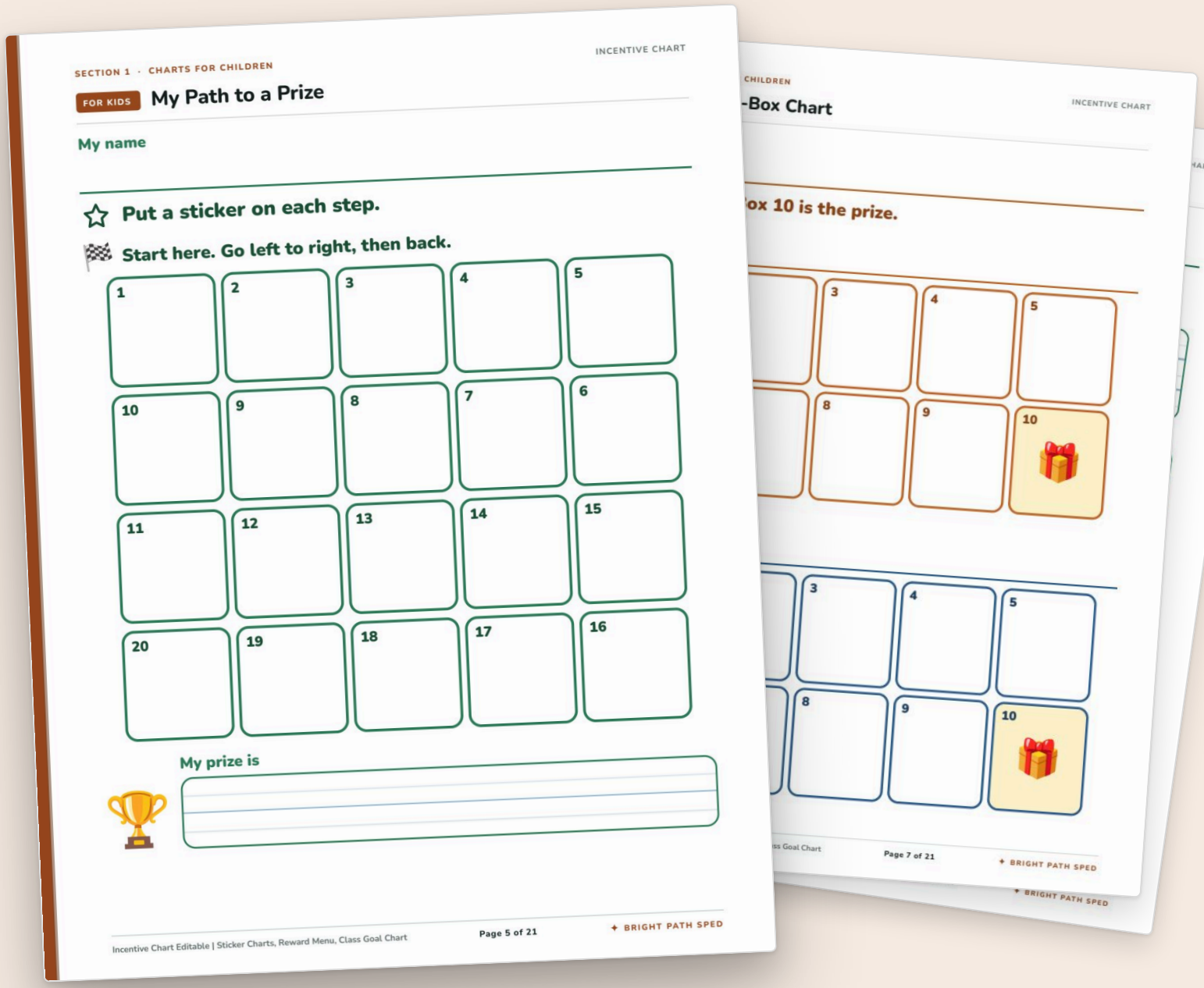
CLASSROOM ROUTINES · GRADES K–5

EDITABLE

# Incentive Chart




21 PAGES | STICKER CHARTS | REWARD MENU | FILLABLE PDF

✦ BRIGHT PATH SPED

CONTENTS

# What Is Inside, and Where

21 pages of sticker charts, reward menus, a class chart, goal pages and a binder set.

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# ☆ START HERE Start Here — Three Steps

Pick a chart, choose the goal and the prize, and let the child fill it in.

1

## Pick a chart

Open the file in Adobe Acrobat Reader (free) or Preview on a Mac — not a browser tab, which may fill fields and then not save them.

Choose a shape: a path (page 5), a ladder (page 6), ten boxes (page 7), a week (page 8) or a stamp card (page 9).

2

## Choose the goal and the prize

Fill the reward menu with your class (pages 10 and 12) or let the child draw a card (page 11).

Write the goal on the child's goal page (15). The child writes and draws; you type your own rules.

3

## Mark it and look back

Children put the stickers on. For the whole class, mark page 13 and color the tower (page 14).

At the end of a week the child looks back on page 16. Send a note home on page 17.

### WHAT THIS FILE IS

A fillable PDF. The fields are built into the document itself, so it works offline with no account or subscription and looks the same on every machine that opens it.

### WHAT THIS FILE IS NOT

It is not a Google Sheets file, a Google Doc, or an Excel workbook, and it does not add up the chart for you. You can type in it and print it; you cannot drag the boxes around or restyle the page.

### THE RULE EVERY PAGE FOLLOWS

Who earns a sticker, what a reward costs and what happens when a chart is not full is your classroom's rule. These pages do not decide it. Your rules get a blank line on pages 12 and 13.

### IF SOMETHING DOES NOT WORK

**The text disappears when I close it.** It was opened in something that fills fields but does not save them. Open it in Acrobat Reader and use Save As.
**My printer cuts off the border.** Print at 100 percent, not "fit to page."
**Anything else** — the **Ask a Question** tab on the product page. Every question is read, and a fix to the file is a free update.

### STICKERS OR CRAYONS

The boxes and circles on the children's pages are empty on purpose. Use stickers, stamps, dot markers or a crayon. A child can also type or write a name on any page that has a line.

### MY NOTES BEFORE I START

FOR KIDS

# My Path to a Prize

## My name

## ☆ Put a sticker on each step.

### 🏁 Start here. Go left to right, then back.

| | | | | |
|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 |
| 10 | 9 | 8 | 7 | 6 |
| 11 | 12 | 13 | 14 | 15 |
| 20 | 19 | 18 | 17 | 16 |

## My prize is



FOR KIDS

# My Ten-Box Chart

## My name

## ☆ Fill a box. Box 10 is the prize.

CHART 1: MY GOAL IS

| | | | | |
|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10  |

CHART 2: MY GOAL IS

| | | | | |
|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10  |

FOR KIDS

# My Reward Menu

**My name** _____

## Draw a reward. Write its name.

### Small rewards

I NEED ____ STARS

☐ _____

☐ _____

### Medium rewards

I NEED ____ STARS

☐ _____

☐ _____

### Big rewards

I NEED ____ STARS

☐ _____

☐ _____

FOR KIDS

# Our Class Goal Tower

## Our class

## ☆ Color a block when our class earns one.

🚀 **Top: we did it!**

20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1

### Our class goal is

### When we get to the top we will

### Draw our prize

WE STARTED ON

WE GOT TO THE TOP ON

EXAMPLE

# A Chart, Filled In

SAMPLE · INVENTED STUDENT

The students are invented, and so is every mark. Every total can be re-added from its own row.

### CLASS CHART (PAGE 13), FIVE INVENTED CHILDREN

| STUDENT | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | TOTAL |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Ben | S | S | S | S | S | S | S | – | – | – | 7 |
| Ana | S | S | S | S | S | S | S | S | S | S | 10 |
| Omar | S | S | S | S | – | – | – | – | – | – | 4 |
| Lily | S | S | S | S | S | S | S | S | – | – | 8 |
| Sam | S | S | S | S | S | S | – | – | – | – | 6 |

S is a sticker. Row totals: 7 + 10 + 4 + 8 + 6 = **35** stickers. Our invented class gives one tower block for every 5 stickers: 35 ÷ 5 = **7** blocks colored.

### TEN-BOX CHART (PAGE 7), ONE INVENTED CHILD, MAYA



Maya has 7 stars. 10 − 7 = **3** boxes left, and the last box is the prize.

### CLASS REWARD MENU (PAGE 12), THREE INVENTED REWARDS

| REWARD | STARS TO EARN |
|---|---|
| Pick the book at story time | 5 |
| Use the special pencil | 10 |
| Choose a game for the class | 15 |

Your own rewards and stars go in your own file. These three are only to show how a row looks.

### YOUR TURN: ONE CHILD, ONE GOAL

STUDENT _____ GOAL _____ PRIZE _____

### YOUR TURN: HOW WILL YOU GIVE A STICKER?

_____

_____

_____