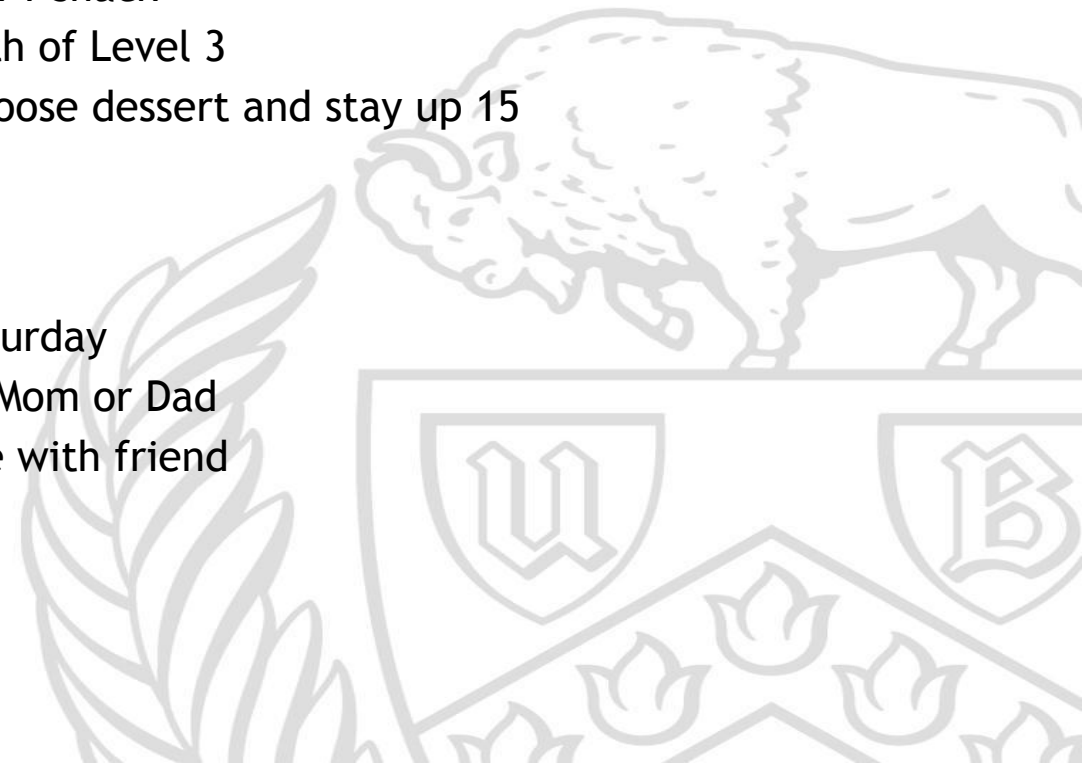
*Level 1 (90-100% positive marks):* 45 min. of T.V. or choose dessert and stay up 15 extra min.

### Weekly Rewards:

*Level 3 (50-74% positive marks):* Choose dinner on Saturday

*Level 2 (75-89% positive marks):* Go out to lunch with Mom or Dad

*Level 1 (90-100% positive marks):* Sleepover and movie with friend



# Explaining the DRC to the Child

Teacher-Child meeting

Parent-Child meeting

Role plays/explanations

Positive focus to all discussions





# Monitoring progress

Check progress frequently

DRC itself is a progress monitoring tool

Other indicators

- Seatwork completion
- Office/discipline referrals

