**Marble Jar Reward System**

A behavior marble jar is all about positive reinforcement, this tool encourages on-task behavior. Marbles go in and don’t come back out until the end of the day. This helps symbolize that we all start off each day with a fresh start and a positive outlook. With the Marble Jar, teachers can frequently and easily reward desired behavior. As the students practices positive behaviors the teacher places a marble in the jar. Once the jar is filled, the class earns a group reward.

**How to use:**

1. Set up. Place an empty jar on the teacher’s desk or in the front of the room and explain the procedures and expectations to the class.

2. Inform. Let the class know that a marble will go in a jar each time the class or an individual displays a desired behavior.

3. Fill up. Add a marble each time a desired behavior is displayed. Name and praise the behavior. It’s important to regularly count both individual and group contributions.

4. Reward. Base the size of the reward on the size of the jar. Be sure that the students understand why they received the reward so that the desired behavior continues.

**When to use:**

- Thoughtful responses to questions.

- Express early mastery of a lesson.

- Independent working or showing initiative.

**Variations:**

**Points Marble Jar**. The class can earn a set amount of marbles based on specific behaviors. However, if the whole class is being disruptive or not following directions, marbles can be taken away from the jar.

**Tiered Marble Jar**. Place 3 stickers at 3 different levels on the Marble Jar. Reward desired behavior with a marble. When the class reaches the first (lowest) sticker, they earn a simple reward. When the class reaches subsequent levels the rewards or prizes get bigger.

**Bonus Marbles**. Place Bonus Marbles in a small dish beside the Marble Jar at the start of the day. At the end of the day, the teacher and class discuss the day’s behavior and decide if the students earned all, or some of the bonus marbles.