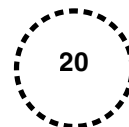
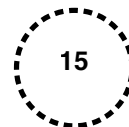
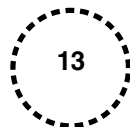
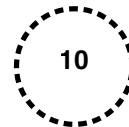
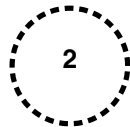


Positive Behavior Punch Card

Behavior & Goal Tracking



Punch a circle every time you catch a good choice.



Reward when the card is full:
