Ideas for Proactive, Preventative, Positive Interventions for Behavior
(Adapted from Practical Ideas That Really Work for Students with Disruptive,
Defiant, or Difficult Behaviors (Preschool-Grade 4) and
(Grades 5-12) by McConnell, Ryser, & Patton (2002). Pro-Ed.)

1. Positive Post Cards (notes sent home noting good behavior)
2. My Personal Ad (Name, Seeking to share…, I like…, I’m good at…etc.)
3. Just a Note to Say… (blank note—fill in with a positive note)
4. Pizza Party (individual letters on cards turned around each time specified class behavior is shown; at end, class gets what is spelled out)
5. Class Rewards (Get creative!! Ask the class. Items might include: drop lowest grade, homework pass, hint on test, re-take test, extra credit points, snacks, movies, etc.)
6. Can Do Coupons (list special activities such as work with friend, talk time, free tardy, early dismissal, or items such as listed in #5)
7. Behavior Tic Tac Toe (board posted, teacher fills in an O when class demonstrates specified behavior; an X if they do not; reward when class wins)
8. Follow the Leader Contract (for self-monitoring behavior; specifies behavior, current level, goal level, and reward for reaching goal with signatures and dates; student graphs own performance)
9. More Positive/Less Negative (two rows or columns of numbers 1-10, one marked “+” or “Positive Comments” and the other marked “-” or “Negative Comments”. Students tracks by circling each time comment is made. Specify reward if more than __ positive or less than __ negative comments.)
10. Give me Five (for anger control—stop, breathe in, breathe out, walk away, wait)
11. Weekly Monitoring Sheet (daily checklist of desired behaviors such as on time, prepared, did homework, remained seated, completed work, respectful)

Other Reinforcement Ideas from Previous Presentations…
(Most of these are adapted from the Tough Kid Tool Box by Jensen, Rhode, & Reavis. (1995). Sopris West.)

Good Behavior “Bingo” (posted in classroom or office; kids initial squares when sent to office for being good)
Completion Charts (dot-to-dots, pictures with parts or punches, race tracks, etc. to count progress toward goals)
Grab bags (items or activities written on slips of paper; $1, $5, $10 mystery packages as rewards for specified behavior)
Spinners (smallest space = highest point values/priority items) used with Reinforcer Menus listing several different reinforcers of different values from which kids choose
Raffles/Lotteries for kids to spend points earned for good behavior
Cooperation Ballets (kids nominate each other or themselves for good behavior)
Academic Problem Ballets (kids read words or solve problems before awarded points)
“Mascot” Book in Office (tongue depressors given by teachers and kids’ names in office book)
Right to Rent Cards (that allow kids to check out valued items such as books, play ground equipment, class mascots, writing kits from school for a night or weekend)
Ribbons, Badges, Bracelets (awarded and worn for good behavior)

(Compiled by Lori Korinek for CRIN X55, 2004)