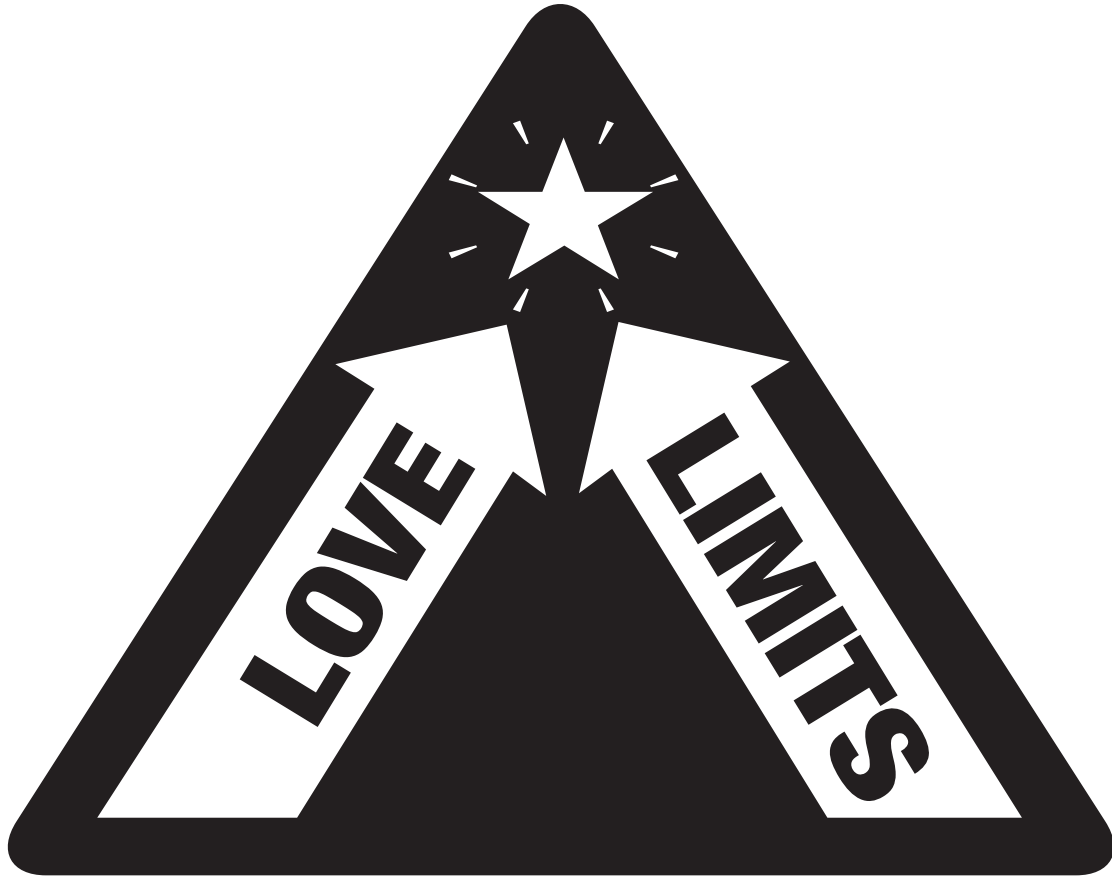


Masters and Samples



Be sure to include the following posters from the Posters file for this session.

1. Tools for Parents – Session 3 Topics
2. Earning Points for Rewards
3. Parent Creed

Earning Points for Rewards



Youth's Name: _____

Week of: _____

Positive Behavior	Points Value	Sun	Mon	Tue	Wed	Thurs	Fri	Sat	Total
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Number of Points Needed for Reward = _____

Total Points Earned _____

Privilege or Reward to Earn:

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Ways to Show Love



- Give compliments
- Say “I love you”
- Use points for rewards
- Spend time together
- Understand your youth’s point of view
- Hugs

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Masters and Samples



REACHING OUR GOALS

Be sure to include the following posters from the Posters file for this session.

1. Youth Creed



Coping Techniques That Work for Me

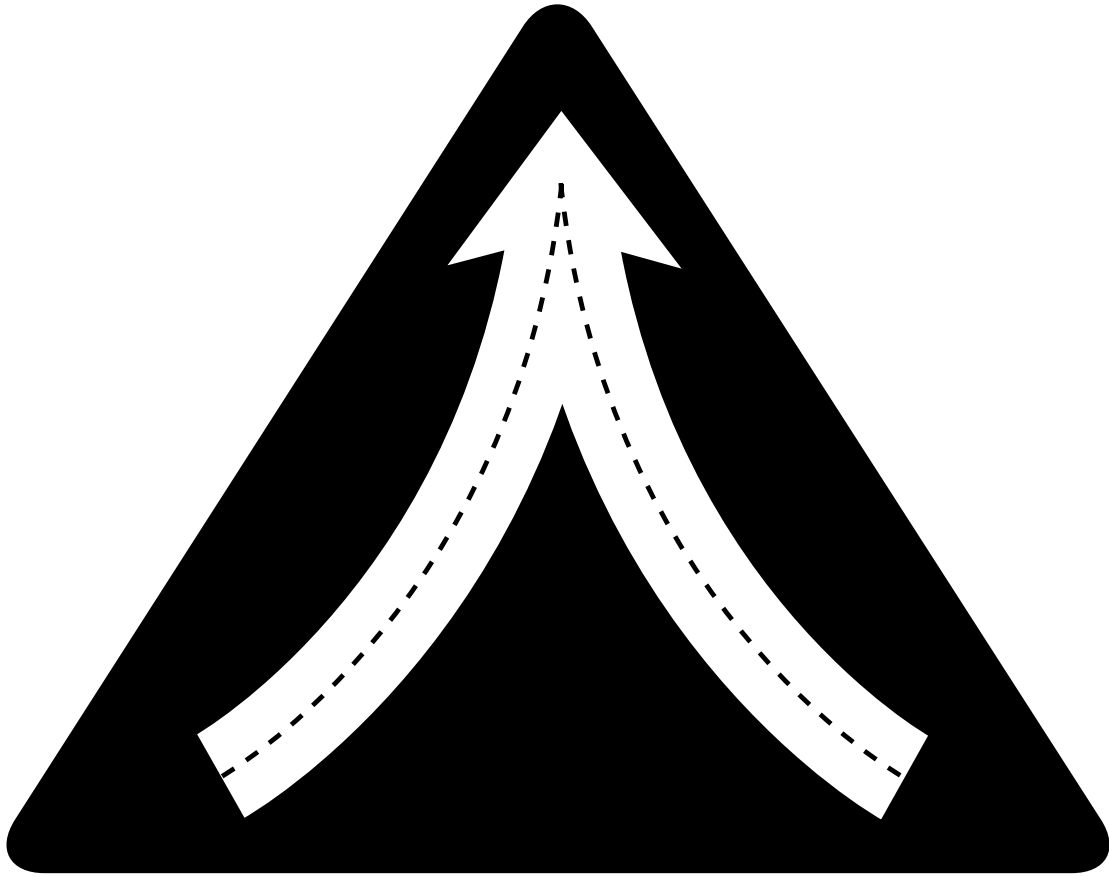
A stressful situation that might come up in the next week:

I could handle the situation better by:

Check one or more of the following:

- shooting hoops outside**
- exercising**
- playing a game**
- talking to a friend**
- listening to music I like**
- spending time alone**
- talking to my parents (or other adult)**
- reading something for fun**
- writing in a journal or diary**
- other**

Masters and Samples



Be sure to include the following posters from the Posters file for this session.

1. Closing Circle Phrase - 3
2. Parent, Youth, Family Creeds



Fun Things We Like to Do As a Family

Things that are free:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Things that cost money:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Things we do outside:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Things we do inside:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

One thing we will do together for fun in the next week is

_____.

One thing we will do together for fun in the next month is

_____.

Family Meeting Ground Rules



Family Meeting Practice

- Start the meeting with compliments.
- Respect everyone's opinion. No lectures or put downs.
- Stay focused.
- Keep a list of decisions that are made.
- Summarize agreements.
- Keep meeting short.
- Check back during the next meeting to see if the agreements are working out.
- Keep trying.

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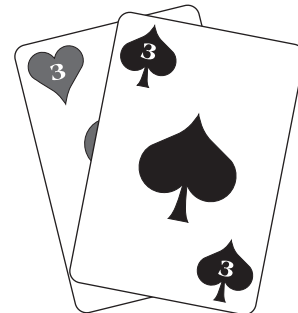
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Concentration



Game Instructions

1. Place a deck of cards *face down* and spread them out randomly on a table.
2. Player #1 turns over a card (*face up*), leaving it in its original place. That same player turns another card *face up*, also leaving it in its same place.
3. If the two cards match (have the same number or face), that makes a pair. The player may keep them and turn over two more cards.
4. If the two cards *do not* match (form a pair), the player must turn both cards back over again *face down* in their original positions.
5. Try to remember the location of previously *turned up* cards, so you can match them later in the game and add them to your pile of pairs.
6. Take turns until all the cards are gone. The player with the most cards wins!



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Go Fish



Game Instructions

1. Deal seven cards per player. Place the remainder of the deck *face down* in the middle of all players. This is the Go-Fish Pile.
2. Players with pairs (two cards with the same number or face) lay them *face up* in front of themselves. The goal is to get the most pairs.
3. Player #1 (Tom) takes a turn by asking another player (Sally) if she has a card that he needs to complete a pair. Here's an example:
 - Tom has a NINE in his hand. He asks Sally if she has a NINE. If Sally has a NINE, she must give it to him, and Tom places his pair of NINES *face up* in front of himself.
 - If Sally *DOES NOT* have a NINE she tells him to "GO FISH," and Tom draws a card from the Go-Fish Pile. If that card is a NINE, he places his pair *face up* and his turn continues. If the card Tom draws *IS NOT* a NINE, his turn is over. (If the card Tom draws makes a pair with *another* card in his hand, he places that pair *face up*, but his turn is still over.)
4. Play continues around the circle with Player #2 taking a turn.
5. If a player runs out of cards during the game, that player should take one from the Go-Fish Pile when it's their turn.
6. The game is over when no cards are left in the Go-Fish Pile. The player with the most pairs wins!



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