

## Follow-up

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When the class has earned rewards a few times, modify the criteria needed to earn the reward or change other features.

Examples:

- Make links smaller
- Increase length of chain
- Target other desired behaviors
- Make some highly desired behaviors worth 2 links
- Use the chain only during activities when desired behaviors are needed to replace disruptive behaviors



## Essentials That Increase the Effectiveness of Classwide Interventions:

- Positive classroom culture
- Classroom expectations (tied to schoolwide rules) are posted and taught (as needed); and compliance is rewarded
- Procedures to assure common routines and transitions run smoothly
- Physical classroom environment that supports lesson objectives and prevents potential behavior problems
- Lessons that include fast-paced, active student responding strategies
- Progress monitoring to determine when intervention changes are needed

Credits:

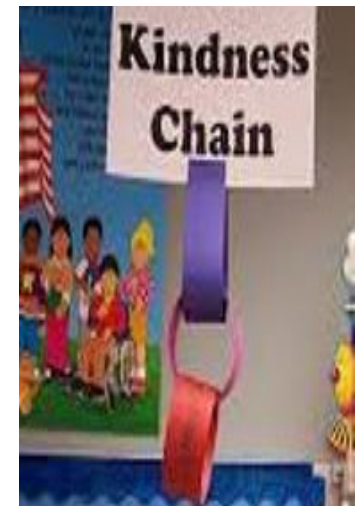
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## Classroom Reward and Recognition Strategies: the *Success Chain*



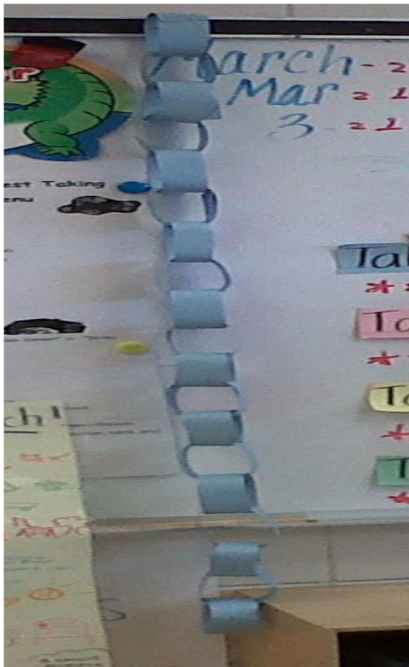
This is one of several strategies based on the power of positive reinforcement in the classroom. Check out the other brochures and pick one that fits your teaching style. Or, combine multiple strategies. Get started and see behaviors change for the better. Later on, you may switch to another strategy to keep students motivated. Seek consultation for troubleshooting, if needed.

## PURPOSE

Improve and increase performance of desirable student behaviors

Examples:

- Fast, Smooth Transitions
- Complimenting Others
- Turn taking & Waiting
- Asking Nicely
- Beginning and Completing Tasks
- On Time Arrival
- Ready to Learn Position



## HOW IT WORKS

1. List the desired behaviors you want to improve or increase
2. List rewards that students want to earn (survey students, if needed)
3. Tell students about, and model, the desired behaviors. Provide clear expectations of what they must do to earn links on the success chain
4. When one student, a small group, or everyone is observed engaging in a desired behavior, add a link
5. When the chain reaches the predetermined length (e.g., to desktop, floor, mark on wall), present the reward to the entire group of students

### TIPS:

- \* Record baseline data on selected behaviors before starting. (Don't tell students about the baseline.) Continue gathering data to see progress. Share data with students, colleagues, administration, and others!
- \* Write the observed student name(s) on the strip with a description of the desired behavior and then hang it for all to see.
- \* Do not penalize problem behaviors by removing earned strips!

## MAKING THE LINKS

- Use precut paper strips. Tape, staple, or paste them together
  - Small plastic plates (recyclable!)
  - Large paper clips
  - Plastic rings
- Use your imagination!*

## GROUP REWARD IDEAS

- Fun activity (game time or free talk time, mini-recess, music, cartoon clip, small group centers)
- Lunch with favorite staff member
- Students select a book to read aloud
- Shoes optional

