

## **Honor's Room Consideration**

The idea is to have a wide range of reinforcing activities that students can access based on earning the necessary points to access the Honor's Room. Keep in mind the adage "different strokes for different folks." Students are motivated and reinforced by different activities. This is why it is important to have variety. Below is a list of potential things that could be purchased to include in the Honor's Room. In addition to purchasing items, it is a good item to solicit donations from school staff and their family and friends.

### **Music items**

- Guitar
- Turn tables
- Electronic drum set

### **Arts & Crafts**

- Drawing & poster paper
- Colored pencils, crayons, colored pens
- Water & acrylic paint
- Other types of arts and crafts

### **Video Games**

- Wii with multiple controllers
- Xbox with multiple controllers

### **Computer with internet access**

- Computer graphics software

### **Board games**

- Checkers
- Chess
- Monopoly
- Life

### **Sports**

- Ping pong, pool table, indoor basketball shooting competition, equipment for outside activities (basketball, football, soccer ball, volley ball, baseball mits)

### **Food**

- Mystery food day is a highly reinforcing event to pair with the Honor's Room. The idea is that the students never know when food is going to be available, so they better keep their behavior in check just in case "today is the day." Cooking things like hot dogs, burgers, popcorn, quesadilla, ice cream, pizza, etc.
  - Have the students generate the food they would want to eat on mystery food day.

### **School store**

- Items or food that students can purchase based on banking extra points.