## Behavior Incentives @ PC

 Ci3T
## 1 ticket to earn each prize



## Class Drawing Prizes



1 or more drawings each day from each basket


1 or more drawings from baskets


## 100 tickets - earn for entire class



Building community 100 tickets for entire class for celebration party. This party was for donuts, others have been for ice cream, pjs

- students vote on what they will work for with varied ticket requirements


Community Building


## Luck of the draw teacher draws from throughout the day



## 20 tickets



## 20 tickets



## 20 tickets



20 tickets



Warm Fuzzies/community building tickets could also be used to earn a class party


## 5 tickets per coupon



## 5 tickets per coupon

| This coupon entitles $\qquad$ to | This coupon entitles $\qquad$ to |
| :---: | :---: |
| $\begin{aligned} & \text { BRING ANITEM } \\ & \text { FORSHOW \& TELL } \end{aligned}$ | $B R I N G I N A$ |
| Date redeemed: $\qquad$ Teacher signature: $\qquad$ T | Date redeemed: $\qquad$攺2 Teacher signature: $\qquad$ |
| This coupon entitles $\qquad$ to | This coupon entitles $\qquad$ to |
|  | LUNCH WITH YOUR TEACHER |
| 3 Teacher signature: | Date redeemed: $\qquad$ <br> 6 Teacher slanature: |

## 5 tickets for choice



## Choice of prize



## Teacher draws 2X per day from each



275 tickets (bring a toy) teacher draws every Friday for lunch with the teacher


## Other ideas



## Other ideas



