**Reasonable Rewards for Children**

When exploring rewards for children, it is important that the child views the reward as such. Some kids will prefer time with people, while others prefer a tangible item. You might want to offer for the child to choose between 2 or 3 options for a choice each reward time. Some kids may need a reinforcer throughout the day – a sticker each subject on task or Skittle, M&M, Animal Cracker, etc. each subject. Other kids need a reward in the morning for positive marks and another in the afternoon. Some kids can work toward a reward at the end of the day or even a longer period of a week. You would want to review any collected data to decide how successful they have been before setting your goals. You want a student to be successful when starting a reward chart, so they can see the positive of it. You want to try to keep the plan in place 4-6 weeks before changing anything. You can then make rewards harder for a student to earn as they progress and show they are able to meet goals. You can also do a combination of an immediate reward along with a longer term one. You can put some of the rewards in the immediate time and others in a list of longer term reward.

* 5-15 minutes of free choice activity.
* Additional gym period with another class (be sure to partner up with a teacher for exchanges like this one).
* Assist the custodian
* Be first in the lunch line
* Be messenger for office
* Be the leader of a class game
* Be the line leader
* Be the teacher's helper for the day
* Become a class monitor for a specific area of need e.g., hall monitor, room check monitor, tidy monitor etc.
* Become a helper to the custodian, librarian, another teacher or the office staff.
* Calling a student's parent or guardian with good news or positive feedback (or allowing the student to call the parent from school)
* Candy; can be something small (a M&M, skittle, fruit snack each class period reward met) or mini size candy, package of smarties, dumdum sucker, a gummy worm, etc.
* Care for class animals
* Chew sugar-free gum
* Choose a book for read aloud
* Choose any class job for the week
* Choose music for the class to hear
* Choose seat for specific time (sit in teacher’s chair for a subject or day)
* Choose stickers
* Class field trip
* Clean the erasers
* Decorate bulletin board
* Do half of an assignment
* Draw a picture
* Draw from "grab bag"
* Earn a cooking day for the class or student make special treat with staff & share with class
* Earn class party
* Earn points for a class video.
* Earn tickets toward free time.
* Eat at special table
* Eat lunch outside on a nice day
* Eat with a friend in the classroom (with the teacher)
* Enjoy a game with a friend or in another class.
* Enjoy a positive visit with the principal
* Extra time at recess
* Fix teacher’s hair for the day.
* Free pencil, pen or eraser.
* Free poster.
* Free story for the whole class!(A strategy like this lets others help the student at risk stay on target.
* Free time for X minutes
* Free time in another classroom.
* Get a drink
* Give lots of praise
* Grade papers
* Hand out supplies for a defined number of activities.
* Have a free serving of milk
* Have lunch with the teacher
* Have lunch with your favorite person
* Have the teacher make a positive phone call home
* Have work posted in the hall or near the office.
* Help clean up classroom
* Help in a classroom of younger children
* Hide a special note in desk
* I-Pad time, use I-pod, computer time, play on phone
* Keep a stuffed animal at desk
* Leader for the day.
* Listen to the radio or CD with headphones for a specified period of time
* Make a bulletin board
* Make ice cream sundaes
* No-homework passes
* Operate a film projector or other equipment
* Pick a game at recess / P.E
* Pick something from the prize box.
* Pick something from the treat box. (Keep it healthy, crackers, animal cookies, fruit, juice boxes, popcorn, granola bars, marshmallows etc.
* Play "teacher"
* Play with play dough, moon sand, silly putty, rice box, pasta box, bean box, magna doodle
* Playing card games
* Points that can be redeemed for prizes or privileges
* Pop popcorn
* Positive phone message or email home.
* Praise shared during school-wide announcements
* Prize from the class prize box
* Raffle tickets that are entered into prize drawings
* Read a book / listen to book on CD
* Read a book to the class
* Read a comic book.
* Read a story to the principal or to another class.
* Read to a friend
* Read with a friend
* Receive a positive note for home.
* Receive a positive phone call
* Receive award certificate
* See a movie/filmstrip
* Shoot baskets or other activity with a staff member or older student at end of the day
* Show or tell the class something you have or did.
* Sit at the teacher's desk for the day or a set amount of time
* Sit next to the teacher during story time
* Sit with a friend
* Sit with the teacher at lunch
* Special good work note from a teacher or principal
* Special reserved cafeteria seating privileges
* Specially printed button that recognizes positive behavior or citizenship
* Student of the Day/Week/Month
* Take a homework pass
* Take extra computer time
* Take home a class game for a night
* Take Polaroid pictures / selfie on a phone
* Take the bubble blower out at recess.
* Talk to best friend
* Teach a classmate
* Teach the class a favorite game
* Use colored chalk
* Use magic markers
* Use teacher’s chair
* Visit the janitor
* Visit the principal
* Wash the chalkboard
* Wear your ball cap or favorite hat for a work period.
* Wipe off erase board
* Work in the lunchroom
* Work with a friend.
* Write on chalk/erase board