



Class Pass: Building a Reward Menu

Directions. Follow these steps to create a menu of rewards for which the student can redeem unused Class Passes.

Step 1: Assemble a list of possible rewards that are affordable, appropriate for your classroom or school, and potentially motivating for students. Here are two good sources for inexpensive or free reward ideas:

- A list of rewards compiled by Dr. Laura A. Riffel:
<http://www.wisconsinpbisnetwork.org/assets/files/resources/Free%20or%20Inexpensive%20Rewards.pdf>
- Jackpot! Reward Finder: <http://www.interventioncentral.org/teacher-resources/student-rewards-finder>

Step 2: Review with the student your set of reward ideas. Ask the student whether he/she likes each reward 'a lot' (thumbs up) 'a little' (thumbs sideways), or 'not at all' (thumbs down). In the 'Reward Choice' column, list any for which the student indicates a strong preference (i.e., 'I like a lot!'). If a reward can be delivered only under certain conditions (e.g., by a specific person, at a certain time of day), use the 'Details' column to describe those conditions.

Step 3: Record in the "Number/Passes Needed" column the number of Class Passes required for each reward.

Reward	Number/Class Passes Needed	Reward Choice	Details
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			