

# Non-Food Reward Ideas for the Classroom

## Privileges

Going first  
Sitting by friends or in a special seat next to or at the teacher's desk  
Having an extra few minutes of recess with a friend  
Listening with a headset to an e-book  
Helping the teacher  
"No homework" pass  
Teaching the class  
Playing an educational game on the computer  
Reading to a younger class  
Making deliveries to the office  
Reading the school-wide morning announcements  
Helping in another classroom  
Choosing a class activity  
Eating lunch with a teacher or principal  
Going to the library to select a book to read  
Taking a walk with the principal or teacher  
Designing a bulletin board for the classroom  
Writing or drawing on the blackboard/whiteboard  
Taking care of the class animal for a day  
Allowing a child to choose an extra recess activity for the class on his/her birthday

## Rewards for a Class

Extra recess  
Eating lunch outdoors  
Reading outdoors  
Holding class outdoors  
Extra art, music, PE, or reading time  
A field trip  
A song, dance, or performance by the teacher or students  
A book read aloud to the class by the teacher  
"Free choice" time at the end of the day  
Listening to music while working  
Dancing to music  
Playing a game  
Putting a puzzle together  
Having a pajama day  
Watching a movie  
Building a desk fort with a blanket & reading in it while using a flashlight

### A Token or Point System

Children earn points that accumulate toward a larger prize. Possible prizes include:

Gift certificate to a bookstore or sporting goods store

Movie pass or rental gift certificate

Sports equipment such as a tennis racket, baseball glove, soccer ball or basketball

Ticket to a sporting event

Magazine subscription

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Step counter (Pedometer)

Board game

Book

Puzzle

Stuffed animal

Children can be given pretend money, tokens, stars, or a chart can be used to keep track of the points they have earned. Points can be exchanged for privileges or prizes when enough are accumulated.

A point system can also be used for an entire class to earn a reward. Whenever individual children have done well, points can be added to the entire class's "account." When the class has earned a target number of points, then they receive a group reward.