

Summer Camp SPL Bead Reward Program

Purpose of the Game

This is a program for the Summer Camp Senior Patrol Leader and his Assistants to develop leadership skills for themselves, to help the adult advisors maintain safety and order in camp, and to teach pro-social behavior to boy scout youth.

How the Game Works

The program is an interactive game involving rewarding target, positive pro-social behavior with beads that can be exchanged for a choice from among a set of privileges and prizes. The scouts and the SPL get to contribute to the refinement of the game as it progresses.

Rules of the Game

Beads are earned BY PATROL, rather than by each individual, so the whole patrol must communicate, work together, and exhibit the pro-social target behavior as a team.

Once earned, beads cannot be taken away as punishment.

Beads can be redeemed for privileges and rewards.

Beads can be exchanged for a higher “denomination” of bead by color.

You have 100 of each color bead: green, blue, and red, plus a set of bear claw “beads.” Give out the low value beads liberally. When a color runs out, collect them in exchange for a higher value color, just like \$1 bills, \$10 bills, and \$100 bills would be used. Then you will have enough lower-value beads to give out again.

Sample exchange value:

10 green beads earned = exchange for 1 blue bead

10 blue beads earned = exchange for 1 red bead

10 red beads earned = exchange for 1 bear claw

No prizes should be available for green beads. Very high-value, or one-time items should require a bear claw. Lower-value items should be redeemable with at least several blue or several red beads. Make adjustments if rewards or privileges are too easy or too hard to earn.

When giving rewards or privileges, offer a choice between two items on the list.

Include praise when you give a bead. Include praise when you give a reward or privilege.

Sample Positive Behaviors

Positive Target Behavior	Value in Beads
Cooperation with SPL/adult leader requests, teamwork on a specific task by all patrol members	
Passing inspection: clean, uncluttered patrol/tent area, all gear stored away under beds, no trash on the ground	
Passing inspection: all patrol members ready in full Class A for dinner	
Passing inspection: all patrol members ready in full Class B for breakfast	
All patrol members picking up trash campwide, without being asked, regardless of who made the mess	
All patrol members walking rather than running to an activity, without being warned	
All patrol members in bed, quiet, by lights-out, without being cautioned	
First patrol completely ready for an announced activity	
All patrol members are ready to go to the dining hall 10 minutes after announcement	
All patrol members help prepare lunch	
Patrol cleans the camp sink, without being asked	
Patrol hoses off the camp toilet area, without being asked	
Patrol brushes their teeth in AM or in PM, without being reminded	
Patrol smiles, says, "Have a nice day" or equivalent, to leader, sincerely	
Patrol finishes cleaning own lunch dishes well	
Patrol exhibits quiet behavior during free time in camp, in dining hall, etc.	
Listening to a set of instructions given by leaders before an activity, without being asked to stop talking	
Helping others, spontaneously	
Sharing with others, spontaneously	
Patrol volunteers two patrol members to run an errand for the troop	

Include other appropriate items that scouts think of themselves to add to this list....

Sample Privileges and Rewards Earned

Privileges and Rewards	Cost in Beads
Can stay up 30 minutes later	
Can sleep-in 30 minutes later	
30 minutes free time	
First patrol in line (within the troop) for a meal in the dining hall	
First patrol to have a planned troop snack	
Unplanned, surprise treat provided by SPL	
Use of frisbee, 30 minutes	
Use of bocce ball set, 30 minutes	
Use of playing cards, 30 minutes	
Use of kite, 30 minutes	
Use of football, 30 minutes	
Use of other sports equipment, 30 minutes	
Patrol gets to lead a fun troop activity:	
SPL will fashion a patrol flag for the patrol with the scouts names on it	
One small item, per scout, from the reward box	
One small treat from the camp store, \$1 value, courtesy of Mr. De Santis	

Include other appropriate items that scouts think of themselves to add to this list....

TOKEN ECONOMY SYSTEMS IN SUMMER SCOUT CAMP: RECOMMENDED PRINCIPLES FOR SENIOR PATROL LEADERS

Introducing the Game

When introducing the program, be sure to provide detailed instructions to the boys, so that they understand what the rules and contingencies are. This will avoid confusion and also may help to facilitate performance.

Remind scouts to work together as a patrol and help each other. Comment on the progress and successes that patrols are making.

Target Behaviors

Determining the target behaviors will depend largely on the group of boys with which you are working. Short and long-range objective as well as specific behavior problems you plan to modify should be considered.

When choosing target behaviors, **efforts should be made to select behaviors that might generate their own reinforcing consequences** (such as fun, skill, pride, etc.) This will lead to better maintenance of the behaviors once tokens are withdrawn.

It may still be necessary to have specific rules for certain individuals which apply to their specific behavioral needs.

Take care to avoid any ethical problems, remembering never to plan a program that may involve depriving a scout of something that already morally or legally belongs to him or her.

Types of Rewards

A variety of reinforcers should be used to allow for all scout preferences. What the points earn is one of the most crucial factors for program success. Junior or senior high school students usually prefer privileges; whereas elementary school-aged children usually respond more favorably to trinkets.

To select reinforcers, observe what the scouts like to do and ask them what would be rewarding to them.

It is important to have differently-priced reinforcers so that different point values will allow the reinforcers to reward movement toward desired behavior.

How many tokens (beads) each reinforcer will cost should depend on supply and demand as well as the natural value of the reinforcer.

Some rewards will be for the first finisher. **A first-finisher type of reward approach is best when you want everyone working hard to get something that needs to be done with some speed.**

Some rewards can be for every patrol. **When urgency is not a factor in a target behavior, give**

every patrol sufficient time to finish.

Giving out Rewards

Decide how you will distribute the reinforcers. In a small environment such as a camp, reinforcers should be given out daily, even every few hours.

Providing each patrol with a means by which to store the tokens such as a lanyard will prevent boys from manipulating them distractedly or losing them.

A method for recording data may be needed, including who is to record and when.

Tokens should be dispensed immediately following eliciting of the desired response.

Reinforcers should be given frequently in the beginning of the program and gradually be decreased. In the early stages of the program, reinforcers should be presented soon after token presentation and decreased gradually.

When determining who will administer reinforcement and for what behaviors if individuals other than the SPL are involved, **only one individual should be responsible for reinforcing a particular response at a particular time.**

All leaders that have regular contact with the scouts can and should be involved.

Additionally, it is important that every leader who administers tokens does so in a consistent and systematic manner.

Balance and Feedback in the Game

Allow every patrol to keep up. Understand the capabilities of your group. Make sure the game is balanced for everyone. Don't let one patrol consistently fall behind. If you do, they will eventually give up and drop out. Make sure everyone is winning some of the time. Reassure scouts that they will win and receive prizes and privileges.

Make certain that **younger scouts get the support they will need to keep up.**

A bonus-points component may be included in the program, awarding extra points to patrols doing extremely well or to reward targeted pro-social behaviors such as helping others or sharing.

Balance hard and easy target behaviors. Balance high value and low value rewards.

Give scouts an opportunity to contribute suggestions—suggestions of positive target behaviors, suggestions of rewards, and suggestions for how the rules of the game are played. Let both scouts and adult leaders know you are open to suggestions and recommendations.

Remain mentally flexible. **Apply your personal creativity to the game. Devote time to assess how the game is going and what contributions you are making as the leader.** At the end of the day, review today's activities and plan and adjust for tomorrow.

Keep it simple, make it fun.