

Student Rewards - Jackpot Reward Finder

This list includes a column listing selected reward/reinforcer ideas, a second column listing the category associated with each reward, and a third column with space for teacher notes.

Reinforcer/Reward Idea	Reinforcer Category	Teacher Notes
<input type="checkbox"/> Sit with friends of the student's choosing during instruction	Peer Attention	
<input type="checkbox"/> Select friends to sit with to complete a cooperative learning activity	Peer Attention	
<input type="checkbox"/> Select a friend as a 'study buddy' to work with on an in-class assignment	Peer Attention	
<input type="checkbox"/> Be given reserved cafeteria seating for the student and several friends	Peer Attention	
<input type="checkbox"/> Eat lunch with a preferred adult	Adult Attention	
<input type="checkbox"/> Shadow a school staff member (e.g., principal, custodian) for part or all of a day	Adult Attention	
<input type="checkbox"/> Be the teacher's helper for the day	Adult Attention	
<input type="checkbox"/> Be a teacher helper in another classroom	Adult Attention	
<input type="checkbox"/> Sit next to the teacher during a lesson or activity	Adult Attention	
<input type="checkbox"/> Help the library media specialist	Adult Attention	
<input type="checkbox"/> Help the custodian	Adult Attention	
<input type="checkbox"/> Help a specials teacher (e.g., art, physical education, music)	Adult Attention	
<input type="checkbox"/> Choose a book to be read aloud in class	Academic Activity	
<input type="checkbox"/> Have 5 minutes on the Internet researching a topic of interest	Academic Activity	
<input type="checkbox"/> Listen to a book on tape/audio book	Academic Activity	
<input type="checkbox"/> Choose an in-class or homework assignment for the class	Academic Activity	
<input type="checkbox"/> Invite an older-student or adult "reading buddy" to the classroom to read with the student	Academic Activity	
<input type="checkbox"/> Teach (or help the teacher to teach) a lesson	Academic Activity	
<input type="checkbox"/> Help the teacher to operate the SmartBoard or PowerPoint projector	Academic Activity	
<input type="checkbox"/> Get extra help from the teacher on a topic of the student's choosing	Academic Activity	
<input type="checkbox"/> Choose from a list of supervised school locations (e.g., library, another classroom) to complete an independent reading assignment	Academic Activity	
<input type="checkbox"/> Serve as timekeeper for an activity, announcing a 5-minute warning near end of the activity, and informing the group when the activity is over	Academic Activity	
<input type="checkbox"/> Help a classmate with an academic assignment	Academic Activity	



Reinforcer/Reward Idea	Reinforcer Category	Teacher Notes
<input type="checkbox"/> Receive a ticket to be redeemed at a later time for a preferred activity	Non-Academic Activity	
<input type="checkbox"/> Choose any class job for the week	Non-Academic Activity	
<input type="checkbox"/> Deliver the schoolwide announcements	Non-Academic Activity	
<input type="checkbox"/> Have 5 minutes on the computer engaged in recreational activities (e.g., visiting Internet sites)	Non-Academic Activity	
<input type="checkbox"/> Design a school bulletin board for a cause or event	Non-Academic Activity	
<input type="checkbox"/> Make deliveries from the classroom to the office	Non-Academic Activity	
<input type="checkbox"/> Play a favorite game	Non-Academic Activity	
<input type="checkbox"/> Work on a jigsaw or other puzzle	Non-Academic Activity	
<input type="checkbox"/> Use a 'special item' (e.g., art supplies, toy) available only as a reward	Non-Academic Activity	
<input type="checkbox"/> Be the leader of a class game	Non-Academic Activity	
<input type="checkbox"/> Choose a group game during recess	Non-Academic Activity	
<input type="checkbox"/> Get extra specials time (e.g., gym, art, music) with another class	Non-Academic Activity	
<input type="checkbox"/> Select a fun activity from the "Activity Shelf" (stocked with play materials, games)	Non-Academic Activity	
<input type="checkbox"/> Choose a video for the class to watch	Non-Academic Activity	
<input type="checkbox"/> Sit wherever the student chooses in the classroom	Environmental Adjustment	
<input type="checkbox"/> Receive a silent "thumbs up" or other sign from teacher indicating praise and approval	Praise/Incentives/Prizes	
<input type="checkbox"/> Be awarded a trophy, medal, or other honor for good behavior or a caring attitude	Praise/Incentives/Prizes	
<input type="checkbox"/> Earn school supplies (e.g., pencil, eraser, pen, sticky notes)	Praise/Incentives/Prizes	
<input type="checkbox"/> Receive an IOU redeemable for credit on one wrong item on a future in-class quiz or homework assignment	Praise/Incentives/Prizes	
<input type="checkbox"/> Earn a ticket to be put into a drawing with other students for prizes	Praise/Incentives/Prizes	
<input type="checkbox"/> Have a postcard or email sent to parent(s) to praise the student	Praise/Incentives/Prizes	
<input type="checkbox"/> Be cited in the schoolwide announcements for academic accomplishment, helping behavior, or appropriate conduct	Praise/Incentives/Prizes	
<input type="checkbox"/> Call the parent(s) to praise the student	Praise/Incentives/Prizes	
<input type="checkbox"/> Be allowed to sit in the teacher's chair for part or all of the day	Praise/Incentives/Prizes	
<input type="checkbox"/> Receive a certificate or note of appreciation from the teacher or principal	Praise/Incentives/Prizes	
<input type="checkbox"/> Write with a special pen, pencil, or marker for the day	Praise/Incentives/Prizes	
<input type="checkbox"/> Select a prize from the treasure box	Praise/Incentives/Prizes	



Reinforcer/Reward Idea	Reinforcer Category	Teacher Notes
<input type="checkbox"/> Select a reward sticker	Praise/Incentives/Prizes	
<input type="checkbox"/> Receive a 'raffle ticket' on which the student writes his or her name and drops into a fishbowl for later prize drawings	Praise/Incentives/Prizes	