**Module 3 Sample Rewards Pros & Cons**

1. Make a behavior chart, each time a student is having a good day they will get a check mark.

At the end of the week if they have seven, the reward is going to the treasure box.

**Pros**: Most students will behave properly to receive a reward.

Students enjoy receiving prizes.

Rewarding promotes good behavior and participation.

**Cons**: Students should not have to be paid to behave properly.

Sometimes the teacher forgets to give the check mark.

The teacher will constantly spend money.

For more ideas of potential rewards, check out these sites:

* <http://www.canteach.ca/elementary/classman2.html> (geared towards elementary)
* <http://www.svusd.k12.ca.us/healthykids/PDF/IdeasforRewards.pdf> (all grade levels)
* <http://www.interventioncentral.org/behavioral-interventions/rewards/jackpot-ideas-classroom-rewards> (lots of ideas here for all grade levels)
* <http://www.wisconsinpbisnetwork.org/assets/files/resources/Free%20or%20Inexpensive%20Rewards.pdf> (even more ideas…)
* A Google search for “student reward ideas”
* A Pinterest search can also reveal some cool ideas…