



## Strategy Tool: Identifying Reinforcers for the Classroom

*Voting on Reinforcer/Reward - Example*

**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?

Jolly Ranchers, popcorn, small piece of candy, prize box selection, stickers, dance party, extra computer time, lunch in classroom, iPad games, wear PJs day, crazy socks day

Options	# Yes
Jolly Ranchers	2
Popcorn	2
Small piece of candy	2
Prize box selection	6
Stickers	0
Dance party	0
Extra computer time	5
Lunch in classroom	3
iPad games	1
Wear PJs day	4
Crazy socks day	0