

Reinforcer Survey

Directions: Review each of the items below with your student. For each item, mark whether the student finds it to be a preferred reinforcer or reward.

The student likes the item:
_Not at All _ALittle _ALot

The student will be appointed timekeeper for an activity, announcing a 5-minute warning near end of the activity, and informing the group when the activity is over.

The student likes the item:
_Not at All _ALittle _ALot

The student will spend time (with appropriate supervision) on the Internet at academic sites.

The student likes the item:
_Not at All _ALittle _ALot

The student will read aloud to the class.

The student likes the item:
_Not at All _ALittle _ALot

The student will select a class learning activity from a list of choices.

The student likes the item:
_Not at All _ALittle _ALot

The student will read a story aloud to younger children.

The student likes the item:
_Not at All _ALittle _ALot

The student will play academic computer games.

The student likes the item:
_Not at All _ALittle _ALot

The student will read a book of his or her choice.

The student likes the item:
_Not at All _ALittle _ALot

The student will listen to books-on-tape.

The student likes the item:
_Not at All _ALittle _ALot

The student will go to the library to select a book.

The student likes the item:
_Not at All _ALittle _ALot

The student will help to design a class or hall bulletin board.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will sit at a place of his or her choosing during story time or independent seat work.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will have first choice in his or her seating assignments.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will receive an IOU redeemable for credit on one wrong item on a future in-class quiz or homework assignment.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will choose a story for the teacher to read to the class.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will help the teacher to prepare or present a lesson.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will invite an adult "reading buddy" of his or her choice to the classroom to read with him or her.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will help the custodian.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will help the library media specialist.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will help a specials teacher (e.g., art, music, gym).

*The student likes the item:
_Not at All _ALittle _ALot*

The student will take a note to the main office.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will be awarded a trophy, medal, or other honor for good behavior or a caring attitude.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will receive praise during school-wide announcements for good behavior or a caring attitude.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will be praised privately by the teacher or another adult.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will receive a silent "thumbs up" or other sign from teacher indicating praise and approval.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will have the teacher call the student's parent or guardian to give positive feedback about him or her.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will have the teacher write a positive note to the student's parent or guardian.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will receive a "good job" note from the teacher.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will be allowed to call his or her parents.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will have lunch in the classroom with the teacher.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will sit near the teacher.

*The student likes the item:
_Not at All _ALittle _ALot*

The student will have lunch with the teacher and can bring a friend of his or her choosing.

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The student likes the item:
_Not at All _ALittle _ALot

The student will receive candy, gum, or other edible treats.

The student likes the item:
_Not at All _ALittle _ALot

The student will select the pizza toppings for a class pizza party.

The student likes the item:
_Not at All _ALittle _ALot

The student will receive a pass to "Get out of one homework assignment item of your choice".

The student likes the item:
_Not at All _ALittle _ALot

The student will complete chores or helpful activities around his or her classroom.

The student likes the item:
_Not at All _ALittle _ALot

The student will deliver school-wide announcements.

The student likes the item:
_Not at All _ALittle _ALot

The student will work at the school store.

The student likes the item:
_Not at All _ALittle _ALot

The student will be dismissed to go to a favorite activity such as recess 2 minutes early.

The student likes the item:
_Not at All _ALittle _ALot

The student will receive a coupon to be redeemed at a later time for a preferred activity.

The student likes the item:
_Not at All _ALittle _ALot

The student will be selected by the teacher to accompany another student to a fun activity.

The student likes the item:
_Not at All _ALittle _ALot

The student will get extra gym time with another class.

The student likes the item:
_Not at All _ALittle _ALot

The student will get extra recess time with another class.

The student likes the item:
_Not at All _ALittle _ALot

The student will choose and listen to a music selection.

The student likes the item:
_Not at All _ALittle _ALot

The student will play non-academic computer games.

The student likes the item:
_Not at All _ALittle _ALot

The student will select a fun activity from the "Activity Shelf" (stocked with play materials, games).

The student likes the item:
_Not at All _ALittle _ALot

The student will watch part or all of a video (pre-selected by the teacher and cleared with the student's parent).

The student likes the item:
_Not at All _ALittle _ALot

The student will work on a jigsaw or other puzzle.

The student likes the item:
_Not at All _ALittle _ALot

The student will write or draw, using a blackboard/whiteboard/easel paper.

The student likes the item:
_Not at All _ALittle _ALot

The student will spend time (with appropriate supervision) on the Internet at recreational sites.

The student likes the item:
_Not at All _ALittle _ALot

The student will be able to take one turn in an ongoing board game with a staff member (e.g., chess). The staff member will then take their turn at a convenient time.

The student likes the item:
_Not at All _ALittle _ALot

The student will 'adopt' a younger student and be allowed to check in with that student as an older mentor.

The student likes the item:
_Not at All _ALittle _ALot

The student will select friends to sit with to complete a cooperative learning activity.

The student likes the item:
_Not at All _ALittle _ALot

The student will select a friend as a "study buddy" to work with on an in-class assignment.

The student likes the item:
_Not at All _ALittle _ALot

The student will help a classmate with an academic assignment.

The student likes the item:
_Not at All _ALittle _ALot

The student will be given responsibility for assigning other students in the class to helping roles, chores, or tasks.

The student likes the item:
_Not at All _ALittle _ALot

The student will be allowed to post artwork or school work on a class or hall bulletin board.

The student likes the item:
_Not at All _ALittle _ALot

The student will post drawings or other artwork in a public place such as on a hall bulletin board.

The student likes the item:
_Not at All _ALittle _ALot

The student will post a written composition or other writing assignment in a public place such as on a hall bulletin board.

The student likes the item:
_Not at All _ALittle _ALot

The student will be permitted to sit at a reserved table in the lunchroom.

The student likes the item:
_Not at All _ALittle _ALot

The student will select a fun activity for the class from a list of choices.

The student likes the item:
_Not at All _ALittle _ALot

The student will take the lead position in line.

The student likes the item:
_Not at All _ALittle _ALot

The student will tell a joke or riddle to the class.

The student likes the item:
_Not at All _ALittle _ALot

The student will play a game with a friend.

The student likes the item:
_Not at All _ALittle _ALot

The student will be given a 'raffle ticket' on which the student writes his or her name and drops into a fishbowl for later prize drawings.

The student likes the item:
_Not at All _ALittle _ALot

The student will draw a prize from the class 'prize box'.

The student likes the item:
_Not at All _ALittle _ALot

The student will earn behavior points or tokens to be redeemed for prizes or privileges.

The student likes the item:
_Not at All _ALittle _ALot

The student will have first choice in selecting work materials (e.g., scissors, crayons, paper).

The student likes the item:
_Not at All _ALittle _ALot

The student will receive a sticker.
