Talk Tickets

- Tally the student's talking out behaviors for a week to determine the average number of times they talk out per day.
    - Ex: Billy typically talks out 12 times/day.

- Determine a reasonable goal for the student to decrease talking out behavior.
    - Ex: If Billy usually talks out 12 times a day, then his initial goal would be 10 times/day (or less) for the first week.

- Talk with the student and determine a reward he/she will earn if they have any tickets left at the end of the time period (morning, afternoon, hour, day).
    - Ex: If Billy has even 1 ticket left, out of 10, at the end of the day, he will earn computer time, stickers, free play, tokens that can be cashed in for agreed upon rewards, the ability to pick the book the teacher reads to the class that afternoon, etc.

- Place the designated number of talk tickets on the student's desk, in a cup, on the teacher's desk, in another agreed upon area.

- Every time the student talks out of turn he/she loses 1 talk ticket. It can be placed into another cup, given to the teacher, etc. It is important for the student to physically hand over or move the talk ticket in order for them to self-monitor their behaviors.

The teacher should simultaneously model and remind the student to remember to raise their hand instead of call out.

- If the student has any tickets left at the end of the day they are verbally praised and rewarded.

- The process starts fresh the next day.

A "more positive" technique that you could also try is to simply chart and reward the student's HAND RAISING behavior. Every time the student raises their hand they earn a token. A predetermined amount of tokens can then equal an agreed upon reward.