

VALLEY OAK YOUTH ACADEMY

BEHAVIOR MOTIVATION SYSTEM



Behavior Motivation System

The VOYA Behavior Motivation System was designed to promote and encourage positive behavior amongst the VOYA residents. This system allows staff and residents to track their behavior progress. It allows staff to acknowledge the resident's positive efforts and gives the resident the opportunity to reflect on their behavior and achieve daily goals.

Good Days

Good days are earned based upon behaviors exhibited in the program, and attendance to both treatment and mandated programs. Good days earn residents access to incentives such as weekly commissary, bi-monthly pizza, special monthly incentives, and surprise events from your VOYA Case Manager.

Rule Infractions

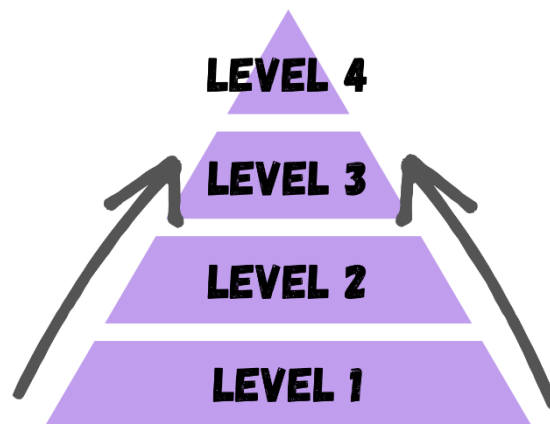
Staff will notify VOYA residents when they have engaged in a rule infraction. A rule infraction is considered unit-level discipline and will affect your normal bedtime of 10:00 pm. Three infractions in one day will result in a failure to earn a good day.

Level System

Upon commitment to VOYA, the resident will be on an observation period. The observation period is an 8 pm bedtime. The resident must earn 14 good days before moving out of the observation period. The bedtime will then be 10 pm.

If the resident is an honor/ mentor level prior to the VOYA commitment, the resident will "skip" the observation period and remain at a 10 pm bedtime.

Within the Behavior Motivation System, there are 4 levels. The level system was created to encourage positive behavior, demonstrate respect for oneself and others, and work on individual treatment goals. New commitments will begin at Level 1 and will work gradually up the level system.



Promotions/Demotions

When the resident becomes eligible, they will have the opportunity to promote to the next achievable level by completing the required essay writing assignment (topic provided by a VOYA Case Manager) and completing a panel interview with VOYA Case Manager, VOYA Sr. DPO, and VOYA Supervisor.

Demotion of levels can be a result of being placed in the Intensive Skill Building Unit (ISBU), a consistent pattern of negative behavior (infraction/failure to earn good days), and other YDF policy violations.

Privileges within the Level System

The resident's level determines the number of rewards and incentives they receive during their stay. Additional incentives received throughout the week/month are provided by unit staff and VOYA Case Manager's discretion.

Loss of Privileges

No matter the resident's level, there can be a loss of privilege based on poor behavior.

VOYA BUCKS SYSTEM

Once the resident achieves Level 2, VOYA Bucks will be utilized as a secondary behavioral incentive system. VOYA Bucks will allow VOYA residents to be rewarded for exhibiting positive behaviors throughout the week. VOYA Bucks correlate directly with the daily infraction system. Bucks allow residents to earn privileges solely based on their behavior. Extra VOYA Bucks can be earned as determined by the VOYA Case Manager, VOYA Sr. DPO, or VOYA Supervisor.