

# 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.

<p>Student</p> <p>I &lt;&lt;student's name&gt;&gt;, agree to &lt;&lt;label expectation&gt;&gt;.</p> <p>This means that &lt;&lt;define behavior, with examples and non-examples&gt;&gt;.</p>	
_____	_____
<<student's name>>	Date
<p>Adult</p> <p>I &lt;&lt;2<sup>nd</sup> parties (adult's) name&gt;&gt;, agree to &lt;&lt;label expectation&gt;&gt;.</p> <p>This means that &lt;&lt;define behavior, with examples and non-examples&gt;&gt;.</p>	
_____	_____
<<adult's name>>	Date

Adapted from Figure 5.4 Quid pro quo contract (see page 109)

Lane, K. L., Menzies, H., Bruhn, A., & Crnobori, M. (2011). Managing challenging behaviors in schools: Research-based strategies that work. New York, NY: Guilford Press.