Characteristics of Effective Praise

- Good praise follows the “if-then” rule.
  - Make sure students are doing exactly what you want them to be doing
  - Praise them within 1 or 2 seconds after the behavior occurs
  - If it is an on-going behavior, praise during the behavior

- Effective praise:
  - includes student’s names
  - is descriptive
    - Simply describe what the student is doing at the time - focusing on actions
  - is convincing/genuine
  - is varied
  - does not interrupt the flow of instruction
Group Contingencies

- Can range from a small group of students...
- Up to the whole building
- Contingencies are designed so that peers will encourage positive behavior

Three types:

- “All for one” (All student’s behavior in the group earns reward for the group)
- “One for all” (One student’s behavior earns reward for group)
- “To each his/her own” (Independent groups earn rewards for the group based on member’s behavior)
Ask students what is rewarding for them and make a menu board of reward choices.
Tasty Treat Rewards

CRUNCH Award
For always pulling through when it was tough.

Skor Bar Award
For scoring both on the test and in the classroom.

Milky Way Award
For being out of this world.

Mr. Goodbar Award
For exhibiting great qualities of friendship every day.

Lazy Taffy Award
For bringing a smile and lots of laughter to class every day.

Sweet Tart Award
For being sweet and kind to everyone.

Dove Bar Award
For creating a peaceful classroom environment.

Starburst Award
For being shining star in class every day.

Three Musketeers Award
For always working well with others and being a part of a team.
Secondary Students need to be acknowledged too!
High School Reward Ideas

- Extra Credit: +5 on an Assignment
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SWEET TOOTH: Visit the jar for your choice of candy!
Reward Choices Cards

Make free incentive punch cards from Vista Print

Individual Punch Cards
Celebrate Successes often Class Cheers

10 Ways to Praise
These are not your average applause.

Cowpoke Cheer
Swing your hand over your head in a circular motion, like a lasso, and yell, "YEEHAW!"

Firework Cheer
Rub hands together and make a sizzle sound. Keeping hands together, "shoot" hands above the head, CLAP, and say "Ooo, Ahh!"

Disco Cheer
Point your finger at an angle above your head, then downward to the opposite hip while singing "That's the way (uh huh, uh huh) I like it!"

Mirror Cheer
Start with hands above eye level and outline an imaginary mirror while singing, "Mm, mm, mm!" Girls can then flutter hair. Boys can snap and point while saying, "Looking good!"

Coaster Cheer
Lean head back like going up a roller coaster, with arms holding on to pretend bar. Say, "Click, click, click, click..." Then throw arms up while saying, "Wooooo!"

Raise The Roof
Pump open-face palms up and down in the air while saying, "Woo! Woot!"

Rain Cheer
Quietly start tapping hands on legs. Gradually get louder (like rain). Clap loudly once (thunder). Slow hand slap on lap until quiet again.

Na-na-na Cheer
Swing arms back & forth overhead while singing "Na Na, Hey Hey" (music) chorus, "Na na na na! Na na na na! Hey, Hey, Hey! GOOD JOB!"

Snap & Cheer
To the theme from *The Addams Family*, sing "What a good job!" and whisper "Awe-some!" every time you snap.

Karate Cheer
With both hands at a 45° angle, circle them around each other, then CHOP the air twice while you say, "Great Job!"
Students flip over years as they get caught exhibiting excellent behavior—trying to figure out what they are earning. Kind of like "Wheel of Fortune".
Put student names on tokens. Before you leave the room choose a token and don’t tell students whose name was selected. If the student demonstrated Hallway behavior they earn a reward. If not there name goes back in the tub without being named.

Daily acknowledgement for using the mystery motivator strategy for individual students.

More Mystery Motivator Ideas
Make your own scratch offs

Mix 2 parts model paint and 1 part dishwashing detergent – paint over laminated prizes printed on bubble letters. Let dry – mine took two days to dry. Students can then scratch off to see what prize they earned for the class.
Facilitate student to student acknowledgement
Using technology to encourage positive behavior.
Class with the most “Gotchas”

- Earns a prize
- Elementary-use as class
- Secondary-use homeroom or target time of day based on data
Bracelets

• Using pot holder loops or silly bands from Oriental Trading Company or similar- work out a contract with the individual student.

• 10 bracelets equals a break or 5 bracelets equals a break
  – Be specific- what behaviors will they have to exhibit to earn a bracelet – tell them in measurable and observable terms, so they can visualize.
  – Never take away a bracelet once it’s earned- just don’t give one when they are exhibiting inappropriate behavior.
Put Mr. Potato Head Together

Will Mr. Potato Head Get Put Back Together?

We Need:
- Eyes
- Ears
- Nose
- Mouth
- Accessory

- Arms
- Hat
- Feet
Weaving a class of good behavior. As the teacher catches good behavior in the class- he or she chooses a student to come up and weave a row of ribbon through the sink mat. ($1 at dollar store)- when the mat is woven the class earns a whole class prize.
Whenever the class gets a compliment from anyone not the their class a link is added to the chain

10 compliments = 10 Minutes of Cell Phone Time
Play
Reward Bingo

*one number per daily perfect attendance with no tardies, and/or quiet, respectful behavior in the hallways.
*two numbers per principal, teacher and/or visitor compliment.
Write prizes on a CD - choose student to spin.

- Spin the wheel
When the brownie pan is full the class earns a class reward.

Get your students personalized money to spend in your class store.
Marbles in a Jar

I got this picture from the Internet - I thought it would be a cute idea to surprise the kids - hide the lights in there when it got almost full.
Disruptions

- Minutes of free time-
- Break the class period into 10 minute segments.
  - Every 10 minutes that there were no disruptions- the class earns one minute of free time at the end of class.
  - Group contingency- everyone is working on common goal.
Students earn a warm fuzzy card for demonstrating respectful behavior, then the student chooses a warm fuzzy to put in the Respect Jar. When the jar is full the class earns a class reward.
Pre-school ideas

Students get to turn the handle as the class is caught exhibiting expected behavior.

When the jack in the box pops up-the class earns the class prize.
Matching

You could make your own matching cards or use commercial matching cards. Put velcro or magnets on the front side of the cards so they stick to the white board. This could be Pre-K through high school level. When you notice the class demonstrated a targeted behavior (ex. working quietly) choose a student to come up and flip over two cards so the class can see what they are. When someone makes a match the class gets a reward.
Candy Land

I’d velcro the board and pieces up on the white board so the students can see where they are in the game.

Besides a daily contingency— you could have a weekly contingency going for things like bringing back homework, everyone having a pencil, everyone in their seat when the bell rings, things like that — each one worth a few jumps on the game board. (any game board— even high school students would be nostalgic for Candy Land). When they reach the end of the game board they earn a home work free night. Incidentally, this is the number one thing secondary students tell me would mean the world to them. One night without home work means more to them than any monetary or tangible object you could give them.
Chutes and Ladders

Same concept as Candy Land- All of the students working together for a group pay off.
Trouble Game

This one is different- the class will be divided into four teams. As they work, you will choose the team that is working the best and allow them to play the popper. The team that wins the game gets to choose the prize for the class- (Have four different prizes available for them to choose)- This could take a week to play.
Put the cootie together.

Don’t think this is just an elementary idea. Even high school students will have good behavior if the reward is right – They will just want to make the cootie bug more bizarre looking 😊
Jumping Monkeys

When all the monkeys are flipped into the tree- the class gets a prize- the teacher can flip or you can choose students to flip.
Connect 4 Launchers

Draw a student each time you notice the class showing a behavior you have taught. They launch one circle. It either lands on the top level or the bottom level. The class gets a reward when they get four in a row of a color. There could be two rewards- red reward and yellow reward. Whichever color makes four in a row first is the reward the class earns.
Barrel of Monkeys

When the monkeys reach the floor or a desktop the class earns a reward