



MOTIVATIONAL GUIDE

Five Tips for Using Reward Systems

1. Keep it simple. A complicated behavior system is difficult and time-consuming to manage.
2. Make the reward meaningful. Opportunities for student choice can be particularly effective.
3. Use rewards to get students off to a good start with a specific behavior.
4. Begin by rewarding students often, then gradually reduce the rewards and increase expectations.
5. Modify behavior systems to meet student needs. For example, frequent smaller rewards given to some students may have more impact.

Teacher Recognition Rewards

- Use the BrightFish Story Checklist to provide students with the opportunity to track and monitor their own performance.
- Create a BrightFish SuperStars board. If you see a student who has demonstrated effort, determination and responsibility while working in BrightFish Reading, write the name on a sticker or index card and post it on the board.
- Create a BrightFish Celebration Wall. Print out student certificates for completed stories and display them.
- Create Good Work Coupons. At the end of the month, students with the most coupons or with a minimum number (set by you) can choose from the gift box. Coupons are distributed based on certain criteria that you can display on a chart in the classroom.
- Use BrightFish Bucks. Students can receive BrightFish Bucks for each badge mastered (or in increments of 10). A student places their bucks in a plastic container and can cash them in for a trip to the class treasure box. Each item will have a price attached. (This is a great hands-on activity when teaching money concepts.)
- Offer Homework Passes that give students more time to complete a homework assignment.
- Check with your local fast food restaurants for free food coupons. Many of the larger chains have these on hand just for teachers.
- Order a supply of pencils, pens, and erasers with special messages.
- Ask local movie theaters for free passes. (Mention you are a teacher.)
- Create Mystery Envelopes: each week the contents will be different. Names will be placed in a draw reflecting those who have met certain criteria such as greatest time on task, most skills mastered and activity scores. At the end of the week, draw a winner.
- Host a BrightFish Luncheon: invite parents, friends, and the principal to share in the accomplishments that students have made in BrightFish Reading. Have students explain the purpose of the program and demonstrate it.





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- Hold BrightFish Game Days: set aside one day a month for students to play games in BrightFish Reading or other games suggested by students.
- Utilize parent councils for funding to purchase reward items.

Academic Rewards

- Go to the library to select a book
- Choose a book for the teacher to read to the class.
- Help a classmate with an assignment.
- Invite an adult "reading buddy" of student's choice to classroom to read with student.
- Read a story aloud to younger children.
- Select a friend as a "study buddy" on an in-class work assignment.

Leadership Roles

- Become a BrightFish mentor for a younger student. This would be an excellent opportunity for the older students to work with someone who is just learning BrightFish Reading.
- Become a helper to the teacher, librarian or the office staff.
- Take a note to the main office.
- Become a class monitor for a specific area of need. e.g., hall monitor, lunch monitor, etc.

Praise/Recognition

- Nominate students to get praise on school-wide announcements for accomplishments in BrightFish Reading.
- Praise students privately – by the teacher or another adult.
- Write a positive note to the student's parent/guardian.
- Post BrightFish accomplishments in a public place.
- Get extra recess time with another class.
- Earn 15 minutes of a free choice activity.
- Wear a ball cap or favorite hat for a work period.
- Read a comic book or graphic novel.
- Listen to music with a headset for a specified period of time.

