

behavioral plans in APE & Health

Objective: Use of Create a Superhero incentive plan to encourage participation in at least 3 activities during the health and adapted physical education class; to encourage good listening skills; to encourage good sportsmanship skills.



Class begins
with full chart



Earns super suit at end
Of 1st activity completed



Earns chest shield at
end of 2nd activity
completed



Earns cape at end of 3rd
activity completed and
the "chosen" reward
given (like free choice of
equipment)