100 Free or Inexpensive Rewards for Individual Students

Elementary Level

- 1. Assist the custodian
- 2. Assist with morning announcements over the PA system
- 3. Be a helper in another classroom
- 4. Be featured on a photo recognition board
- 5. Be recognized during announcements
- 6. Be the first one in the lunch line
- 7. Be the leader of a class game
- 8. Be the line leader or the caboose
- 9. Be the scout (Person who goes ahead of class to tell the special teacher they are on the way)
- 10. Be the teacher's helper for the day
- 11. Borrow the principal's chair for the day
- 12. Buzz cut a design in an agreeable male's head
- 13. Choose a book for the teacher to read aloud to the class
- 14. Choose any class job for the week
- 15. Choose music for the class to hear
- 16. Choose the game during physical education
- 17. Choose which homework problem the teacher will give the answer to for a freebie
- 18. Cut the principal's tie off and have your picture featured on a bulletin board with the neck part of the tie as the frame. Keep the tip for a souvenir.
- 19. Dance to favorite music in the classroom
- 20. Design a class/school bulletin board
- 21. Design and make a bulletin board
- 22. Do half of an assignment
- 23. Draw on the chalkboard
- 24. Draw on a small white board at desk
- 25. Draw pictures on the chalkboard while the teacher reads to the class (illustrating the story being read)
- 26. Duct tape the principal to the wall during lunch or an assembly
- 27. Earn a free pass to a school event or game
- 28. Earn a gift certificate to the school store or book fair
- 29. Earn a pass to the zoo, aquarium, or museum
- 30. Earn a trophy, plaque, ribbon or certificate
- 31. Earn an item such as a Frisbee, hula hoop, jump rope, paddleball or sidewalk chalk, which promote physical activity
- 32. Earn extra computer time
- 33. Earn extra credit
- 34. Earn free tutoring time from the teacher (spelling secrets, math secrets, writing secrets)
- 35. Earn play money to be used for privileges
- 36. Earn points for good behavior to "buy" unique rewards (e.g. Autographed items with special meaning or lunch with the teacher)
- 37. Earn the privilege of emailing a parent at work telling of accomplishments
- 38. Eat lunch outdoors with the class
- 39. Eat lunch with a teacher or principal
- 40. Eat lunch with an invited adult (grandparent, aunt, uncle)
- 41. Eat with a friend in the classroom (with the teacher)
- 42. Enjoy a positive visit with the principal
- 43. Enjoy class outdoors for the whole class

- 44. Enter a drawing for donated prizes among students who meet certain grade standards
- 45. Get "free choice" time at the end of the day
- 46. Get a "no homework" pass
- 47. Get a drink from the cold water fountain (There is always one fountain that is better)
- 48. Get a flash cards set printed from a computer
- 49. Get a video store or movie theatre coupon
- 50. Get extra art time
- 51. Go on a walking field trip (earn privilege for whole class)
- 52. Go to the library to select a book to read
- 53. Have a drawing lesson
- 54. Have a free serving of milk
- 55. Have a teacher read a special book to the entire class
- 56. Have an extra recess
- 57. Have teacher share a special skill (e.g. Sing)
- 58. Have the teacher make a positive phone call home
- 59. Help in a lower level class
- 60. Keep a stuffed animal at desk
- 61. Learn how to do something special on the computer-like graphics or adding sound
- 62. Learn how to draw something that looks hard, but with help is easy
- 63. Listen to music while working
- 64. Listen with a headset to a book on audiotape
- 65. Make deliveries to the office
- 66. Name put on scrolling marquee with a specific message "Emily Jones says smile and eat your veggies."
- 67. Operate the remote for a PowerPoint lesson
- 68. Pick a game at recess that everyone plays including the teacher
- 69. Play a computer game
- 70. Play a favorite game or puzzle
- 71. Read a book to the class
- 72. Read morning announcements
- 73. Read outdoors
- 74. Read to a younger class
- 75. Receive a "mystery pack" (gift-wrapped items such as a notepad, folder, puzzle, sports cards, etc.)
- 76. Receive a 5-minute chat break at the end of the class or at the end of the day
- 77. Receive a note of recognition from the teacher or principal
- 78. Receive a plant, seeds and a pot for growing
- 79. Receive art supplies, coloring books, glitter, bookmarks, rulers, stencils, stamps, pens, pencils, erasers and other school supplies
- 80. Receive verbal praise
- 81. Select a paper back book to take home to read from the teacher's personal library
- 82. Sit at the teacher's desk for the day or a set amount of time
- 83. Sit next to the teacher during story time
- 84. Sit with a friend at lunch, assembly, etc.
- 85. Take a free homework pass
- 86. Take a trip to the treasure box (non-food items such as water bottles, stickers, key chains, temporary tattoos, yo-yo's, bubbles, spider rings, charms and pencil toppers)
- 87. Take care of the class animal
- 88. Take class animal home for school vacation time
- 89. Take home a class game for a night
- 90. Teach the class a favorite game

- 91. Teach the class a math lesson
- 92. Use colored chalk
- 93. Use the teacher's chair
- 94. Walk with a teacher during lunch
- 95. Watch a video instead of recess
- 96. Work as the Principal apprentice for 20 minutes
- 97. Work in the lunchroom
- 98. Write with a marker for the day
- 99. Write with a special pen for the day
- 100. Write with a special pencil for the day