

Reward charts, coupons and boxes

Reward charts/ stickers

- Can be individualised to match the child's preferences and interests
- The number of stickers required can be agreed/ adapted to fill the chart making it easier for the child to achieve
- Charts can be specifically to target and celebrate certain behaviours or can be a more generalised system for collecting stickers for a range of positive behaviours and acts



Reward coupons

- Can be chosen by the child when they have achieved their set goal of stickers or marbles in a jar or simply as an instant reward for doing something well
- A selection of coupons from which to choose is important and they must be motivating to the child
- The child could keep their chosen coupon in a reward pocket or photo frame (Displayed within the room at nursery or at home)



Reward boxes

- Follows a similar idea to the **coupons** but allows the child to make an instant choice from a range of tangible rewards such as toys to play with contained in their very own personalised box
- Include the child in helping to set up the box and including the items that they want to earn time playing with
- Refresh the contents at regular intervals to maintain interest and motivation



Remember...

The child needs to know specifically what they have done to receive the reward/ sticker.

The reward needs to be given at the time the child is praised or has shown the desired behaviour- **feedback needs to be immediate to be effective**

Links to EYFS: Communication & Language, Personal Social & Emotional Development

SEND Code of Practice: Communication & Interaction, Cognition & Learning, Social Emotional & Mental Health

All these strategies are ways to celebrate positive and 'desired' behaviours

All these strategies can be used effectively at school, nursery and at home