

TABLE 8.3

Classroom Strategies Targeted to Students' Preferences

STRATEGY	DESCRIPTION	NOTE OF CAUTION
Token economy	Students are given a token for appropriate classroom behavior or good academic work. The tokens are exchanged periodically for toys or prizes that children can choose based on their own preferences (i.e., bouncy ball, stickers, pencil).	Managing this complex system of tokens and exchanges is very time consuming.
Contingency contract	Teachers write a contract for each student specifying goals for behaviors that will be reinforced and what reinforcement will be given based on student preferences. Students should be involved in setting the goals and determining the rewards (i.e., free time, computer time, phone privileges).	Teachers must be able to remember the goals and rewards specified for numerous students.
Group consequences	Reinforcement is based on the behavior or academic achievement of the class as a whole. The students may help choose the class reward (i.e., excess recess, pizza party).	Individual students who struggle in the subject area or who have behavioral difficulties can be singled out as holding back the whole class.