

Build-a-Reward Complete Bundle

FOCUS ON POSITIVE BEHAVIORS & TEAMWORK!

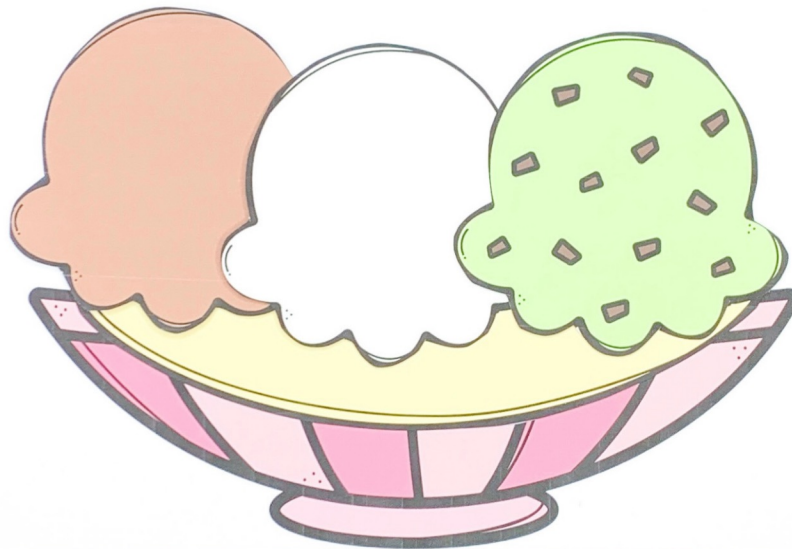
Our behavior goal is



We are working for



Let's work together to build an ice cream sundae!

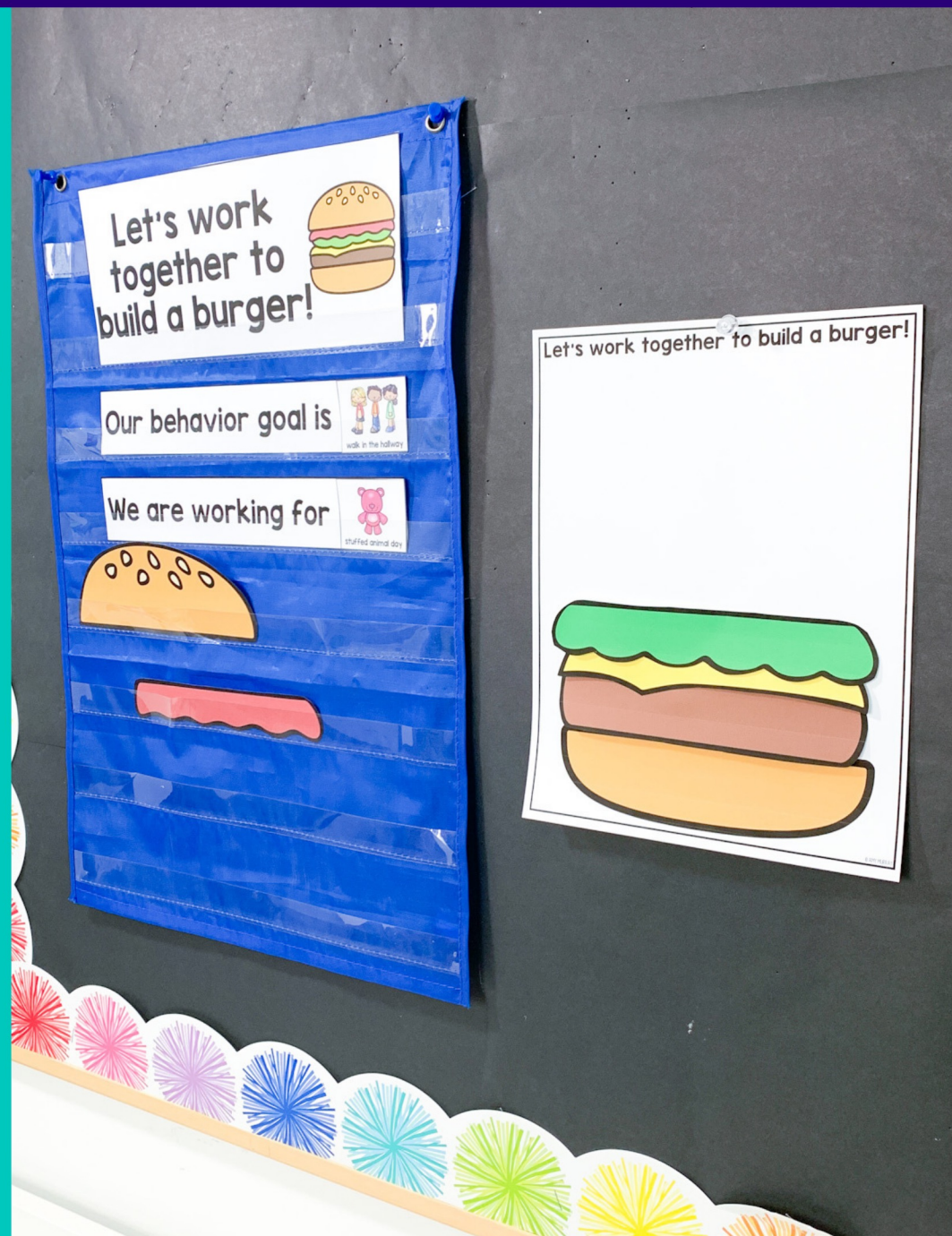


Teaching
Exceptional
Kinders

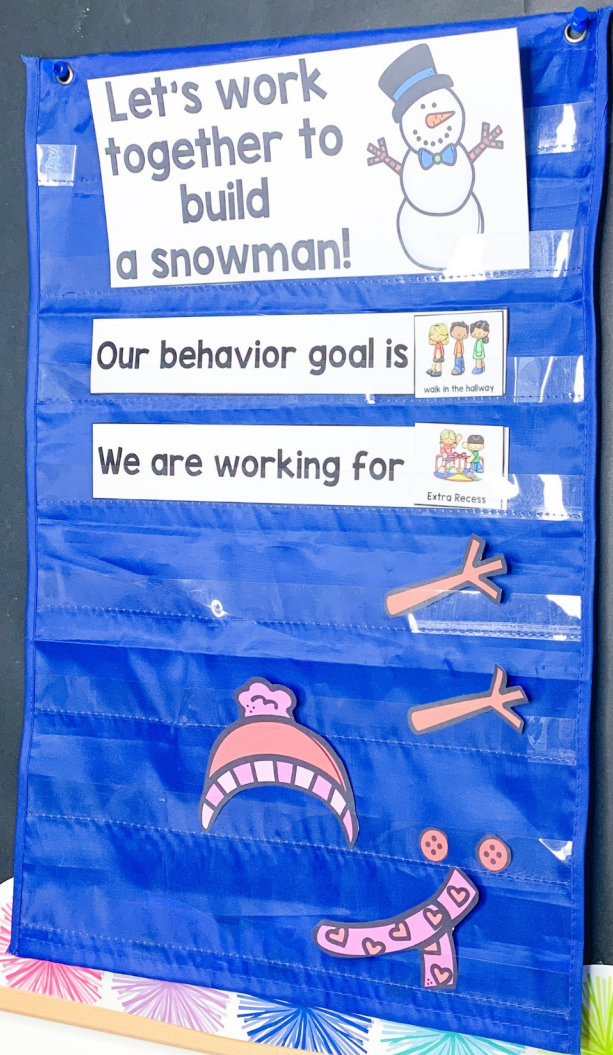
SAVE 25% ON WHOLE CLASS REWARD SYSTEM FOR THE YEAR!

INCLUDED IN THIS YEAR-LONG BUNDLE:

- 16 sets of engaging & fun whole class reward charts to use all year long!
 - more than 150 printable pages!
- 40+ visual cards for setting goals and choosing rewards.
- Practical tips and examples for how to set up a whole class reward system in your classroom.



FOCUS ON POSITIVE BEHAVIOR!



Set a goal, choose a reward, & catch kids being good!

Earn pieces for displaying the behavior goal.

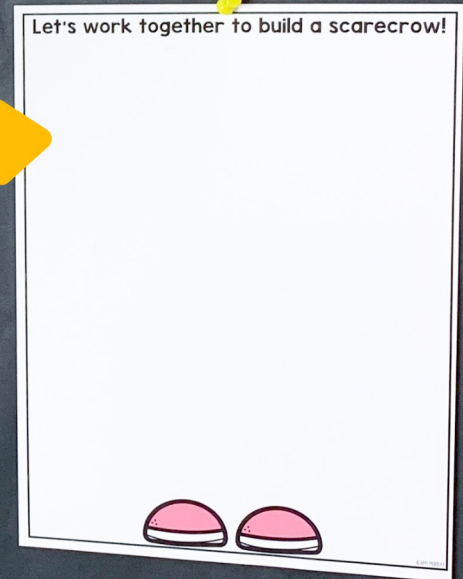
Complete the chart to earn the reward!

WHAT'S IN EACH PACK?

Title and Goal
Setting Pages with
visual reward and
behavior cards.

Reward Poster
Template(s)

Pieces to build the
chart (at least 2
options per pack)



PRINT & USE WHOLE CLASS REWARD SYSTEM!

How to use this resource

To Prep: Print out the fishbowl pieces you choose to use. You may want to laminate them and attach Velcro or magnets to display it somewhere in your classroom. There are a few options to choose from so you can choose the one that works best for you and your students.

Choose a behavior focus for the month, week, or day. You'll want to focus on a specific behavior at a time. For example you may choose following directions, time, transitioning quietly, or using kind words.

Then choose what reward your students will be working for. This reward can be as simple as extra recess time or something bigger like popcorn and a video. Decide what works best for your students. It will work best if you all choose (give them limited options of things that you don't mind them doing) or even have them brainstorm some choices they'd like to earn.

You'll want to record what behavior students are working on and what they earn somewhere near build a fishbowl page. This will be a good reminder for the adults in your room as to what behavior you are looking for. Students will be sure to explain how students will earn fishbowl pieces and what happens when they complete the fishbowl so that everyone is on the same page.

Then each time your class demonstrates the behavior, they earn a piece for the fishbowl. When they complete the fishbowl, they earn the reward. *I encourage you to NOT take away any parts if students misbehave. This will likely discourage students from "buying in".

I'd love to hear how this is working in your classroom. Feel free to tag me on Instagram @teachingexceptionalkinders. Please email me with any questions at amy@teachingexceptionalkinders.com.

Thank! - Amy

Resource Example

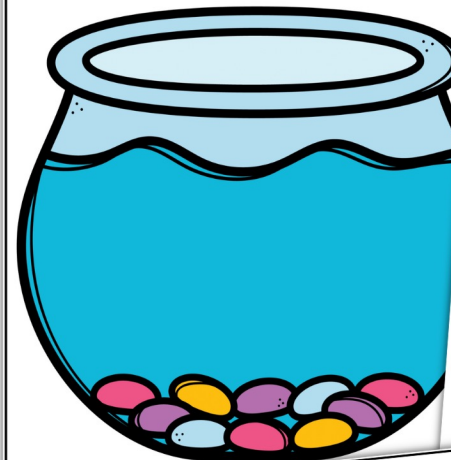
You can display your fishbowl pieces anywhere in your classroom. It's important that your students can see it. A small pocket chart works great for the one page pieces.

Displaying the behavior goal and reward is important to help you stay consistent and to help students to "buy in".

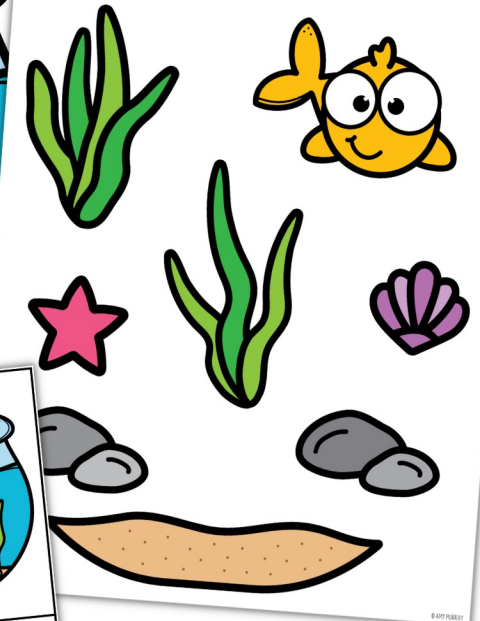
THIS DISPLAY WAS CREATED WITH THE 2ND FISHBOWL OPTION WITH THE ORANGE FISH PAGE. YOU CAN MIX AND MATCH THE PIECES TO MEET YOUR NEEDS.



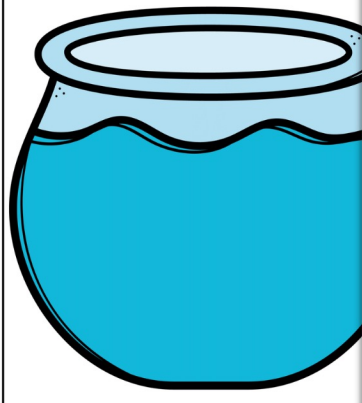
Let's work together to build a fishbowl!



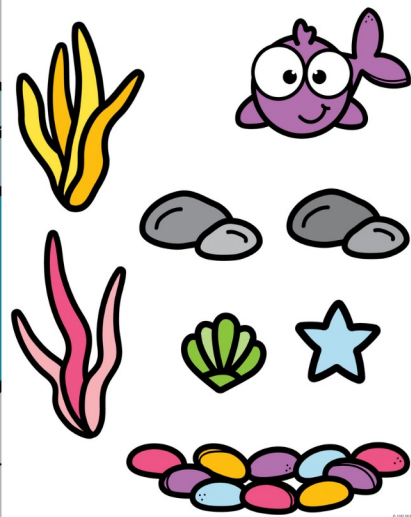
ROCKET PIECES TO USE TO "BUILD A FISH BOWL" REWARD.
OPTION 1 WITH 8 PIECES TO EARN.



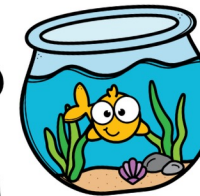
Let's work together to build a fishbowl!



ROCKET PIECES TO USE TO "BUILD A FISH BOWL" REWARD.
OPTION 2 WITH 8 PIECES TO EARN.



Let's work together to build a fishbowl!



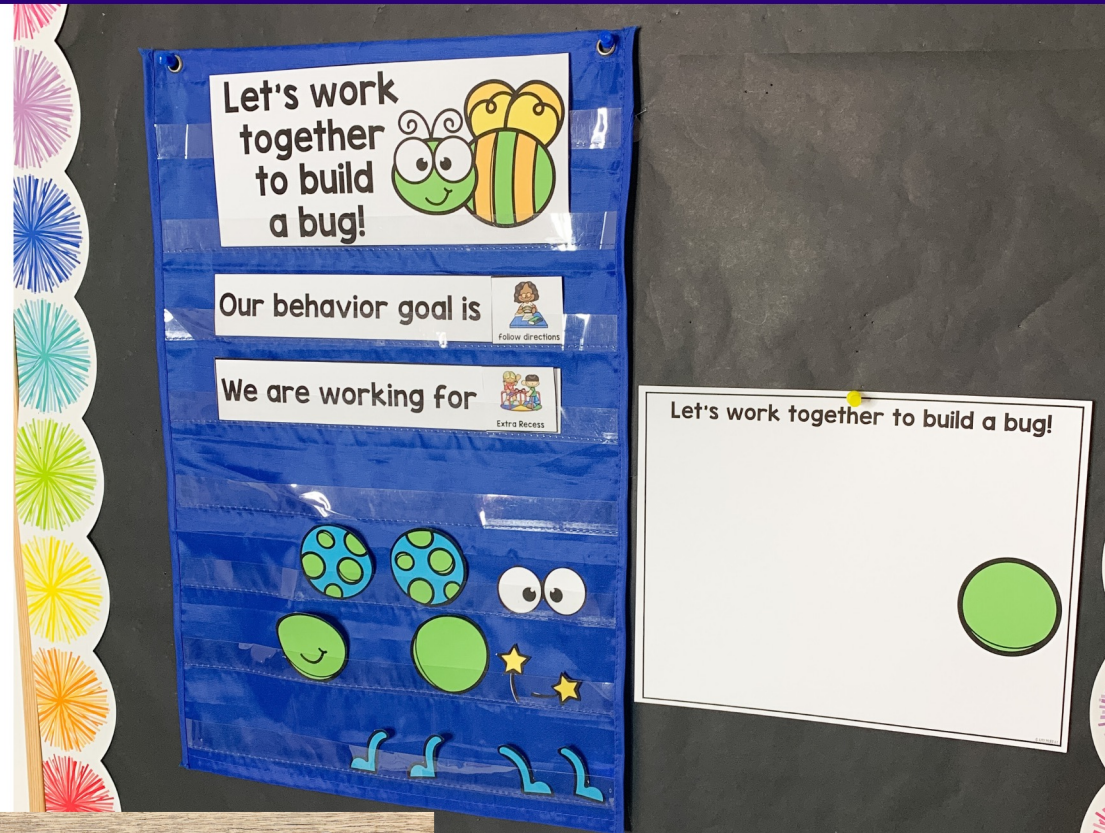
Our behavior goal is

We are working for

EACH PACK INCLUDES AT LEAST 2 CHART OPTIONS!

10 SEASONAL BEHAVIOR CHARTS!

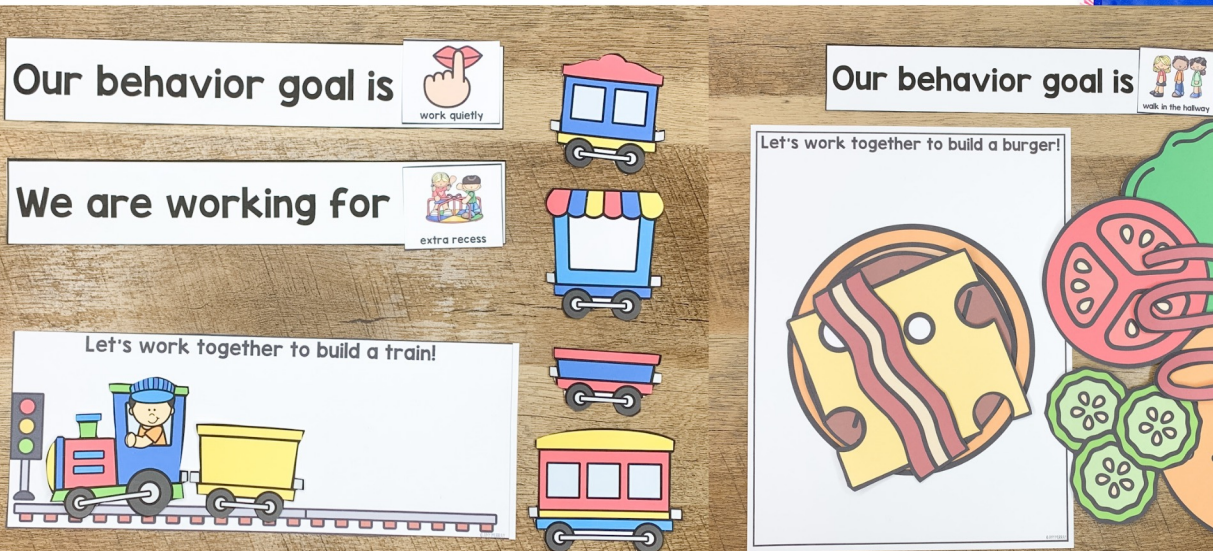
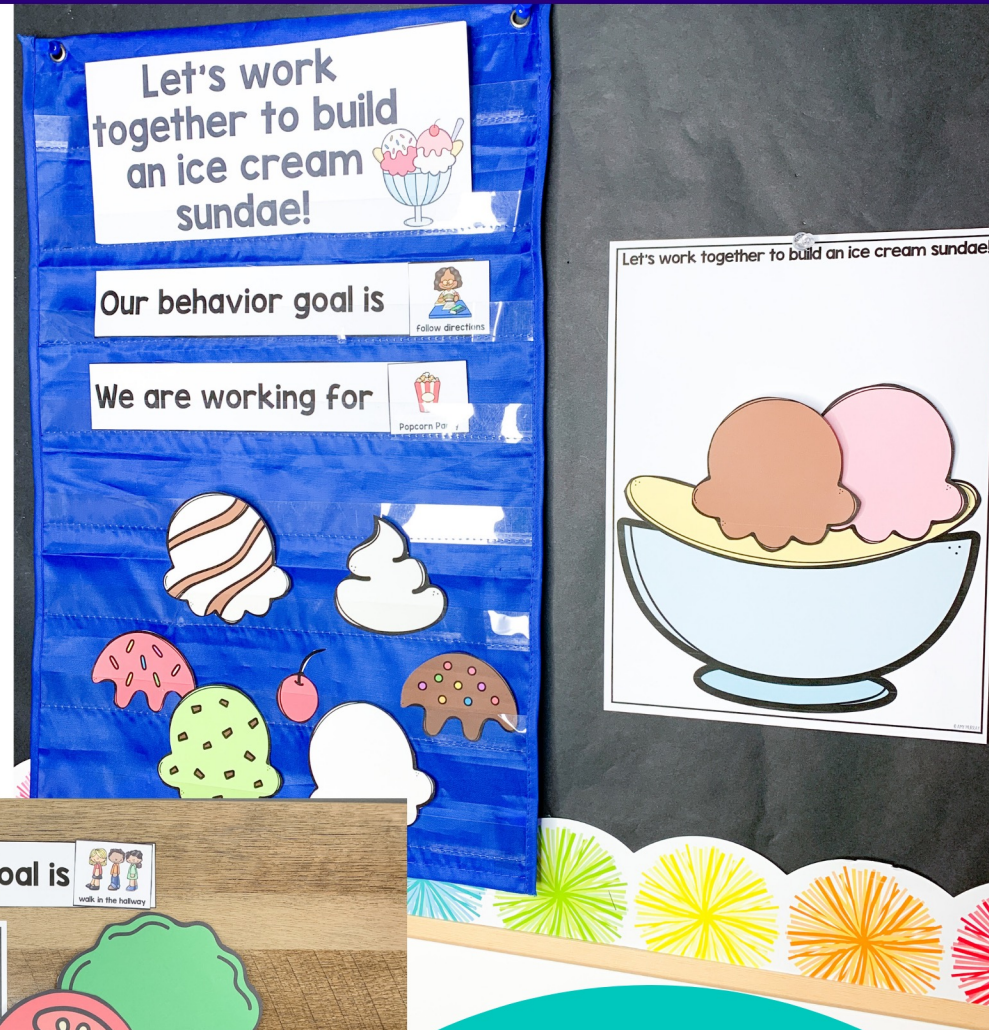
- Build-a-Snowman
- Build-a-Love Monster
- Build-a-Leprechaun
- Build-a-Bunny
- Build-a-Flower
- Build-a-Bug
- Build-a-Scarecrow
- Build-a-Jack-o-Lantern
- Build-a-Turkey
- Build-a-Gingerbread



**KEEP THINGS
FRESH WITH
NEW CHARTS!**

6 USE-ANYTIME BEHAVIOR CHARTS!

- Build-a-Pizza
- Build-a-Train
- Build-a-Fishbowl
- Build-an-Ice Cream Sundae
- Build-a-Rocket
- Build-a-Burger












**FUN WAY TO
MOTIVATE KIDS TO
WORK TOGETHER TO
ACHIEVE A GOAL!**

USE VISUALS TO CREATE GOALS!

Choose a behavior to focus on & a reward to earn!




We are working for

REWARD OPTIONS

				
pizza party	homework pass	prize box	special pencil	show and tell
				
ice cream	hat day	candy	Fun Friday	laptop time
				
drawing time	play games	electronics day	lunch with teacher	stuffed animal day
				
extra recess	movie	popcorn party	hot chocolate	dance party

Our behavior goal is

FOCUS BEHAVIOR OPTIONS

				
work quietly	follow directions	use kind words	keep desks clean	walk in the hallway
				
stay focused	think before speaking	be a good friend	be kind	be tidy
				
be honest	give best effort	be ready to learn	persevere	have a positive attitude
				
raise your hand	stay calm	show respect	do your job	be a problem solver

**MOTIVATE
POSITIVE
BEHAVIOR &
TEAMWORK!**

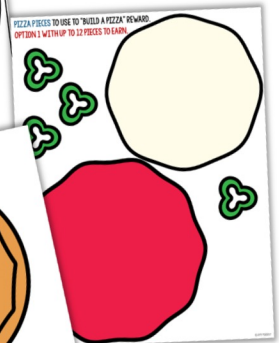
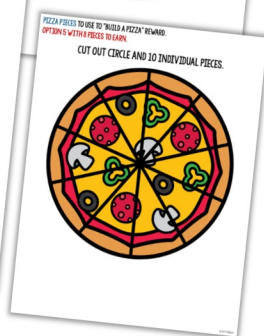
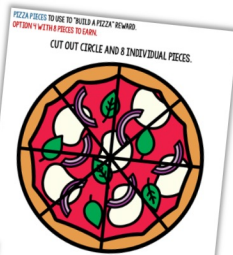
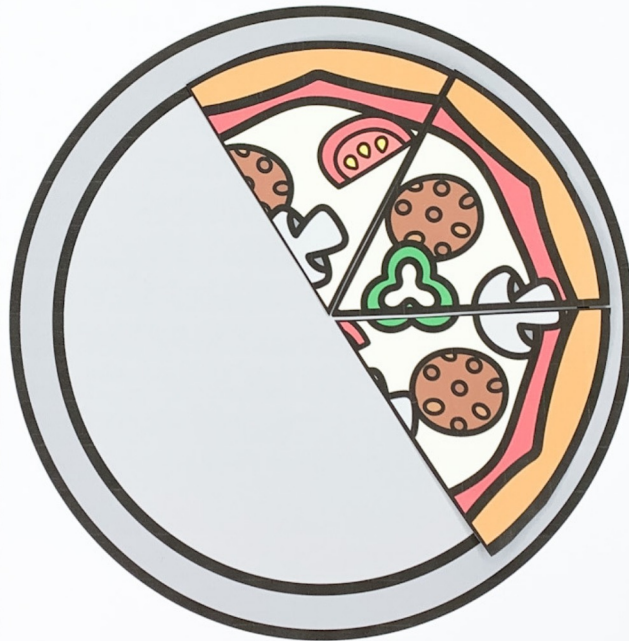
SAVE 25% & GET ALL THE REWARD CHARTS WITH THE BUNDLE!

We are working for



Extra Recess

Let's work together to build a pizza!



NEED MORE CLASSROOM MANAGEMENT TOOLS?

THIS RESOURCE IS INCLUDED IN THE COMPLETE CLASSROOM MANAGEMENT BUNDLE!

Click the picture to save more than 50% off individual prices!

