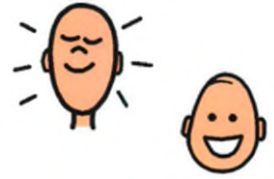


## Reward Systems: Rewarding Positive Behaviour

Rewarding children when they show positive behaviour is an effective method to reinforce positive behaviour. Reward systems can come in several formats, including charts, wall posters, token exchange (tokens, badges, stars, tickets or plastic coins), and terminal reinforcers (items or activities that children are given access to as a reward)



To ensure consistency and effectiveness, we must:

- set clear goals and targets, i.e., the behaviours you wish to see
- explain how the reward system works to the children, including the amount of tokens that are required to achieve a reward
- be cautious of behaviour that requires reward
- be consistent about the behaviour that elicits a reward

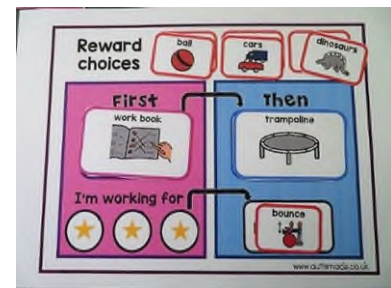
Below are some examples of reward systems that can be implemented both at school and at home:

### Advice and Recommendations

#### First and then card reward system:

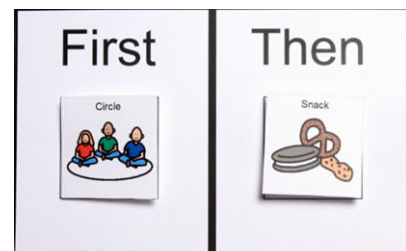
When to use:

- Use as a visual support for transitions.
- Use to show a reward or activity that may motivate a child to engage in a less preferred activity.
- Use with children who ask for reinforcers or preferred activities often.



How to use:

- Show the child the first/then card, point to the two symbols, and say "First (Activity 1), then (Activity 2)". If the child resists or gets off task, show them the card again and repeat this phrase.
- When the first activity is done, show the child the first/then card again and say "(Activity 1) finished!" while pointing at the first visual on the card. Then point to the second activity and say "Now, (Activity 2)."
- Begin Activity 2 immediately.



Examples of possible rewards could include:

- Free time in the classroom
- Helping the class teacher
- Leading songs
- Extra time in a favoured activity e.g., golden time or outdoor play
- Time on the computer/tablet/iPad
- Outdoor activities: forest schools, gardening, watering plants, ball games

- Acting as a line leader
- Library time

**Reward Charts:**

When to use:

- Reward charts are beneficial for behaviours that want to happen frequently, for example, first time listening, using kind hands, good sitting etc.

How to use:

- Pick 2-3 behaviours/goals/targets to work on each week. Don't feel you have to change the behaviours you work on every week.
- Choose rewards the child likes and/or that is motivating to them
- Put a sticker/star/checkmark/smiley face on the chart every time the child shows then behaviours you chose to work on. Provide specific and positive praise too.
- When the chart is complete, celebrate through praise and provide the reward

I am working for:



Additional ideas and examples that can be used as a whole class reward system:



**CLASS DOJO**  
with an  
**Economy System**



Useful Links:

