

REWARD SYSTEMS

University of Utah BRST Manual

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Posting consequence hierarchies is an effective way to improve student behavior and increase student accountability. The following guide aims to provide reward system ideas for the classroom.

OVERVIEW & OBJECTIVE

Posting consequences and reward systems increases student accountability for their behavior because they can see how they can earn reinforcement.

For all reward systems, it is important to ensure that:

- Behavior expectations are taught
- Behavior expectations are posted
- All needed materials for reinforcement are accessible
- All earned reinforcers are rewarded as soon as possible



Points

Point systems can be used to reward both individuals and groups of students (e.g., tables or the whole class).

The following systems can be used to reward points:

- ClassDojo (online)
- Points given on whiteboard

Point Rewards

# Points	Reward
5	Bird Bucks
10	Small treat
15	Choose brain break
20	Half an assignment
30	5 minutes free time
40	Prize Box
50	10 minutes free time

Mystery Grids

In this strategy, use a color-changing marker to secretly mark some squares. As the teacher rewards points, provide reinforcers if the colors change.



Menus & Stores

Teachers can establish token economies in their classrooms with fake currency or points (e.g., ClassDojo). The teacher can select particular times of the day/week where students can spend their points.

A reward menu/store allows students to choose their reinforcer based on the amount of "currency" they have.



20

Pencil



30

Assignment pass



40

Candy



50

Free time



60

Music



70

Friend time

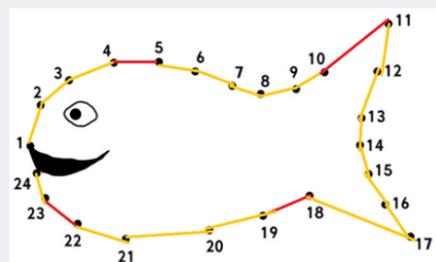


80

Prize box

Connect-the-Dots

Use color-changing ink to mark areas between dots. As the teacher rewards points, provide reinforcement if the colors change.



Bingo

Students earn specified reinforcers when they meet a certain criteria (e.g., filling rows, columns, or a diagonal on a bingo card).

Students can be given opportunities to "bingo" when they are spotted following behavior expectations. Students should draw numbers out of a container so that boxes are randomly selected.

The bingo card and expectations can be increased in size as students become proficient in performing expectations.

