NSW Department of Education 

# Classroom reinforcers and strategies

Understanding the motivations behind student behaviour is crucial for creating an effective and supportive classroom environment. Each student is unique, with different needs and reasons for their actions. By identifying the underlying motivations, teachers can implement targeted reinforcers and strategies that foster positive behaviours and enhance learning.

The following is a non-exhaustive list of classroom reinforcers and strategies tailored to address specific motivations.

## Obtain or avoid an activity

|  |  |
| --- | --- |
| **Get/ Obtain** | **Escape/ Avoid** |
| Special lunch, break or play time with a peer | Homework pass |
| Lunch/break time with a preferred adult | Stay inside during a break |
| Helper | Front of lunch line pass |
| Additional time on a preferred activity | Late pass |
| Special game during a break | Reduced time on non-preferred activity |
| Game of choice | Alternate activity |
| Line leader | Additional breaks |

## Obtain or avoid attention/ connection

|  |  |
| --- | --- |
| **Get/ Obtain** | **Escape/ Avoid** |
| Work with a friend of choice | Lunch in a private area |
| Preferential seating | Pass out of assembly |
| Photo on school bulletin board | Quiet workspace |
| Tutor/ assist others | One-on-one check ins |
| Positive card/ letter sent home | Individual tasks |
| Buddy system for projects | Offer choice |
| Line leader | Non-verbal signals |