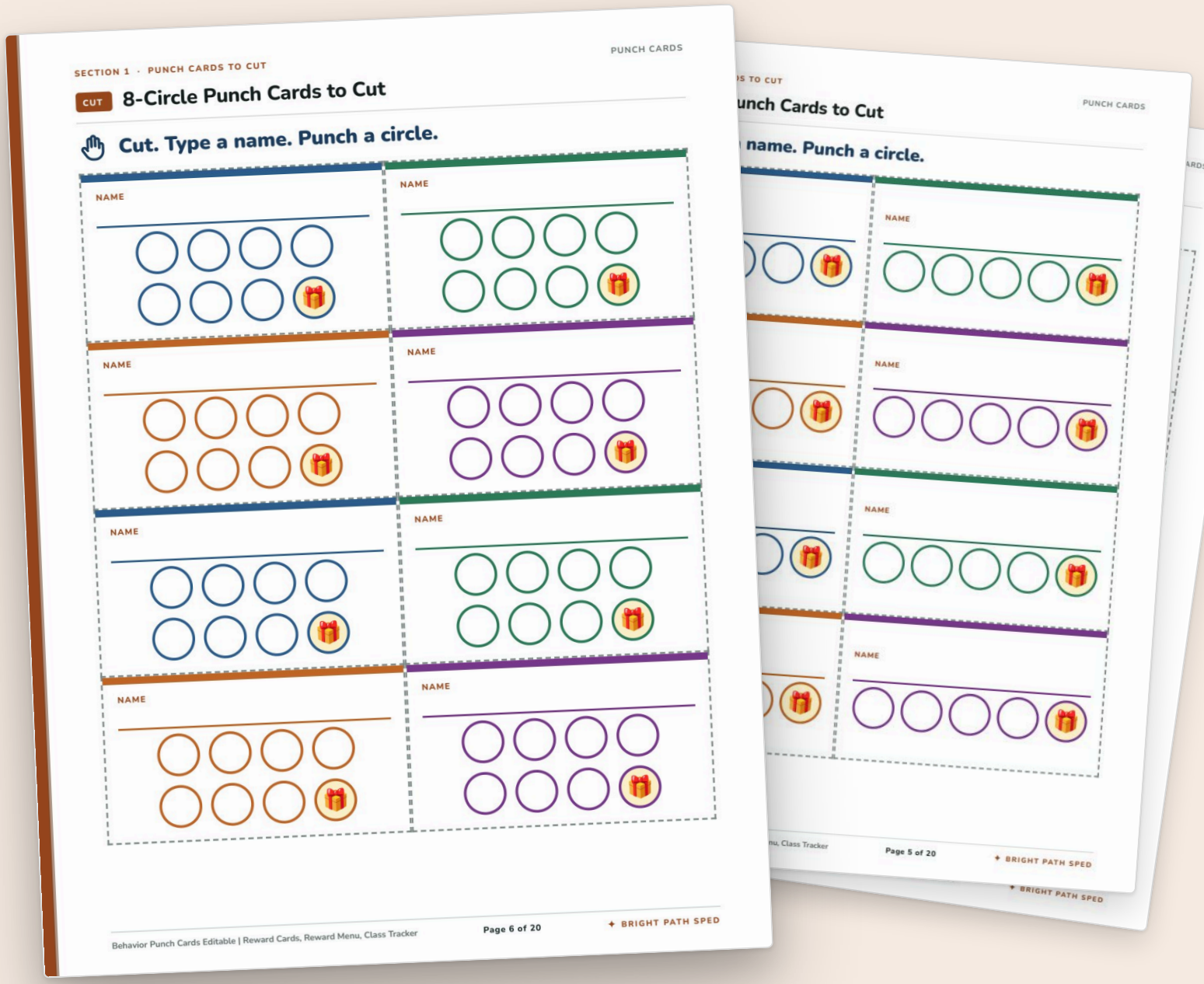
CLASSROOM ROUTINES · GRADES K–5

EDITABLE

Behavior Punch Cards



20 PAGES | 44 CARDS | REWARD MENU | FILLABLE PDF

✦ BRIGHT PATH SPED

CONTENTS

What Is Inside, and Where

20 pages of punch cards to cut, reward cards and menus, a goal page, a class tracker and a binder set.

Before you begin

PAGE 4


Start Here — Three Steps
START HERE 4

01 Punch Cards to Cut

PAGES 5–9


5-Circle Punch Cards to Cut
CUT 5


8-Circle Punch Cards to Cut
CUT 6


10-Circle Punch Cards to Cut
CUT 7


Mini Punch Cards to Cut
CUT 8


Name-Your-Card Punch Cards to Cut
CUT 9

02 Rewards

PAGES 10–12


My Reward Menu
FOR KIDS 10


Reward Choice Cards to Cut
CUT 11


Class Reward Menu
MENU 12

03 Goals and Tracking

PAGES 13–15


My Punch Card Goal
FOR KIDS 13


Class Punch Tracker
TRACKER 14


How Did I Do?
FOR KIDS 15

04 Family, Words, Example and Binder

PAGES 16–19


Note Home — Our Punch Cards
NOTES 16


Punch Card Words: Phrase Bank
REFERENCE 17


Punch Cards, Filled In
EXAMPLE 18


Binder Cover and Tabs
ORGANIZER 19

WHICH PAGE, WHEN

Cards to cut: pages 5 to 9 (5, 8 and 10 circles, mini cards, and cards with a title line). Rewards: pages 10, 11 and 12. Goal: page 13. Whole class: page 14. Looking back: page 15. Families: page 16. Pages 5 to 9, 11 and 19 are cut on the dashed lines; type the names before you print.

☆ START HERE Start Here — Three Steps

> Type the names, print and cut, then punch a circle at a time.

1

Type the names first

Open the file in Adobe Acrobat Reader (free) or Preview on a Mac — not a browser tab, which may fill fields and then not save them.

Click the Name line on each card (pages 5 to 9) and type a child's name. Do it before you print. Save a copy for each class.

2

Print, cut, punch

Choose a card: 5 circles (page 5), 8 circles (page 6), 10 circles (page 7), mini cards (page 8) or cards with a title line (page 9). Print at 100 percent.

The cards sit edge to edge, so a sheet is a few straight cuts. Use a hole punch, a stamp or a marker on a circle.

3

Pick the reward and keep track

Fill the reward menu (pages 10 and 12) or let the child draw a card (page 11).

Mark the class tracker (page 14). Children look back on page 15. Send a note home on page 16.

WHAT THIS FILE IS

A fillable PDF. The fields are built into the document itself, so it works offline with no account or subscription and looks the same on every machine that opens it.

WHAT THIS FILE IS NOT

It is not a Google Sheets file, a Google Doc, or an Excel workbook, and it does not count the card for you. You can type in it and print it; you cannot drag the circles around or restyle the page.

THE RULE EVERY PAGE FOLLOWS

What earns a punch, what a full card is worth and what happens when a card is not full is your classroom's rule. These pages do not decide it. Your rules get a blank line on pages 12 and 14.

IF SOMETHING DOES NOT WORK

The text disappears when I close it. It was opened in something that fills fields but does not save them. Open it in Acrobat Reader and use Save As.

My printer cuts off the border. Print at 100 percent, not "fit to page."

Anything else — the **Ask a Question** tab on the product page. Every question is read, and a fix to the file is a free update.

PUNCH, STAMP OR STICKER

The circles are empty on purpose. Use a hole punch, a stamp, a dot marker, a sticker or a crayon. A child can also write on any page that has a line.

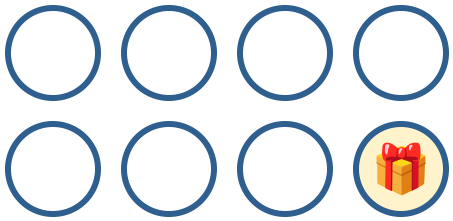
MY NOTES BEFORE I START

CUT

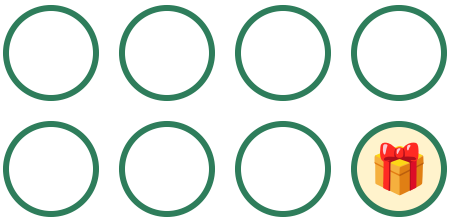
8-Circle Punch Cards to Cut

Cut. Type a name. Punch a circle.

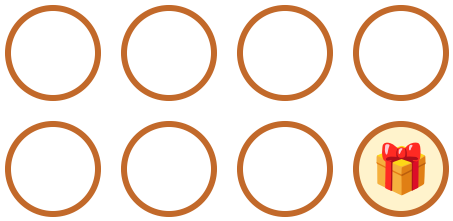
NAME



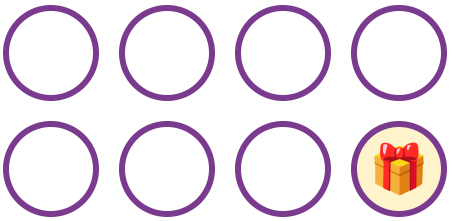
NAME



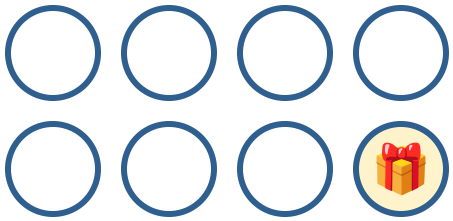
NAME



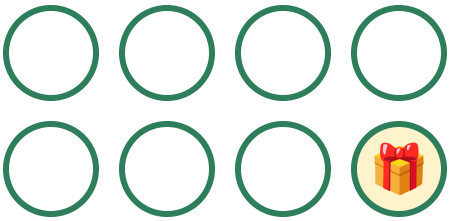
NAME



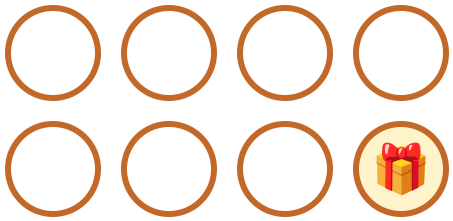
NAME



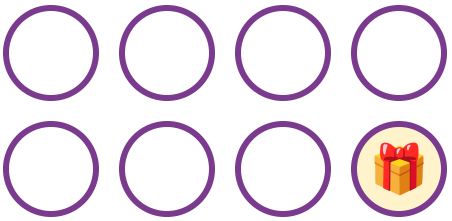
NAME



NAME



NAME



CUT

5-Circle Punch Cards to Cut

Cut. Type a name. Punch a circle.

NAME



NAME



NAME



NAME



NAME



NAME



NAME



NAME



CUT Reward Choice Cards to Cut

Cut. Draw a reward on each card.

My card is full. I pick:

NAME _____

REWARD _____

My card is full. I pick:

NAME _____

REWARD _____

My card is full. I pick:

NAME _____

REWARD _____

My card is full. I pick:

NAME _____

REWARD _____

My card is full. I pick:

NAME _____

REWARD _____

My card is full. I pick:

NAME _____

REWARD _____

My card is full. I pick:

NAME _____

REWARD _____

My card is full. I pick:

NAME _____

REWARD _____

TRACKER

Class Punch Tracker

One row for each child, 10 boxes to match a 10-circle card. Type the names once and save. Keep it where only you see it.

CLASS _____ TEACHER _____ CARD TYPE _____ REWARD AT _____

STUDENT	1	2	3	4	5	6	7	8	9	10	TOTAL

OUR MARKS

Type your own mark in a box, such as P for a punch. Count the marks across the row for the Total.

CARDS FINISHED AND REWARDS GIVEN

_____

_____

EXAMPLE Punch Cards, Filled In

SAMPLE · INVENTED STUDENT

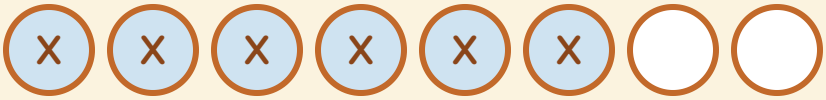
The students are invented, and so is every mark. Every total can be re-added from its own row.

CLASS TRACKER (PAGE 14), FIVE INVENTED CHILDREN

STUDENT	1	2	3	4	5	6	7	8	9	10	TOTAL
Ben	P	P	P	P	P	P	P	–	–	–	7
Ana	P	P	P	P	P	P	P	P	P	P	10
Omar	P	P	P	P	–	–	–	–	–	–	4
Lily	P	P	P	P	P	P	P	P	–	–	8
Sam	P	P	P	P	P	P	–	–	–	–	6

P is a punch. Row totals: 7 + 10 + 4 + 8 + 6 = **35** punches. Cards with all 10 boxes marked: **1** (Ana).

AN 8-CIRCLE CARD (PAGE 6), ONE INVENTED CHILD, MAYA



Maya has 6 punches. 8 – 6 = **2** circles left, and the last circle is the reward.

CLASS REWARD MENU (PAGE 12), THREE INVENTED REWARDS

REWARD	CARDS TO FILL
Pick the book at story time	1
Use the special pencil	2
Choose a game for the class	3

Your own rewards and card counts go in your own file. These three are only to show how a row looks.

YOUR TURN: ONE CHILD, ONE GOAL

STUDENT _____ GOAL _____ REWARD _____

YOUR TURN: HOW WILL YOU PUNCH A CARD?

_____

_____

_____