



Student Acknowledgement/Reward Systems: Recognizing Individual Student's Appropriate Behavior

Individual Acknowledgement System Suggestions

- [Behavior Specific Praise of Appropriate Behavior](#)
- **Class Dojo Points and/or “TIGER Dollars”** earned to “buy” an activity/privilege/item paired with [Behavior Specific Praise](#). Points/dollars earned based upon demonstration of [School Wide Expectations](#), [IB Attributes](#), and/or [Classroom Essential Agreements](#). Use the points/dollars to buy items at class/school store
- **Token/Sticker Chart** – When student fills their Sticker/token board by demonstrating [classroom essential agreements](#), they earn a reward (prize box, free homework pass, parent letter home, pick a class coupon etc.)
- **TIGER POWER EXPECTATION CARD** – When a student fills their card indicating that they have demonstrated all the [School-Wide TIGER POWER Expectations](#) they earn a certificate and prize from the Principal.
- **Bucket Filler - IB Attribute Champion** – When students demonstrate an [IB Attribute](#), they are acknowledged by a star in their “Bucket” When a student fills their bucket, they earn a certificate and a prize. They are also entered into the school-wide monthly raffle. Based on the Book - *Have you Filled a Bucket Today?* by Carol McCould.
- **You are Caught! – Mindset Master** -Certificate given to student for demonstrating the [mindset](#) currently learning. The student is able to choose a coupon for a special activity or reward. They are also entered into the school-wide monthly raffle.
- **Game Board Token Economy** – Each student is given a laminated game card. When the student is seen following one of [the essential agreements](#) of the class, they move their game piece. When they get to the end of the spaces, they earn a reward.

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