

**Acknowledgement Menu:
Incentives for Supporting Positive Behaviors**

Developed by

Effective Educational Practices
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Pre-K-2nd Grade

- Move the teacher's chair to your table and sit in 15 minutes.
- Do work at the teacher's desk for 15 minutes.
- Have first pick for playtime for a day.
- Sit in the rocking chair during story time.
- Have an older student come to class and read to you.
- Bring slippers to school and wear them in class.
- Feed the class pet.
- Have teacher call home to say you are doing a good job at school.
- Pledge leader for one week.
- Playing a board game with school counselor or other preferred adult.
- Homework due date extended for one day.
- Help custodian clean cafeteria after lunch for one day or week.
- Read the morning announcements over loudspeaker to the school.
- Pass out materials for teacher for the day.
- Room messenger to office for the day.
- Receive a paper award/certificate.
- Allow student to call parent(s).
- Note sent home to preferred adult about good behavior (aunt, etc.)
- Eat lunch with a preferred adult at school.
- Seating (with a friend) in a reserved section of the lunchroom.
- Help a specials teacher (e.g., art, music, gym).
- Select a fun class activity from a list of choices (e.g. Heads-up 7-up).
- Let student choose a story or earn extra story for class.
- Let student be first in line for lunch, recess, and/or bus.
- Let student use computer.
- Let student dictate a story that someone types and prints for the student to illustrate.
- Let the student earn extra minutes of recess for entire class.
- Let student wear a sign or a badge.
- Let student work near a class pet or have caged pet on desk for the day.
- Have class give student applause at end of day.
- Identify student as "special student of the day" with a badge they can wear.
- Allow student to keep a special trophy or stuffed animal on desk for the day.
- Congratulate student in front of class.
- Take student's picture and post it in public place in the school.
- Offer a stamp/sticker on back of student's hand.
- Give student a paper crown to wear.
- Post banner or poster with student's name and accomplishment.
- Go to the library to select a book.
- Write or draw on blackboard/whiteboard/easel paper.
- Go to the library to select a book.

- 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 aloud to class.
- Select a friend as a “study buddy” on an in-class work assignment.
- Spend time (with appropriate supervision) on the Internet at academic sites.
- Deliver school-wide announcements.
- Help the custodian.
- Help the library media specialist.
- Be praised on school-wide announcements for good behavior or caring attitude.
- Be praised privately by the teacher or another adult.
- Get a silent “thumbs up” or other sign from teacher indicating praise and approval.
- Post drawings or other artwork in a public place.
- Post writings in a public place.
- Be allowed to sit, stand, or lie down anywhere in the classroom (short of distracting other students) during story time or independent seat work.
- Have first choice in selecting work materials (e.g., scissors, crayons, paper) and/or seating assignments.
- Receive a coupon to be redeemed at a later time for a preferred activity.
- Tell a joke or riddle to the class.
- Sit near the teacher.
- 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 (pre-selected by the teacher and cleared with the student’s parent).
- Work on a jigsaw or other puzzle.
- Wear your favorite hat for a work period.
- Show or tell the class something you have or did.
- Earn a free story for the whole class.

K-8th Grade

- Write or draw on blackboard/whiteboard/easel paper.
- Go to the library to select a book.
- Help a classmate with an academic assignment.
- Let student dictate a story that someone types and prints for the student to illustrate.
- Let the student earn extra minutes of recess for entire class.
- Let student wear a sign or a badge.
- Let student work near a class pet or have caged pet on desk for the day.
- Let student perform for the class.
- Have class give student applause.
- Identify student as “special student of the day”.
- Allow student to keep a special trophy or stuffed animal on desk for the day.
- Congratulate student in front of class.
- Take student’s picture and post it.
- Draw stars on back of student’s hand.
- Give student a paper crown to wear.
- Post banner or poster with student’s name and accomplishment.
- Let student be first in line.
- Let student use piano, computer, etc.
- Let student choose a story.
- Assist in office sorting mail for one week.
- Pledge leader for one week.
- Feed the class pet.
- Have teacher call home to say you are doing a good job at school.
- Ask for guaranteed playtime for a day.
- Bring slippers to school and wear them in class all day.
- Read with students in a lower grade.
- Help custodian clean cafeteria after lunch for one week.
- Have a tardy forgiven.
- Homework due date extended for one day.
- Playing a board game with school counselor or other preferred adult.
- Read the morning announcements.
- Pass out treats.
- Room messenger.
- Receive a paper award/certificate.
- Administrator sends a letter home saying he/she is doing a good job.
- Allow student to call parent(s).
- Note sent home to preferred adult about good behavior (aunt, etc.)
- Eat lunch with a preferred adult at school.
- Seating (with a friend) in a reserved section of the lunchroom.
- Work at the school store.
- Help a specials teacher (e.g., art, music, gym).

- Be dismissed to recess/lunch or from school 2 minutes early.
- Design or post work on a class or hall bulletin board.
- Select a fun class activity from a list of choices.
- Let student teach a portion of the lesson.
- Let student tell a joke to the class.
- Let student supervise or tutor younger students.
- Let student repair a broken desk or replace batteries in calculator.
- Let student choose a modified or independent assignment.
- Let student choose a peer with whom to play a board game or computer game.
- Publicly congratulate (but be careful not to embarrass) the student.
- Congratulate student in front of another adult.
- Give (or loan from the library) student a book that was special to you at the same age.
- Give student a job or responsibility (e.g., staple papers, clean room, pass out papers, etc.).
- Give student a ticket to school dance or sporting event.
- Ask the principal or counselor to call student in and congratulate student on classroom success.
- Sent student or parent(s) a letter via the mail.
- Shake student's hand and congratulate in a very "adult-to-adult" manner.
- Give student a "Free Homework Pass"
- Write a positive note to student
- Call student at home to congratulate for classroom success.
- 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 aloud to class.
- 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.
- '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.
- Deliver school-wide announcements.
- Help the custodian.
- Help the library media specialist.

- Be praised on school-wide announcements for good behavior or caring attitude.
- Be praised privately by the teacher or another adult.
- Get a silent “thumbs up” or other sign from teacher indicating praise and approval.
- Post drawings or other artwork in a public place.
- Post writings in a public place.
- Be allowed to sit, stand, or lie down anywhere in the classroom (short of distracting other students) during story time or independent seat work.
- Have first choice in selecting work materials (e.g., scissors, crayons, paper) and/or seating assignments.
- 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.
- Tell a joke or riddle to the class.
- Sit near the teacher.
- 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 (pre-selected by the teacher and cleared with the student’s parent).
- Work on a jigsaw or other puzzle.
- Work on a crossword puzzle sheet.
- Read a comic book.
- Wear your favorite hat for a work period.
- Show or tell the class something you have or did.
- Earn a free story for the whole class.
- Earn a class party.
- Free time to socialize.

7th-12th Grade

- 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).
- Homework due date extended for one day.
- Select a joke from a jar and tell to class. Student can keep joke to take home.
- Playing a board game with school counselor or other preferred adult.
- Be dismissed to recess/lunch or from school 2 minutes early.
- Administrator sends a letter home saying he/she is doing a good job.
- Select a teacher to call home to tell parents they are doing a good job.
- Pass to front of the lunch line.
- Allow student to call parent(s) with a teacher.
- Note sent home to preferred adult about good behavior (aunt, etc.).
- Eat lunch with a preferred adult at school.
- Seating (with a friend) in a reserved section of the lunchroom.
- Work at the school store.
- Assist in office sorting mail for one week.
- Help a specials teacher (e.g., art, music, gym).
- Design or post work on a class or hall bulletin board.
- Select a fun class 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.
- ‘Adopt’ a younger student and earn (through good behavior) daily visits to check-in with that student as an older mentor.
- Help the library media specialist.
- Be praised privately by the teacher or another adult.
- Post drawings or other artwork in a public place.
- Post writings in a public place.
- 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.
- 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 (pre-selected by the teacher and cleared with the student’s parent).
- Work on a jigsaw or other puzzle.
- Work on a crossword puzzle sheet.

- Minutes to read a book for pleasure.
- Play academic computer games.
- Have a tardy forgiven.
- Wear your favorite hat for a work period.
- Permission to use Walkman or iPod for a period of time.
- Earn a class party.
- Free time to socialize.