

# REWARD & CONSEQUENCES CHART

<b>REWARD</b>	<b>CONSEQUENCE</b>
Stickers, stars, tickets, etc. given each day.	<b>1 offense:</b> Read the the godly & ungodly character trait's scripture. (Warning)
Honor child who achieved success in a certain subject or character trait with a crown, certificate, badge, etc.	<b>2 offenses:</b> Write the the godly & ungodly character trait's scripture. (Lecture)
Determine amount of points for each child. Example: Thirteen year old = .05 points Four year old = .01 points	<b>3 offenses:</b> Memorize the the godly & ungodly character trait's scripture. (Extra duty)
Determine any extra rewards for certain amount of points. Example: 25 points = candy 50 points = 1/2 hour computer time	<b>4 offenses:</b> Define the the godly & ungodly character trait. (Privilege taken away)
Praises should be given anytime = hugs, kisses, smiles, & praises	<b>5 offenses:</b> Find (5) cross references to both the godly and ungodly trait. (Discipline with rod)
* More than 100 points, the person receives an IOU: an outing, friend visits, a favor, etc.	* Offended person receives an IOU: a favor, duty, or personal request.

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