

Reward systems - Primary



Identify two reward activities which student enjoys doing. From the two activities, the student chooses which he would prefer to do after the set lesson. The student is made aware that reward activity will be for set length of time.



The Teacher then outlines to the student the number of tasks needing completion to gain a coin/token.



Each time the student completes the task the token is moved to an available Velcro tab. At the end of the session he is rewarded with chosen activity for set length of time.