



Rewards to use in the Classroom

- Praise (e.g., “Thank you so much for sharing your toy!” “I love how you are looking right at me—you are ready to listen!”)
- Group praise (e.g., “Let’s give ____ a clap for being really ready!”)
- High-fives, pats on back
- Stickers
- Special helper (e.g., line leader)
- Special time with teacher (e.g., eat lunch/snack with teacher)
- Time on computer
- First choice of center
- Choice of special activity
- Pick from prize box
- Positive letter or phone call home
- Five minutes of free drawing
- Token to put towards choice from prize box
- Student of the day award or other reward certificate
- Visit the principal for great behavior
- Choose the book to be read to the class
- Be a “messenger to the office”
- Choice of a friend to read with
- Special toys earned for positive behavior during a specific period of time

**For more information about the Harris Obesity Prevention Effort (HOPE),
please visit our website at www.hopenyu.org**