

TRAVANCORE SCHOOL OUTREACH TEAM

POSITIVE REINFORCEMENT SURVEY – PRIMARY

This survey is a relational tool for classroom teachers to collect student voice data. The data collected from this tool may assist in understanding motivators or reinforcement preferences for the target student. This information may guide the planning of incentive or positive reinforcement systems in a school for the target student.

The survey should be completed by the student with the classroom teacher or another suitable adult and may assist in relationship building.

Below is a paragraph that provides instructions for completing a series of "controlled choice" survey items about individual reinforcement preferences. Below is a suggested script to read with the student before starting the questionnaire.

"Let's suppose that you have worked hard on an activity or assignment and you think that you have done a super job on it. In thinking about a reward for your effort, which one of the two things would you most like to happen?
Please choose the one from each pair that you would like best."

Instructions:

1. Please mark only the box of the preferred choice for each pair.
2. Tally the results for each category.
3. Return the results to the Travancore School Outreach Teacher.

1.	<input type="checkbox"/> Teacher tells you "Well done!"(A) <input type="checkbox"/> Be the first to finish your work. (C)
2.	<input type="checkbox"/> Be given your favourite sticker. (T) <input type="checkbox"/> Classmates ask you to be on their team. (P)
3.	<input type="checkbox"/> Have 'free time'. (PR) <input type="checkbox"/> Teacher tells you "Well done!"(A)
4.	<input type="checkbox"/> Classmates ask you to be on their team. (P) <input type="checkbox"/> Be first to finish your work. (C)
5.	<input type="checkbox"/> Have 'free time'. (PR) <input type="checkbox"/> Be given your favourite sticker. (T)
6.	<input type="checkbox"/> Teacher tells you "Well done!"(A) <input type="checkbox"/> Classmates ask you to be on their team. (P)
7.	<input type="checkbox"/> Be the first to finish your work. (C) <input type="checkbox"/> Have 'free time'. (PR)
8.	<input type="checkbox"/> Be given your favourite sticker. (T) <input type="checkbox"/> Teacher tells you "Well done!"(A)
9.	<input type="checkbox"/> Classmates ask you to be on their team. (P) <input type="checkbox"/> Have 'free time'. (PR)

10.	<input type="checkbox"/> Be the first to finish your work. (C) <input type="checkbox"/> Be given your favourite sticker. (T)
11.	<input type="checkbox"/> Teacher gives you a tick on your work. (A) <input type="checkbox"/> Be the only one that can answer a question. (C)
12.	<input type="checkbox"/> Choose a special prize. (T) <input type="checkbox"/> Friends ask you to sit with them. (P)
13.	<input type="checkbox"/> Play your favourite game. (PR) <input type="checkbox"/> Teacher gives you a tick on your work. (A)
14.	<input type="checkbox"/> Friends ask you to sit with them. (P) <input type="checkbox"/> Be the only one who can answer a question. (C)
15.	<input type="checkbox"/> Play your favourite game. (PR) <input type="checkbox"/> Choose a special prize. (T)
16.	<input type="checkbox"/> Teacher gives you a tick on your work. (A) <input type="checkbox"/> Friends ask you to sit with them. (P)
17.	<input type="checkbox"/> Be the only one who can answer a question. (C) <input type="checkbox"/> Play your favourite game. (PR)
18.	<input type="checkbox"/> Choose a special prize. (T) <input type="checkbox"/> Teacher gives you a tick on your work. (A)
19.	<input type="checkbox"/> Friends ask you to sit with them. (P) <input type="checkbox"/> Play your favourite game. (PR)
20.	<input type="checkbox"/> Be the only one who can answer a question. (C) <input type="checkbox"/> Choose a special prize. (T)
21.	<input type="checkbox"/> Teacher draws a smiley face on your work. (A) <input type="checkbox"/> Be chosen to show your work to the class. (C)
22.	<input type="checkbox"/> Choose a 'lucky dip' (T) <input type="checkbox"/> Classmates ask you to be class leader. (P)
23.	<input type="checkbox"/> Have extra play time. (PR) <input type="checkbox"/> Teacher draws a smiley face on your work. (A)
24.	<input type="checkbox"/> Classmates ask you to be class leader. (P) <input type="checkbox"/> Be chosen to show your work to the class. (C)
25.	<input type="checkbox"/> Have extra play time. (PR) <input type="checkbox"/> Choose a 'lucky dip' (T)
26.	<input type="checkbox"/> Teacher draws a smiley face on your work. (A) <input type="checkbox"/> Classmates ask you to be class leader. (P)

27.	<input type="checkbox"/> Be chosen to show your work to the class. (C) <input type="checkbox"/> Have extra play time. (PR)
28.	<input type="checkbox"/> Choose a 'lucky dip'. (T) <input type="checkbox"/> Teacher draws a smiley face on your work. (A)
29.	<input type="checkbox"/> Classmates ask you to be class leader. (P) <input type="checkbox"/> Have extra play time.(PR)
30.	<input type="checkbox"/> Be chosen to show your work to the class. (C) <input type="checkbox"/> Choose a 'lucky dip'. (T)
31.	<input type="checkbox"/> Teacher gives you a 'high five'. (A) <input type="checkbox"/> Be chosen to have your work displayed. (C)
32.	<input type="checkbox"/> Be given special stationery. (T) <input type="checkbox"/> Friends ask you to work with them. (P)
33.	<input type="checkbox"/> Choose your own activity. (PR) <input type="checkbox"/> Teacher gives you a 'high five'. (A)
34.	<input type="checkbox"/> Friends ask you to work with them. (P) <input type="checkbox"/> Be chosen to have your work displayed. (C)
35.	<input type="checkbox"/> Choose your own activity. (PR) <input type="checkbox"/> Be given special stationery. (T)
36.	<input type="checkbox"/> Teacher gives you a 'high five'. (A) <input type="checkbox"/> Friends ask you to work with them. (P)
37.	<input type="checkbox"/> Be chosen to have your work displayed. (C) <input type="checkbox"/> Choose your own activity. (PR)
38.	<input type="checkbox"/> Be given special stationery. (T) <input type="checkbox"/> Teacher gives you a 'high five'. (A)
39.	<input type="checkbox"/> Friends ask you to work with them. (P) <input type="checkbox"/> Choose your own activity. (PR)
40.	<input type="checkbox"/> Be chosen to have your work displayed. (C) <input type="checkbox"/> Be given special stationery. (T)

Other suggestions about classroom rewards:

"What are some other ideas you have about rewards you would like?"

Thank you for taking the time to complete this survey.

SCORING KEY

Instructions for scoring the survey:

1. Tally the number of times each category was the preferred choice using the codes in the table below.
2. Record the tally for each category and order from highest to lowest.
3. The category with the highest tally is the preferred choice for positive reinforcement.

	Tally	Order (1 st to 5 th)
Adult Approval (A)		
Competitive Approval (C)		
Peer Approval (P)		
Preferred Activities (PR)		
Tangible Rewards (T)		