



Strategy Tool: Identifying Reinforcers for the Classroom

Voting in Reinforcer/Reward

Purpose: Today, we are going to decide on some things you would like to earn as a class for meeting goals for following specific rules.

Description: Think of things you would like to earn for good behavior. These could be things you earn individually with the counselor or me. Things you may like include extra time on technology, candy, pencils, stickers, or other special things like a class game or bringing something from home. Think of some ideas. Then we will vote on which are your top three choices. I will tell you if something isn't possible, so be creative!

Remember to raise your hand, and I'll write everything down first. Then we will vote.

What would you like?

Options	# Yes