Elementary Recognition and Reinforcer Ideas

Helper/Assistant in Class or Around School

Classroom

- 1. Pass out materials or assist in teaching a lesson
- 2. Feed the class pet
- 3. Lead the Pledge or a class activity, lesson, game, etc.
- 4. Messenger: Make deliveries to from other areas on campus (i.e., attendance, other paperwork)
- 5. Line leader or caboose

Office

- 1. Assist in the front office (e.g. sorting mail, running errands, etc.)
- 2. Principal's Apprentice for 15 minutes
- 3. Read the morning announcements
- 4. Show a new student around school

Specials and/or Other Classrooms (e.g., art, music, gym, library)

- 1. Library/Media or Specials Teacher Assistant
- 2. Visit another classroom
- 3. Mentor or assist a student in another class or grade
- 4. Learn how to do something 'special' from the computer, art, music, or PE teacher

Other School Settings for Upper Grade-Level Students

- 1. Help in school store or other areas on campus
- 2. Assist in the lunchroom or help the custodian
- 3. Help in another class (Read to younger students, help with math, 'teach' a lesson, etc.)

First Pick/First Choice in Class

- 1. Select the classroom activity, story, order of assignments, game at PE/recess, etc.
- 2. Get books or work materials (e.g., markers, paper, scissors, etc.)
- 3. Seat in class, assembly, lunchroom, etc.
- 4. Position in lunch line, recess, bus, etc.
- 5. Class job for the week
- 6. 'Center' or 'Reading Buddy'

Individual and/or Group Reinforcers

- 1. Sit, stand, lie down anywhere in class during story time or independent seat work
- 2. Wear slippers in class on designated day or remove shoes in class for a period
- 3. Wear a favorite hat during one work period
- 4. Work by class pet/ have class pet's cage on desk
- 5. Keep a stuffed animal in your desk
- 6. Use headphones and listen to music while working
- 7. Draw on white/chalkboard when work is completed
- 8. Get a drink from the "cold water" fountain
- 9. Take home a 'special' classroom item (game, class pet, book from teacher's personal library, etc.)
- 10. Sit near the teacher or friend or eat lunch with the teacher or friend
- 11. Use teacher's chair in student's area for 15 minutes

Elementary Recognition and Reinforcer Ideas

- 12. Complete assignment at teacher's desk
- 13. Sit in rocking chair during story time
- 14. Accompany another student to a fun activity
- 15. Read in a quiet/special area or read to the class
- 16. Design classroom bulletin board
- 17. Select a friend as a 'study-buddy'
- 18. Listen to books-on-tape with headphones
- 19. Listen to music with headphones
- 20. Play non-academic computer games

Classroom Academic/Curricular Reinforcers

- 1. Record a story instead of writing it
- 2. Illustrate a story while teacher is reading
- 3. Write a story and read it to the class or read teacher-selected story to the class
- 4. Print study flash cards from the computer
- 5. Extra-trip to the library
- 6. Extra 'tutor time' with the teacher
- 7. Select writing utensil (pen, marker, pencil, etc.) to complete assignment
- 8. Select where and/or with whom to complete your work (desk/table; Friend/alone)
- 9. Extra credit on an assignment or homework
- 10. Coupon for 'free' test answer
- 11. Extra day to complete assignment
- 12. 'No Homework' passes
- 13. Select homework problem to delete from assignment
- 14. Complete assignment on the computer

Individual and/or Class Public Recognition

- 1. Class applause at the end of the day for meeting classroom expectations
- 2. Congratulate student in the front of the class or share his/her achievements
- 3. 'Excellent Behavior" sign for student's yard
- 4. Display banner in class with students' names, pictures, and expectations met
- 5. Achievement awards, plagues, ribbons, certifications, badges
- 6. Students' pictures with friends on scrolling picture frame
- 7. Students named on morning announcements
- 8. Students' pictures posted in front hallway for exceptionally meeting SW expectations

Private Recognition

- 1. Send positive note to preferred adult (school or home) about student's appropriate behavior
- 2. Positive phone call home or let student call parent/family members to share positive behavior
- 3. Note of recognition from the Principal
- 4. Agreed upon 'signal' shared with student to support meeting expectations

Elementary Recognition and Reinforcer Ideas

Whole Class/Group Reinforcement

- 1. Reading Party: Students bring sleeping bags and read favorite books or go to gym or outside to read
- 2. Watch a video instead of having recess
- 3. "Fun Friday": Watch a movie, play games, etc.
- 4. Listen to music while working
- 5. Dance to favorite music
- 6. Eat lunch outside
- 7. 5 extra minutes for lunch, recess, share time, etc.
- 8. "Walking" class trip around school
- 9. 5-minute "chat break" at the end of the day or a class
- 10. Play a game with a friend last 5 minutes of class

School-Wide Privileges

- 1. Extra hallway pass
- 2. 'Free Pass' for a front row seat at a sports event, school activity, etc.
- 3. Tardy Pass
- 4. 'No' Party for tardies, absences, referrals, etc.
- 5. Eat lunch or play a game with a preferred adult (Principal, Counselor, Custodian, PE Coach, etc.)
- 6. Special lesson from a Specials Teacher of your choice (e.g., Art, PE, Science, Computer, etc.)
- 7. Walk to class with a friend, sit with a friend at lunch or in an assembly
- 8. Free pass to elementary/middle school students to attend a middle/high school event

School-Wide Reinforcers

- 1. Gift certificate to school store, book fair, etc.
- 2. Movie, zoo, museum coupon
- 3. Art and/or school supplies (markers, paper, glitter, rules, colored pencils, erasers, etc.)
- 4. "Gotcha" coupons for lottery drawing
- 5. Coupons/tickets to the 'treasure box' or school store
- 6. PE specific items: Frisbee, hula hoop, jump rope, etc.

Whole Group Reinforcers for Specials Classes/Subjects

- 1. Art = Golden Paintbrush: 'Being Responsible Following Directions'
- 2. **Cafeteria** = Golden Spatula: 'Being Safe Cleanest Area' at dismissal
- 3. **Classroom** = Golden Trash Can: 'Showing Respect Neatest Classroom' at (given by Custodian)
- 4. **Computer** = Golden Mouse: 'Being Responsible by Staying On-Task'
- 5. **Library** = Shelf Elf: 'Showing Respect Quietest Class'
- 6. Music = Gold or Platinum Record: 'Being Responsible Most Participation'
- 7. **PE/Gym** = Golden Whistle: 'Being Respectful Excellent Sportsmanship'
- 8. Spanish = Golden Maracas: 'Most Respectful Being Attentive'