



DEVELOP AND/OR REVISE YOUR CLASSWIDE MOTIVATION SYSTEM (1 of 2)

Teacher _____ Grade _____ Room _____ School Year _____

Step 1 Preparation

1. What problem(s) are you trying to solve?
2. Describe the goal(s) of your system; limit your objective to one major category of behavior (e.g., reduce disruptions and name-calling, increase work completion, or decrease apathy—increase motivation).
3. At the present time, the level of structure I need is: High Medium Low
4. Decide whether you need a nonreward-based or a reward-based system. (See pages 310–312 to help with this decision.) Nonreward-based Reward-based

Step 2 Select a system (one or more) and prepare to implement it

1. Read through the different systems to find one appropriate for the level of structure your class currently needs. The system I will implement (one from the CHAMPS book or something else) is:
2. Describe the system.
3. Identify materials needed to monitor behavior and record progress (e.g., tickets, charts, Mystery Behavior Envelopes).



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Step 2 *(continued)*

4. Identify the rewards to be used. If you will involve the students in generating the list of rewards, describe how.
5. Identify when and how you will explain the system to the students and the date for implementation.

Step 3**For reward-based systems, identify how you will maintain, modify, or fade the system**

1. How will you keep your energy and excitement about the system at a high level?
2. How will you make the system more challenging as the class reaches a high level of consistent success?
3. Once the system is fairly lean, how will you move to increasingly intermittent rewards?
4. When appropriate, fade the system by having a discussion with the students about abandoning the system and/or switching to goal-setting systems.