

Directions: Review each of the items below with your student. For each item, mark whether the student finds it to be a preferred reinforcer or reward.

The student will be appointed timekeeper for an activity, announcing a 5-minute warning near end of the activity, and informing the group when the activity is over.

The student will spend time (with appropriate supervision) on the Internet at academic sites.

The student will read aloud to the class.

The student will select a class learning activity from a list of choices.

The student will read a story aloud to younger children.

The student will play academic computer games.

The student will read a book of his or her choice.

The student will listen to books-on-tape.

The student will go to the library to select a book.

The student will help to design a class or hall bulletin board.

The student will sit at a place of his or her choosing during story time or independent seat work.

The student will have first choice in his or her seating assignments.

The student will receive an IOU redeemable for credit on one wrong item on a future in-class quiz or homework assignment.

The student will choose a story for the teacher to read to the class.

The student will help the teacher to prepare or present a lesson.

The student will invite an adult "reading buddy" of his or her choice to the classroom to read with him or her.

The student will help the custodian.

The student will help the library media specialist.

The student will help a specials teacher (e.g., art, music, gym).

The student will take a note to the main office.

The student will be awarded a trophy, medal, or other honor for good behavior or a caring attitude.

The student will receive praise during school-wide announcements for good behavior or a caring attitude.

The student will be praised privately by the teacher or another adult.

The student will receive a silent "thumbs up" or other sign from teacher indicating praise and approval.

The student will have the teacher call the student's parent or guardian to give positive feedback about him or her.

The student will have the teacher write a positive note to the student's parent or guardian.

The student will receive a "good job" note from the teacher.

The student will be allowed to call his or her parents.

The student will have lunch in the classroom with the teacher.

The student will sit near the teacher.

The student will have lunch with the teacher and can bring a friend of his or her choosing.

The student will receive candy, gum, or other edible treats.

The student will select the pizza toppings for a class pizza party.

The student will receive a pass to "Get out of one homework assignment item of your choice".

The student will complete chores or helpful activities around his or her classroom.

The student will deliver school-wide announcements.

The student will work at the school store.

The student will be dismissed to go to a favorite activity such as recess 2 minutes early.

The student will receive a coupon to be redeemed at a later time for a preferred activity.

The student will be selected by the teacher to accompany another student to a fun activity.

The student will get extra gym time with another class.

The student will get extra recess time with another class.

The student will choose and listen to a music selection.

The student will play non-academic computer games.

The student will select a fun activity from the "Activity Shelf" (stocked with play materials, games).

The student will watch part or all of a video (pre-selected by the teacher and cleared with the student's parent).

The student will work on a jigsaw or other puzzle.

The student will write or draw, using a blackboard/whiteboard/easel paper.

The student will spend time (with appropriate supervision) on the Internet at recreational sites.

The student will be able to take one turn in an ongoing board game with a staff member (e.g., chess). The staff member will then take their turn at a convenient time.

The student will 'adopt' a younger student and be allowed to check in with that student as an older mentor.

The student will select friends to sit with to complete a cooperative learning activity.

The student will select a friend as a "study buddy" to work with on an in-class assignment.

The student will help a classmate with an academic assignment.

The student will be given responsibility for assigning other students in the class to helping roles, chores, or tasks.

The student will be allowed to post artwork or school work on a class or hall bulletin board.

The student will post drawings or other artwork in a public place such as on a hall bulletin board.

The student will post a written composition or other writing assignment in a public place such as on a hall bulletin board.

The student will be permitted to sit at a reserved table in the lunchroom.

The student will select a fun activity for the class from a list of choices.

The student will take the lead position in line.

The student will tell a joke or riddle to the class.

The student will play a game with a friend.

The student will be given a 'raffle ticket' on which the student writes his or her name and drops into a fishbowl for later prize drawings.

The student will draw a prize from the class 'prize box'.

The student will earn behavior points or tokens to be redeemed for prizes or privileges.

The student will have first choice in selecting work materials (e.g., scissors, crayons, paper).

The student will receive a sticker.