

# **Reward Charts**



Reward Charts are a system to support self-managing behaviour. The aim is that students are able to manage their own behaviour based on the fact that they are rewarded for showing good behaviour. These can be used in a variety of different ways but the key point is that all staff involved with using the reward chart use it in exactly the same way.

## <u>Step 1</u>

Work out what targets you would like the student to achieve within lesson. To begin with this needs to be one main focus and not a variety of different targets.

Example: Not getting out of my chair during lesson time.

## <u>Step 2</u>

Liaise with the student to plan a reward that will be suitable within school. Some students may use a choose board where they have more than one option of a reward and they must show which one they choose when it's reward time. Choose boards are also a good resource to show the students what they are working towards during lesson. Agree a planned time for the reward.

Example: Reading in the library for 15 minutes at the end of each lesson.

## <u>Step 3</u>

Adapt the reward chart so it's personalised for your student. Laminate so that it's hard wearing

Example: include their photo, use a picture of their choice instead of say earning stars they may choose a cartoon character.

## <u>Step 4</u>

Go through the reward chart with the student and make it clear what the expectations are for the student to be able to achieve their reward. Share this information with all staff that this student works with. It's important that all staff use the reward chart in the exact same way.

## Step 5

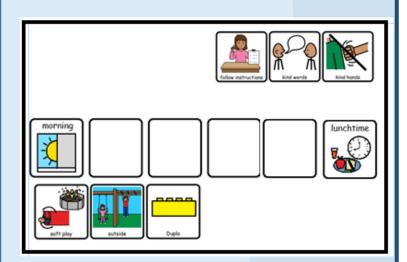
Begin to use the reward chart during lessons.





## <u>Tips</u>

- Once a student has earnt a star/picture of their choosing it can't be taken back. Student's only ever earn they don't lose.
- A choose board is a good resource to show students what they are working towards.
- Use language such as: Have you earnt your star? Remember what you are working towards. Show me you're earning your choose.
- A timer is a useful resource to show they student how long till they earn a star or when they are getting their choose.



This is a reward chart for a low ability student who has worked with them for a few years. As he has worked with them for a few years, he has more than one target. He choose smiley faces as his picture which would be place into the boxes at the end of lessons or break. Each box represents a period of time. Box one is lesson one, box two break, box three lesson two and box four lesson four. We broke the day down into two halves so he earnt two chooses per day. This was to encourage good behaviour throughout the whole day. We put choose pictures on the chart to show him what he was working towards. Even if in the morning this student did not make good choices there was always the opportunity to earn choose in the afternoon. After lunch he would swap his reward chart for the afternoon one and start again.