## **Student Reinforcements**

## ....and the top 20 winners are....

- Use of the Champion Chair for a day- this will be a teacher like chair with wheels etc. (specially decorated chair that can be moved to place of choice in classroom)
- 2 .Move your desk to location of choice for a day/period
- 3. Teacher assistant (determined period of time)
- 4. Shoot basketballs in the gym (determined period of time)
- 5. Eat lunch at table/seat of choice
- 6 Student of the Month on the marquee and/ or bulletin board in main office
- 7. Have lunch with your favorite person or the teacher
- 8. Pick something from the prize / treat box
- 9. Free homework pass
- 10. Public announcement 'shout outs' at the end of the day...acknowledging students who exhibited a specific behavior the group is targeting either in 2<sup>nd</sup> Steps, as a cohort or as a school wide initiative.
- 11. Operate the remote for a Power Point lesson
- 12. Fast pass in the cafeteria. no waiting in line
- 13. Dress in green for St Patrick's day
- 14. Bingo (winners choose from an array of prizes)
- 15. Opportunity to buy food reinforcements (pizza, popcorn, snow cones) with token economy currency
- 16. Dress as twins Day
- 17. Pajama Day
- 18. Wear your favorite sports team jersey day
- 19. Positive phone message or email home
- 20. Arrange opportunities for children to be of service to younger children and to the school: cleaning dry erase boards, raising flags, counting money, collecting books, passing out materials etc.

Please see the iBelieve website for a more comprehensive list of additional ideas.