Two-Party Quid Pro Quo Behavior Contract Template

Note. Quid pro quo contracts are developed so that one person’s behavior change is the reinforcer for another person’s behavior change.

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| StudentI <<*student’s name*>>, agree to<<*label expectation*>>. This means that <<*define behavior, with examples and non-examples*>>.  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_<<*student’s name*>> | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Date |
| AdultI <<*2nd parties (adult’s) name*>>, agree to <<*label expectation*>>. This means that <<*define behavior, with examples and non-examples*>>.  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_<<*adult’s name*>> | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Date |