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



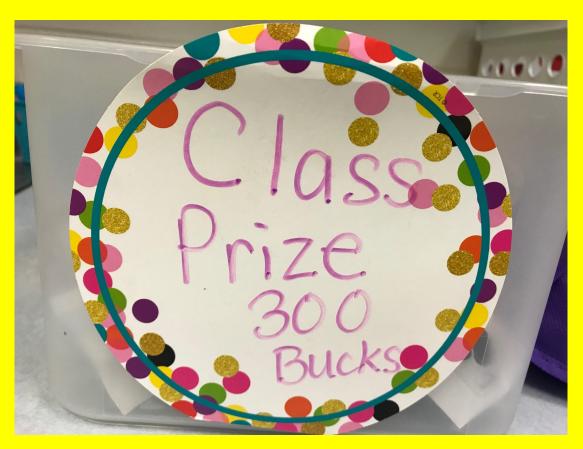
100 tickets - earn for entire class



Building community -100 tickets for entire class for celebration party. This party was for donuts, others have been for ice cream, pis - students vote on what they will work for with varied ticket requirements

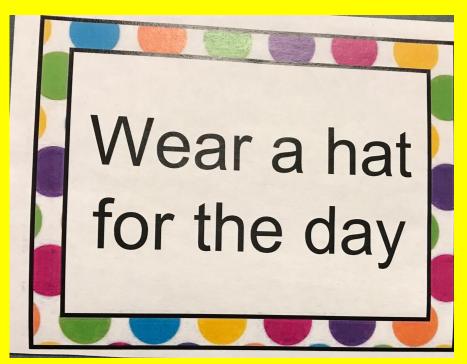


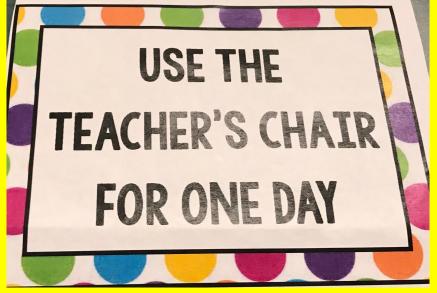
Community Building



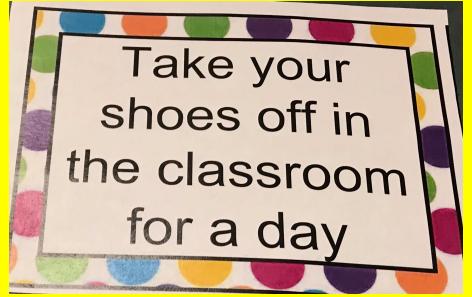
Luck of the draw teacher draws from throughout the day

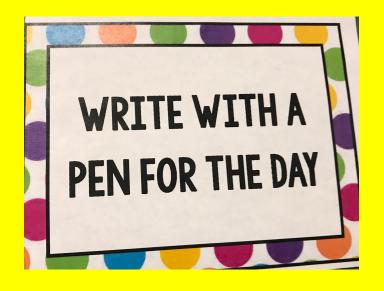


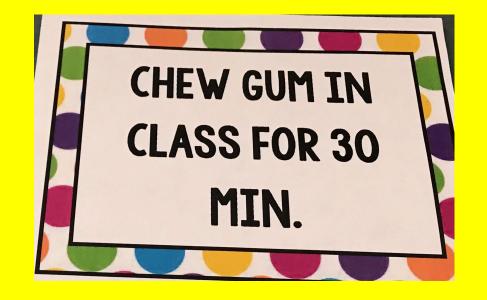






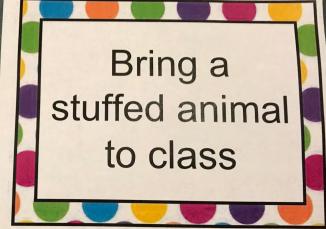








Free draw time





Warm Fuzzies/community building - tickets could also be used

to earn a class party



5 tickets per coupon

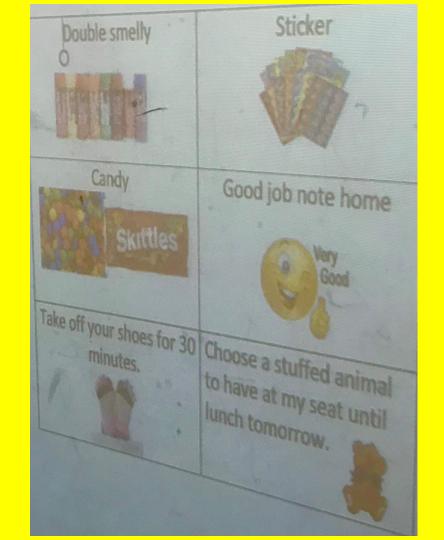
	ntitles to
	Y A FRIEND R A DAY!
Date redeem	ned:

No.	TIME TO CELEBRATE!	
T	his coupon entitles	to
	2 pieces of Candy	
		10 200 OF SAN SAN
3	Date redeemed: Teacher signature:	J.

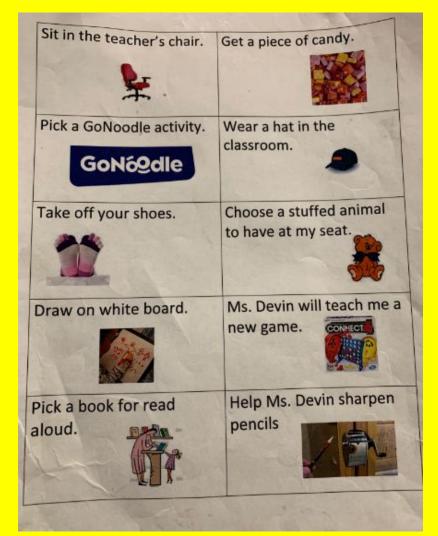
5 tickets per coupon

This coupon entitles to	This coupon entitles to
BRING AN ITEM FOR SHOW & TELL	BRING IN A STUFFED ANIMAL
Date redeemed: Teacher signature:	Date redeemed: Teacher signature:
TIME TO CELEBRATE!	TIME TO CELEBRATE! This coupon entitles to
	This coupon entitles to LUNCH WITH YOUR TEACHER

5 tickets for choice



Choice of prize

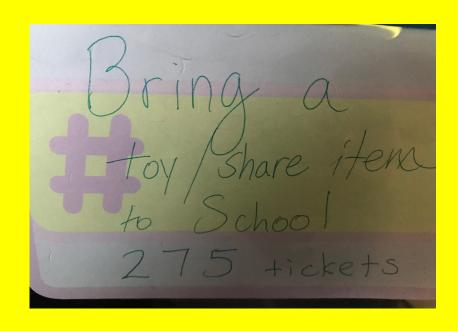


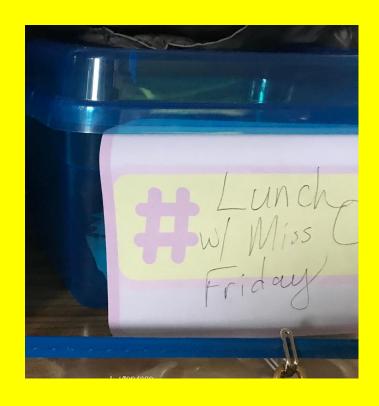
Teacher draws 2X per day from each





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





Other ideas





Other ideas

