

ACADEMY AWARDS

AutoSkill Rewards and Motivation Program

A system that rewards and motivates students is essential to the success of the Academy of READING and Academy of MATH training. Rewarding students for hard work, effort, and good classroom behavior can be very motivating for students. Especially when the training becomes difficult (and it will!), a reward program can provide the incentive and fun that student's need to work hard and persevere when skill gaps and deficiencies are encountered.

Following is a program that has proven to be both motivating to students, but also easy to administer for teachers. Based upon the use of Academy Bonus Bucks (template following), teachers should reward students for:

- **100% ACCURACY.** Students can earn the 100% Acceleration Mastery in the Sound Match and Letter Sound Match skill areas in the Academy of READING, and all puzzles in the Academy of MATH. Teachers are not notified when a student completes a puzzle with no errors, so students must raise their hands to alert the teacher that a 100% has been earned to be rewarded by one Academy Bonus Buck. Don't disrupt the class, but a "good job" followed by immediately presenting the student with a Bonus Buck encourages students to do their best and work hard to earn 100% Bonus Bucks.
- **SKILLS MASTERED AND % OF TIME ON TASK vs. TIME IN PROGRAM.** Decide upon a day of the week to celebrate **Academy Awards**. Using the WEEKLY PROGRESS REPORT, award Academy Bonus Bucks for the number of Skills Mastered and Time on Task vs. Time in Program above __%. Keep in mind, when students first begin training, the Time on Task vs. Time in Program ratio may be around 50%. However, within 2-3 weeks students should be working within 70-80%. Establish weekly goals for % of TOT vs. TIP to keep students focused and on task.
- **WEEKLY CLASS GOAL.** Get creative and make it fun! Based on a need you see in the class or a reward expressed by the students, set a goal of the week that is awarded to every student who meets that goal. In this way, teachers can reward students for positive classroom behavior (not talking) rather than punishing bad classroom behavior (being disruptive).

Assign a dollar (Bonus Bucks) value to rewards, i.e. \$1 = a piece of candy, \$5 = a pencil, etc. and display a chart of the **Academy Awards** as incentives for the students. Every two weeks set aside time for **Academy Awards**, allowing students to either spend or bank their Academy Bonus Bucks. To make it more fun for the students, periodically change the rewards to make them seasonable, i.e. Halloween or Valentines Day items, or around school events such as plays, football items in the fall, and baseball in the spring, etc.

You can see examples of other successful school programs on the Education Technology Partners AutoSkill Resource Center by clicking on the following link: http://edtechpartners.com/profdev/pd_autoskill.html. On the left-hand side, look for *Student Motivation Programs*. Most of all make your program fun and an incentive to students. The training may not always be easy and an **Academy Awards** rewards program can provide much needed motivation!

ACADEMY
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BUCKS**

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