



# QuaverSEL Rewards Program





# Rewards Program

## Using Rewards To Motivate Positive Behavior

Districts need interventions for specific behaviors for MTSS Tier 1, 2, and 3 students. While having a repertoire of behavioral interventions for different behavioral issues is important, it is also important to have a single intervention that cover many issues. There are general interventions that districts can consider which address wide ranging behavioral issues.

These interventions rely on incentivizing students to behave positively in all types of situations. This can be done through traditional behavioral interventions by providing situational awareness and coping skills using a reward system that motivates and reinforces a wide range of positive behaviors.

## Awarding Coupons

An example of a general intervention is awarding “coupons” for positive behavior. Examples of positive behavior include:

- Controlling emotional outbursts,
- Paying close attention in class,
- Performing role play well,
- Helping other students,
- Showing progress in any of the five CASEL competencies, or
- Following directions in difficult situations.

There are no penalties for negative behaviors in a rewards program.

The teacher cuts out a coupon from the coupon sheet (see following page), circles the number of credits based on the “value” of the positive behavior, and then initials the coupon. The coupon is given to the student who then puts it in his or her folder to redeem later for a reward.

The teacher has the option to annotate the transaction with the number of credits awarded to the student in a journal or in QuaverSEL. The coupon provides a reason for students to work toward achieving behavioral and academic goals.





# Reward Certificates

Cut out a coupon, circle the number of credits based on the "value" of the positive behavior, and then initial the coupon.



## REWARD COUPON



**Credits Earned!**

10 20 30 40 50

Teacher Initials



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