



Strategy Tool: Identifying Reinforcers for the Classroom

Voting on Reinforcer/Reward

Purpose: Today, we are going to decide on some things you would like to earn as a class when you meet goals for following specific rules.

Description: Think of things you would like to earn for good behavior. These could be things you earn individually or as a class. Things you may like include extra time on technology, candy, pencils, stickers, or other special things like a class game or bringing something from home. Think of some ideas. Then we will vote on your top three choices. I will tell you if something isn't possible, so be creative!

Remember to raise your hand, and I'll write everything down first. Then we will vote.

What would you like?

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Options	# Yes