



## Student Acknowledgement/Reward Systems: Recognizing Class-Wide Appropriate Behavior

### Class –Wide Acknowledgement System Suggestions

- [Behavior Specific Praise of Appropriate Behavior of entire class](#)

#### **TIGER POWER BINGO – Class-wide**

Complete BINGO Board for class compliments when following school-wide or class-wide Expectations/Essential Agreements. Class earns a reward when the class completes a winning board

(ex: Fun Friday, Movie Friday, Free Homework, etc. ).

**The Positive Behavior Game –** The teacher identifies and teaches the specific behavior, procedure or routine and links it to school-wide expectation(s)

- All students are included if the class wins. If a class plays as an entire team or if played by tables/teams, then the winning table/team picks award but all students participate.
- Teacher effectively provides pre-correction (reminders), especially before challenging transitions or routines (includes expectation rule and checking for understanding).
- When the teacher sees a student(s) engaging in the appropriate behavior, the class earns a point. Points are earned at a frequent rate (e.g., one point per minute for 10 minutes). Teacher uses BSPS each time a point is earned.
- The points and target rule/behavior are prominently displayed on the board and easy to see from anywhere in the classroom.
- If inappropriate behavior occurs, the teacher uses strategy from continuum of strategies to respond to inappropriate behavior (e.g., planned ignoring, prompting, etc.) and the game continues.

#### **Warm and Fuzzy Jar**

- When a student demonstrates a kind act toward a peer, the student can place a cotton ball in the jar. When the Jar is filled the class earns a reward.

#### **Marble Jar Reward System -**

- Each time students exhibit a desired behavior; the teacher places a marble in the jar. Use marbles to support the behaviors that need the most attention. Once the jar is filled, the class earns a group reward. The Marble Jar works best when used consistently, and when students understand expectations and what behaviors earn marbles.

<https://www.theteachertoolkit.com/index.php/tool/marble-jar-rewards-system>

**We Bloom Together –** See website for Description

<https://www.teachingwithkayleeb.com/the-best-whole-class-rewards-system-ever/>

#### **By the Slice – Win a Class Pizza Party**

- Each time a student exhibits a desired behavior in the classroom which are aligned with the classroom essential agreements a pizza slice is added to the pizza tray. When the tray is



completed with slices, the class is rewarded with a pizza lunch party.