

Portable Reward Systems

These can be used as a reminder and an incentive for pupils to stay on task. A specific target (e.g. listen to adult instructions) can be added with a name/photo of the pupil. The pupil can choose a reward, a visual representation of which should be placed on the card (e.g. photo or symbol of computer or Ipad)

The pupil will then have to earn a certain number of stars (or you could use motivating character stickers instead) in order to obtain the reward. This will need to be introduced gradually and the number of stars/stickers needed for the reward will grow. So initially the pupil will need only one star to get the reward and this may be given very quickly, then two will be needed, again given quite closely together until the pupil shows an understanding of the principle. After this you can increase the number of tokens needed and lengthen the time between awarding them.

It is important that the rewards earned are never taken away. If the pupil does not keep complying then he/she will not earn the next required token and so not get the reward.

Please see separate Word document for template.

