**Ticket Reward System**

This motivation system is used to reward individual students. Students earn tickets for targeted behaviors or for completing predetermined tasks. Then, at given intervals, the teacher has a raffle drawing with the collected tickets and students whose name are drawn may choose a reward. Tickets can be purchased or made and printed by the teacher.

**How to use:**

1. Determine and teach logistics. Determine the targeted behavior(s) that will allow students to earn a ticket. Explain to the students how tickets can be earned, and determine the time interval for the drawing.

2. Choose rewards. It is helpful to get student input when determining prizes and rewards. A Prize Box can be created to store a variety of prizes and rewards.

3. Hand out tickets. When the students demonstrate the targeted behaviors, hand out tickets. Use tickets to reinforce targeted behaviors and decrease unwanted behaviors. Tickets can also be used as a prize for winning classroom games.

4. Collect tickets. When students receive a ticket, they put their name on the back. The can either return it to the teacher to store or keep it until the classroom raffle is held.

5. Draw winners. When the predetermined time interval is complete, draw a ticket from the ticket container. The student whose name is on the ticket wins the drawing and may pick a prize from the prize container.

6. Sign the contract. Allow each student to sign their name to the completed contract. The teacher should sign the contract as well. Place the contract in a prominent position in the classroom.

**When to use:**

- Throughout the entire school year.

- When students are in need of basic supplies.

- During book fairs and other school events that cost money.

**Variations:**

**Ticket Economy.** Rather than collecting students’ tickets and then conducting a drawing, students can use the ticket to purchase prizes, rewards and class freedoms.

**Class-wide Ticket System.** Tickets can be awarded to the entire class, rather than to individual students. The class can then choose to spend their tickets on predetermined rewards.