

Jackpot!: Ideas for Classroom Rewards



Read through this list for reward ideas that will motivate your students.

Academic Activities

- Go to the library to select a book
 - Help a classmate with an academic assignment
 - Help the teacher to present a lesson (e.g., by completing sample math problem on blackboard, reading a section of text aloud, assisting cooperative learning groups on an activity)
 - Invite an adult “reading buddy” of student’s choice to classroom to read with student
 - Listen to books-on-tape
 - Play academic computer games
 - Read a book of his/her choice
 - Read a story aloud to younger children
 - Read aloud to the class
 - Select a class learning activity from a list of choices
 - Select a friend as a “study buddy” on an in-class work assignment
 - Select friends to sit with to complete a cooperative learning activity
 - Spend time (with appropriate supervision) on the Internet at academic sites
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Helping Roles

- ‘Adopt’ a younger student and earn (through good behavior) daily visits to check in with that student as an older mentor
 - Be appointed timekeeper for an activity: announce a 5-minute warning near end of activity and announce when activity is over
 - Be given responsibility for assigning other students in the class to helping roles, chores, or tasks
 - Complete chores or helpful activities around the classroom
 - Deliver school-wide announcements
 - Help the custodian
 - Help the library media specialist
 - Help a specials teacher (e.g., art, music, gym)
 - Take a note to the main office
 - Work at the school store
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Praise/Recognition

- Be awarded a trophy, medal, or other honor for good behavior/caring attitude

- Be praised on school-wide announcements for good behavior or caring attitude
 - Be praised privately by the teacher or other adult
 - Design--or post work on--a class or hall bulletin board
 - Get a silent "thumbs up" or other sign from teacher indicating praise and approval
 - Have the teacher call the student's parent/guardian to give positive feedback about the student
 - Have the teacher write a positive note to the student's parent/guardian
 - Post drawings or other artwork in a public place
 - Post writings in a public place
 - Receive a "good job" note from the teacher
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Prizes/Privileges/Rewards

- Allow student to call parent(s)
 - Be allowed to sit, stand, or lie down anywhere in the classroom (short of distracting other children) during story time or independent seat work
 - Be dismissed from school 2 minutes early
 - Be given a 'raffle ticket' that the student writes name on and throws into a fishbowl for prize drawings
 - Be permitted to sit in a reserved section of the lunchroom
 - Be sent to recess 2 minutes earlier than the rest of the class
 - Draw a prize from the class 'prize box'
 - Earn behavior-points or -tokens to be redeemed for prizes or privileges
 - Have first choice in selecting work materials (e.g., scissors, crayons, paper) and/or seating assignments
 - Have lunch in the classroom with the teacher
 - IOU redeemable for credit on one wrong item on a future in-class quiz or homework assignment
 - Receive a coupon to be redeemed at a later time for a preferred activity
 - Receive a sticker
 - Receive candy, gum, or other edible treats
 - Receive pass to "Get out of one homework assignment of your choice"
 - Select a class fun activity from a list of choices
 - Select the pizza toppings for a class pizza party
 - Sit near the teacher
 - Take the lead position in line
 - Tell a joke or riddle to the class
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Recreation

- Be selected by the teacher to accompany another student to a fun activity
- Get extra gym time with another class
- Get extra recess time with another class
- Listen to music
- Play a game with a friend
- Play non-academic computer games

- ❑ Select fun activity from “Activity Shelf” (stocked with play materials, games)
- ❑ Spend time (with appropriate supervision) on the Internet at recreational sites
- ❑ Watch part or all of a video (preselected by the teacher and cleared with the student’s parent)
- ❑ Work on a jigsaw or other puzzle
- ❑ Write or draw on blackboard/whiteboard/easel paper