Classroom Reinforcement Menu

Acı	ademic Activities					
00 00000000	Go to the library to select a book Help a classmate with an academic assignment Help the teacher to present a lesson (e.g., by completing sample math problem on blackboard, reading a section of text aloud, assisting cooperative learning groups on an activity) Invite an adult "reading buddy" of student's choice to classroom to read with student Listen to books-on-tape Play academic computer games Read a book of his/her choice Read a story aloud to younger children Read aloud to the class Select a class learning activity from a list of choices Select a friend as a "study buddy" on an in-class work assignment Select friends to sit with to complete a cooperative learning activity Spend time (with appropriate supervision) on the Internet at academic sites					
Helping Roles						
	'Adopt' a younger student and earn (through good behavior) daily visits to check in with that student as an older mentor Be appointed timekeeper for an activity: announce a 5-minute warning near end of activity and announce when activity is over Be given responsibility for assigning other students in the class to helping roles, chores, or tasks Complete chores or helpful activities around the classroom Deliver school-wide announcements Help the custodian Help the library media specialist Help a specials teacher (e.g., art, music, gym) Take a note to the main office Work at the school store					
	Be awarded a trophy, medal, or other honor for good behavior/caring attitude Be praised on school-wide announcements for good behavior or caring attitude Be praised privately by the teacher or other adult Designor post work ona class or hall bulletin board Get a silent "thumbs up" or other sign from teacher indicating praise and approval Have the teacher call the student's parent/guardian to give positive feedback about					

 □ Have the teacher write a positive note to the student's parent/guardian □ Post drawings or other artwork in a public place □ Post writings in a public place 						
☐ Receive a "good job" note from the teacher						
Prizes/Privileges/Rewards						
 □ Allow student to call parent(s) □ Be allowed to sit, stand, or lie down anywhere in the classroom (short of distracting other children) during story time or independent seat work 						
 □ Be dismissed from school 2 minutes early □ Be given a 'raffle ticket' that the student writes name on and throws into a fishbowl for prize drawings 						
 □ Be permitted to sit in a reserved section of the lunchroom □ Be sent to recess 2 minutes earlier than the rest of the class 						
 □ Draw a prize from the class 'prize box' □ Earn behavior-points or -tokens to be redeemed for prizes or privileges □ Have first choice in selecting work materials (e.g., scissors, crayons, paper) and/or seating assignments 						
 ☐ Have lunch in the classroom with the teacher ☐ IOU redeemable for credit on one wrong item on a future in-class quiz or homework assignment 						
 □ Receive a coupon to be redeemed at a later time for a preferred activity □ Receive a sticker □ Receive edible treat 						
 □ Receive pass to "Get out of one homework assignment of your choice" □ Select a class fun activity from a list of choices □ Select the pizza toppings for a class pizza party 						
☐ Sit near the teacher ☐ Take the lead position in line ☐ Tell a joke or riddle to the class						
Recreation						
 □ Be selected by the teacher to accompany another student to a fun activity □ Get extra gym time with another class □ Get extra recess time with another class □ Listen to music 						
 □ Play a game with a friend □ Play non-academic computer games □ Select fun activity from "Activity Shelf" (stocked with play materials, games) 						
 □ Spend time (with appropriate supervision) on the Internet at recreational sites □ Watch part or all of a video (preselected by the teacher and cleared with the student's parent) 						
□ Work on a jigsaw or other puzzle□ Write or draw on blackboard/whiteboard/easel paper						