



Working towards

These are portable and can be used as a motivator or a reminder for children to stay on task.

- The pupil can choose a reward, a visual image of this is then placed on the card
- The pupil then has to earn a certain number of stars or motivating tokens in gain the reward
- Initially the pupil will need only one star to get the reward. The number of stars / tokens needed for the reward will increase over time.

It is important that the rewards earned are never taken away.

Long-term, this approach can develop into a different reward systems. E.g. Rewards given in the morning, end of the day or at the end of the week.

I'm working for:



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