



Reasons for Rewarding Students for Appropriate Behavior

- 1. To actively teach students what behaviors are expected of them (i.e., Tier 1 Expectations)**
 - a. Rewards serve as a teaching tool for expected behaviors
 - b. Rewards are an efficient way to provide immediate feedback to students about their behavior.
- 2. To increase the likelihood students will engage in appropriate behavior**
 - a. If students value the reward, they will be more likely to demonstrate that behavior again.
 - b. When students see someone receiving a reward for demonstrating appropriate behavior, they will be more likely to engage in that same behavior in order to be rewarded also.
 - c. In the absence of a reward system, students often only receive adult attention when they engage in unacceptable behavior. In order to get the desired adult attention, they will continue to demonstrate inappropriate behavior.
 - d. An occasional external reward, whether tangible or social, has a positive impact on student behaviors.
- 3. To increase the opportunities to build positive adult-student relationships**
 - a. An effective reward system provides teachers and staff the opportunity to make a positive connection with all students.
 - b. Providing positive recognition or reinforcement only takes a few seconds, but can have a lasting impact on both the student and the staff member.
- 4. To encourage students to demonstrate positive social-emotional skills and behaviors**
 - a. Even in schools that do not have a lot of students engaging in disruptive behavior, a reward system encourages all students to take the next step toward gaining more appropriate social skills.
- 5. To create a positive school climate and culture**
 - a. An effective reward system provides multiple opportunities for staff to acknowledge appropriate student behavior throughout the day
 - b. By acknowledging/rewarding students' appropriate behavior vs. their inappropriate behaviors sets a positive, accepting, supportive climate throughout the school.
- 6. To counteract negative peer influences**
 - a. Peer pressure is tough to stand up to. Sometimes, the added incentive a reward system provides can make the difference for a student and help him/her make a good choice in a tough situation.
 - b. The reward system also gives students a way of justifying a good choice to their peers.
- 7. To provide students feedback on how well they are following the expectations**
 - a. Students need a way to know they are on the right track with their behavior. A reward system provides the avenue. In addition, other students learn from watching a student receive a reward.
 - b. Rewarding a student only takes a couple of seconds and produces a ripple effect.
- 8. To help shape intrinsic motivation for students**
 - a. Reward systems are a tool to help shape student behavior and create intrinsic motivation.



Intrinsic and Extrinsic Reinforcement

Definitions

1. **Intrinsic Reinforcement** - Reinforcement that is derived from an activity or behavior itself, rather than from any consequence or event that might follow
2. **Extrinsic Reinforcement** - Reinforcement that is derived from an external source and is provided as a consequence for performing or engaging in a specific behavior

Are extrinsic rewards potentially detrimental to increasing or maintaining intrinsic motivation?

The Research

1. A review of the research literature indicates there is no evidence that external rewards are detrimental to intrinsic motivation
 - a. Cameron, Banko & Pierce (2001)
2. "For high-interest tasks, verbal rewards are found to increase free choice and task interest."
 - a. Cameron and Pierce (1994)
 - b. Deci et al. (1999)
3. "When tasks ... are of low initial interest, rewards increase free-choice, and intrinsic motivation..."
 - a. Cameron, Banko & Pierce (2001), p.21

It is important to recognize that students who commonly engage in problem behavior likely have decreased motivation for school based activities, including academics. Therefore, it is often necessary to provide some form of extrinsic reward/reinforcement through a reward system to increase students' motivation until they become intrinsically motivated.

Systemic Components Necessary for Effective Intrinsic Motivation

- Systems that increase intrinsic motivation implement comprehensive behavioral interventions which include:
 - a. Relatively immediate reinforcement (i.e., token economy)
 - b. Generalization strategies (i.e., comprehensive instruction throughout school)
 - c. Individualized interventions (i.e., Response to Intervention)

Summary - "The implication is that any blanket rejection of programmed reinforcement ... is entirely unwarranted." (Akin-Little, Eckert, Lovett, Little; 2004, p. 358)

A comprehensive PBS system includes both extrinsic and intrinsic reinforcement.



Diplomat Middle School Positive Student Referral



A. Student Name	Time of Referral	Student Number	Incident Date
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B. INCIDENT TYPE: CATS PRIDE

Character Education Academics Team Player Success

Perseverance Respect Integrity Dedication Effort

C. INCIDENT LOCATION

1. Administrative Office	5. Gymnasium	9. P.E.
2. Auditorium	6. Hallway	10. Other
3. Bus Ramp	7. Media Center	11. School Bus (Bus no. _____)
4. Classroom _____	8. Lunchroom	12. School-Sponsored Event

D. INCIDENT CONTEXT

1. During School Hours 2. Non-School Hours

E. INCIDENT INVOLVEMENT

1. Single Student 2. Multiple Students 3. Non-Student

F. REFERRED/REPORTED BY

Name: _____

G. REASON FOR REFERRAL

H. ACTION TAKEN

1. Call Home 2. Roar Award 3. Award

Student Rewards

Helper	Help custodian clean cafeteria
	Work in the lunchroom
	Be the teacher's helper
	Pass out materials for teacher
	Feed the class pet
	Pledge leader
	Room messenger
	Make deliveries to and from the office
	Assist in office sorting mail for one week
	Work as the Principal apprentice for 20 minutes
	Read the morning announcements over loudspeaker
	Operate the remote for a PowerPoint lesson
	Run the smart board for the teacher
	Help a specials teacher (e.g., art, music, gym)
	Help the library media specialist
	Be a helper in another classroom
Older students help in school store	
Show a new student around the school	
First Pick	First pick for playtime for a day
	First choice in selecting work materials (e.g., scissors, crayons, paper) or seating assignments
	First in line for lunch, recess, and/or bus
Choices	Select class activity from a list of choices (e.g., Heads-up 7-up)
	Choose a story or earn extra story for class
	Choose any class job for the week
	Choose music for the class to hear
	Choose the game during physical education/recess
	Choose which homework problem the teacher will give the answer to for a freebie
	Get "free choice" time at the end of the day
	Pick a game at recess that everyone plays including the Teacher
	Choose the center to go to first
	Choose the order of assignments for the day
	Choose seat in class, cafeteria, bus
	Choose reading buddy
	Choice of pen, marker or special pencil for the day

Special Privileges	Be line leader or caboose
	Let student work near a class pet or have caged pet on desk for the day
	Be the leader of a class game
	Sit near the teacher
	Be allowed to sit, stand, or lie down anywhere in the classroom during story time or independent seat work
	Move teacher's chair to student area to use for 15 min.
	Do work at the teacher's desk for 15 minutes
	Sit in the rocking chair during story time
	Bring slippers to school and wear them in class
	Wear your favorite hat for a work period
	Accompany another student to a fun activity
	Dance to favorite music in the classroom
	Listen to music while working
	Take off shoes in class
	Draw on the chalkboard/whiteboard/easel
	Get a drink from the cold water fountain
	Keep a stuffed animal at desk
	Read outdoors
	Reading party with sleeping bags and favorite books; Go to gym and let everyone read
	Select book to take home from teacher's personal library
	Take care of the class animal
	Take home a class game for a night
	Teach the class a favorite game
	Use colored chalk
	Watch a video instead of recess
	Fun Friday or Special days CD, movie, field/game day)
	Teach a lesson
	Longer lunch periods
	Read in a special place (i.e., area filled with pillows)
	Pajama day, dress down day, sport shirt day, hat day
	Special cushion on student's chair
	Visit with a favorite staff member
Extra hallway pass	
Have a tardy forgiven	
Technology pass	
Front row seat at sports event	

Student Rewards

Special Privileges: Gaining Attention from Others	
Walk with a peer in the hall instead of an adult	
Have an older student come to class and read to student	
Helper in a lower level class	
Read to a younger class	
Play a board game with school counselor or other preferred adult	
Play a game with a friend	
Have lunch with the principal, teacher, etc.	
Eat lunch with a preferred adult or invited adult (grandparent, aunt, uncle)	
Eat lunch outdoors with the class	
Eat with a friend in the classroom with the teacher	
Sit with a friend in a reserved section of the lunchroom	
Sit with a friend at assembly, etc.	
Enjoy a positive visit with the principal	
Help the secretary stuff envelopes, etc.	
Have class outdoors	
Earn the privilege of emailing a parent at work telling of accomplishments	
Go on a walking field trip (earn privilege for whole class)	
Receive a 5-minute chat break at the end of the class or at end of day	
No tardy party: carnival like atmosphere	
One minute to share a story/joke with entire class	
Take attendance & other paperwork to the office	
Eat lunch with a preferred teacher	
Have a drawing lesson from the art teacher	
Read morning classroom announcements	

Special Privileges Related to the Curriculum	
Student dictates story to someone to type and student illustrates	
Write on blackboard/whiteboard/easel paper	
Design or make a class/school bulletin board	
Post drawings, artwork or writings in a public place	
Homework due date extended for one day	
No homework pass	
Only required to do half an assignment	
Use computer to play academic computer games	
Spend time on the Internet on academic sites with appropriate supervision	
Write a story for a younger grade and read it to their class	
Listen to books-on-tape with headset	
Read a book of his/her choice.	
Go to the library to select a book	
Read a book aloud to class	
Choose a book for the teacher to read aloud to the class	
Select a friend as a study buddy	
Enter a drawing for donated prizes among students who meet certain grade standards	
Get a flash cards set printed from a computer	
Audio record a story instead of writing it	

Student Rewards

Positive Public Recognition	<p>Have class give student applause at end of day</p> <p>Congratulate student in front of class</p> <p>Allow student to tell a joke or riddle to the class</p> <p>Student shows or tells class something they have or did</p> <p>Take student's picture and post in public place</p> <p>Post banner or poster with student's name and accomplishment</p> <p>Be praised during school announcements for good behavior or caring attitude</p> <p>Give student a paper crown /super cape to wear</p> <p>Earn award/certificate/trophy/plaque/ribbon</p> <p>Identify student as "student of the day" with a badge</p> <p>Allow student to keep a special trophy or stuffed animal on desk for the day</p> <p>Grade level picture in hall for class/person exceptionally meeting expectation for 6 weeks</p> <p>Reward banquet</p> <p>Medallions</p> <p>Provide tokens loudly to influence others</p> <p>I Spy caught them doing well</p> <p>Praise student privately</p> <p>Note to preferred adult, at school or home (i.e. aunt) on good behavior</p> <p>Silent "thumbs up" or other sign from teacher indicating praise and approval</p> <p>Teacher makes positive phone call home</p> <p>Allow student to call/email parent(s)</p> <p>note of recognition from the teacher or principal</p> <p>Listen to music</p> <p>Play non-academic computer games</p> <p>Earn time with a friend to play Wii Fit (get one donated through www.donorschoose.org)</p> <p>Select fun activity from activity shelf stocked with play materials, games, puzzles, arts & crafts materials</p> <p>Earn a free pass to a school event or game</p> <p>Watch part or all of a video</p> <p>Give free passes to elementary or middle school students for high school sports games, which benefit high school since parents purchase tickets to attend with child</p>
Positive Private Recognition	<p>note of recognition from the teacher or principal</p> <p>Listen to music</p> <p>Play non-academic computer games</p> <p>Earn time with a friend to play Wii Fit (get one donated through www.donorschoose.org)</p> <p>Select fun activity from activity shelf stocked with play materials, games, puzzles, arts & crafts materials</p> <p>Earn a free pass to a school event or game</p> <p>Watch part or all of a video</p> <p>Give free passes to elementary or middle school students for high school sports games, which benefit high school since parents purchase tickets to attend with child</p>
Special Activities/ Games	<p>note of recognition from the teacher or principal</p> <p>Listen to music</p> <p>Play non-academic computer games</p> <p>Earn time with a friend to play Wii Fit (get one donated through www.donorschoose.org)</p> <p>Select fun activity from activity shelf stocked with play materials, games, puzzles, arts & crafts materials</p> <p>Earn a free pass to a school event or game</p> <p>Watch part or all of a video</p> <p>Give free passes to elementary or middle school students for high school sports games, which benefit high school since parents purchase tickets to attend with child</p>
Extra	<p>Time for lunch/breakfast</p> <p>Time at a preferred center</p> <p>Earn a free story for the whole class</p> <p>Earn extra minutes of recess for entire class</p> <p>Earn extra gym time with another class</p> <p>Earn extra recess time with another class</p> <p>Earn extra computer time</p> <p>Earn extra credit</p> <p>Extra art/music time</p> <p>Earn gift certificate to the school store or book fair</p> <p>Earn a pass to the zoo, aquarium, or museum</p> <p>Earn item such as a Frisbee, hula hoop, jump rope, paddleball, which promote physical activity</p> <p>Earn play money to be used for privileges</p> <p>Earn points for good behavior to "buy" unique rewards (e.g. Autographed items with special meaning or lunch with the teacher)</p> <p>Video store or movie theatre coupon</p> <p>Receive "mystery pack" (gift-wrapped items such as a Notepad, folder, puzzle, sports cards, etc.)</p> <p>Receive a plant, seeds and a pot for growing</p> <p>Receive art supplies, coloring books, glitter, bookmarks, rulers, stencils, stamps, pens, pencils, erasers and other school supplies</p> <p>Trip to treasure box with non-food items such as water bottles, stickers, key chains, temporary tattoos, yo-yo's, bubbles, spider rings, charms and pencil toppers)</p> <p>Class contingency "class cash"</p> <p>Raffle tickets entered at lunch, drawing at end of the day;</p> <p>Grade levels have different color tickets</p> <p>"Be Real" Certificate: caught doing the right thing - goes into a lottery</p>
Token Systems and Prizes	<p>Front of snack line</p> <p>Free serving of milk</p> <p>Ice cream, cookies, pizza, popcorn, snow cone</p> <p>Purchase snacks at school store</p>
Food	<p>Front of snack line</p> <p>Free serving of milk</p> <p>Ice cream, cookies, pizza, popcorn, snow cone</p> <p>Purchase snacks at school store</p>

Student Rewards

Positive postcard home	Serve as door greeter for parent night at school with badge to wear
Positive letter to student or parent via mail	Serve as a teacher aid for a special needs classroom
'Adopt a younger student' and check-in as mentor	Get to paint a ceiling tile to go in the hallway
Shake student's hand and congratulate in a very "adult-to-adult" manner.	Earn free tutoring time from the teacher
Class party	Get golf cart ride from student parking lot to school in the morning and at the end of the day
Timekeeper for an activity: announce a 5-minute warning near end of activity and announce when activity is over	Picture on school poster about school expectations
Assistant Coach for a sporting event	Assist in the cafeteria for lunch period (social opportunity)
Input in sort of events/reinforcements they want	Stay after school and shoot hoops with a teacher of choice or a few friends
Trip to grade school and teach students about a topic of interest	Give students template for a PowerPoint game (tons available for free online) "are you smarter than a fifth grader"; "who wants to be a millionaire"; Jeopardy", etc. Let them make up a review for a test using the template
Design theme for school dance, ice cream social, game night	Learn how to play chess
Earn the chance to do stagecraft for any school performance (lights, stage design, props)	Teach special needs students how to play a game
Earn free tutoring from the teacher	Design school 'Gotchas' and printed for entire school to use
Have computer teacher teach special computer skills (animation, graphics, CAD, gaming skills, etc.)	

Ideas for Identifying and/or Obtaining Reinforcers:

- Donations from Universities/Colleges
- Business partners,
- Kiwanis Club, Lions, etc.
- Target , Wal-Mart, Kohl's Cares
- Identify families at school who own local businesses
- Asked faculty members to brainstorm ideas/resources
- Local store provided tickets
- PTSA involvement
- Ask neighboring restaurants to donate items
- Ask for free items to auction off (tickets to the movie, gift certificates, etc.),
- Garage sale and Flea Market-type activity (Staff and families donate items)
- Auction (donations from local businesses)