

# Introducing Stickers and Rewards to your KS3 Class

## 1. Getting Started

- ☐ Decide which behaviours and achievements you want to encourage in class
- ☐ Buy some batches of corresponding stickers

## 2. Decide How You Will Implement the Scheme

- ☐ Choose between rewarding pupils on an individual basis and rewarding the class as a whole
- ☐ Consider what privileges a reward could earn

## 3. Introducing Rewards to Your Pupils

- ☐ Decide on a criteria for giving out awards
- ☐ Explain your rewards system to the class

## 4. Reward Your Pupils

- ☐ At the end of class reward pupils who meet the criteria for a sticker

## 5. Special Circumstances

- ☐ Recognise outstanding achievements with a special certificate in assembly