Incentives: the secret to a successful Positive Behavior program

Positive Behavior programs are most successful when you offer incentives that your students *really* care about. Ideally, the incentives will be *so good* that they essentially "sell themselves," and once students learn about them, the buzz—and good behavior—spreads.

A certain amount of trial-and-error can (and should) be expected. What works in one school may not work in yours, so it's important to pay attention, initially, to which incentives students cash in for. The items that "fly-off-the-shelves" may surprise you. One of our schools in Miami, for example, first offered candy as a food-based incentive. This wasn't motivating the kids. But when they started offering mini sausages? Kids were trading in their points as quickly as they earned them, a sure sign that the incentive was (unexpectedly) working and held value for the students.

Incentives will take a lot of things into consideration, like your discretionary budget, whether or not your campus has a store, and other school-specific privileges you may / may not be able to offer. It's recommended to start with some free incentives, and then supplement those with any monetary-based ones you may be able to include.

SAMPLE INCENTIVES

- Locker Choice
- Off Campus Privileges
- Phone Zone (area where electronics are allowed)
- Gift Cards
- Tickets to local attractions
- Pep Rallies
- Raffles for big prizes
- Dunk Tank with Administrator
- Mystery Event
- Sit in Principal's/Teacher's chair for a day
- Local team memorabilia
- Listen to music while working
- Principal cooks for high point earners
- Color a teacher's hair
- Hover Boards
- Flash Drives
- Free Yearbook
- Students vs. Teachers Games/competitions
- Special HERO dog tag or badge w/ privileges attached to each color
- Principal kisses pig/llama/cow
- Principal wears a funny costume
- Lip Sync Contest
- Photo Booth
- Partner with local businesses for incentives
- Themed dress day
- Party - Movie, Pizza, Karaoke
- School Store - Snacks, School Supplies, etc.
- Free Homework Pass
- School Spirit Gear
- Dress Down/Hat Day
- Recognition on Announcements
- Field Trips
- Tickets to Sporting Events or Dances
- Lunch Line Fast Passes
- Student of the Month
- VIP Lounge/Game Room Access
- Open Gym Time
- "Anything that pulls the students out of class, especially for food!"