

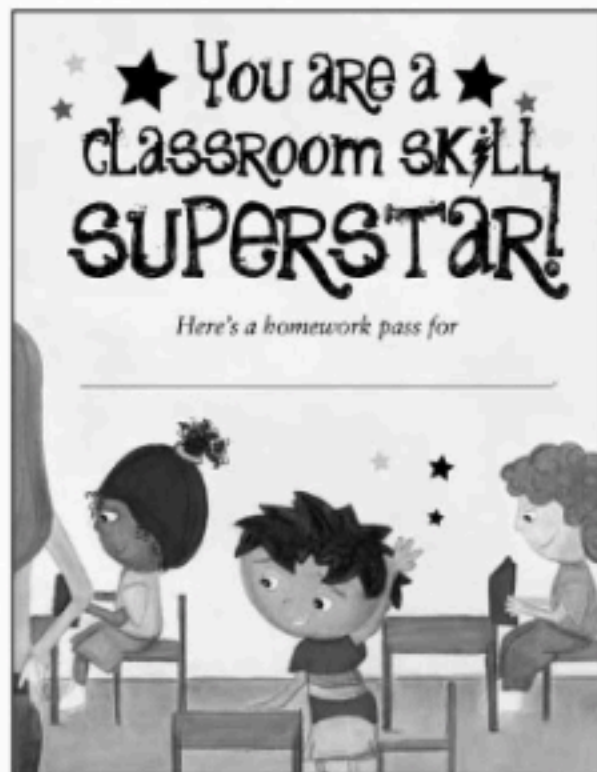
Ping Pong Ball-a-rama

OBJECTIVE

Encourage all students in the class to learn and use the social skills by having them all work toward a group reward.

Teacher Instructions

1. Each time a student or the class as a group demonstrates "Say Yes to No" behavior, have a student put a ping pong ball into a jar.
2. When the jar is full, allow the class to have a "Say Yes to No" celebration. This could be a popcorn party, extra recess, free daily assignment pass, backwards day, hat day, PJ day, etc.
3. In addition to offering the group reward, use the coupons on the following pages to reward individual students for demonstrating the skills of disagreeing appropriately and accepting "No" for an answer. (*Reward coupons on the CD-ROM are offered in full color as well as in black and white!*)



WAY TO GO!
GOOD JOB!
WAY TO GO!

You know how to disagree the right way.
 Turn this pass in for...

GO
WAY
GOOD JOB! GO



WAY TO GO!

You've joined RJ's **SAY YES** TO **NO CLUB!**

NAME: _____


YOU CAN ENJOY: _____

SIGNED _____ DATE _____

CONGRATULATIONS!


You just earned _____ minutes of free time for

_____!

YOU  **deserve a high five and**

for disagreeing the right way!

NAME _____ SIGNED _____ DATE _____



Accepting 'No' Reward Coupons

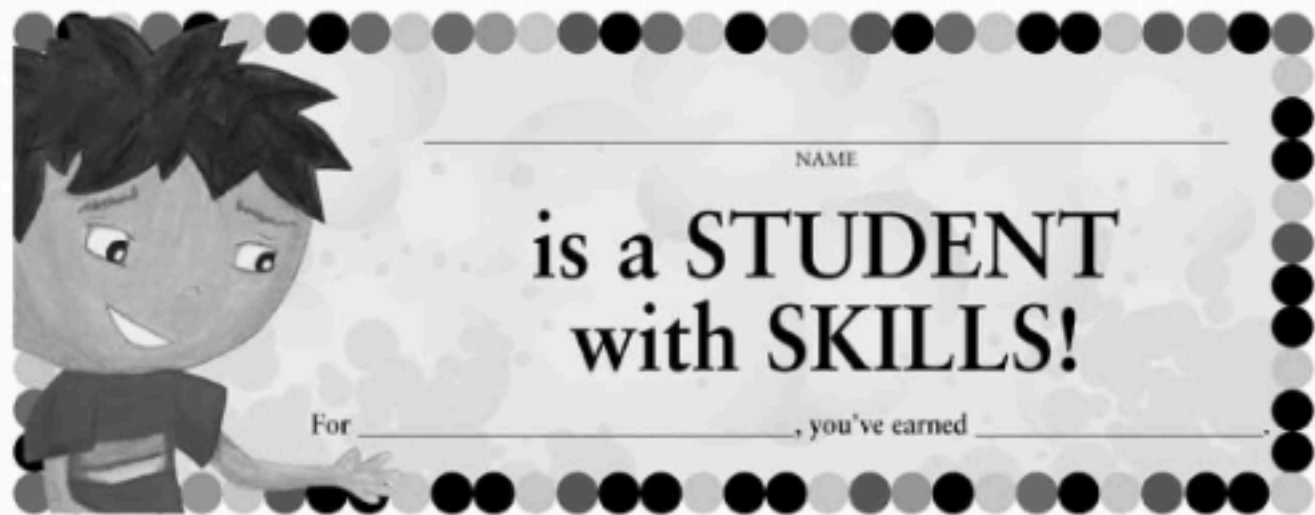
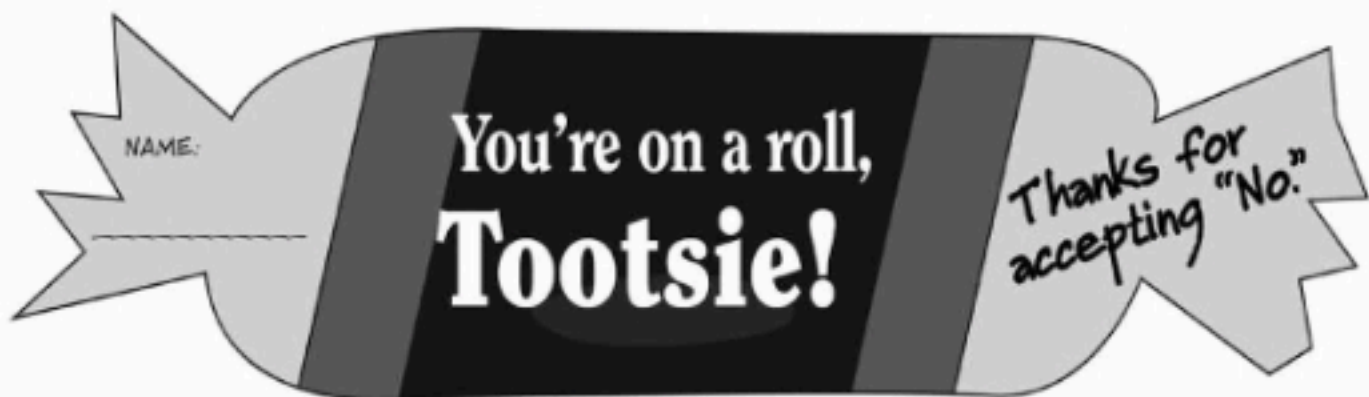
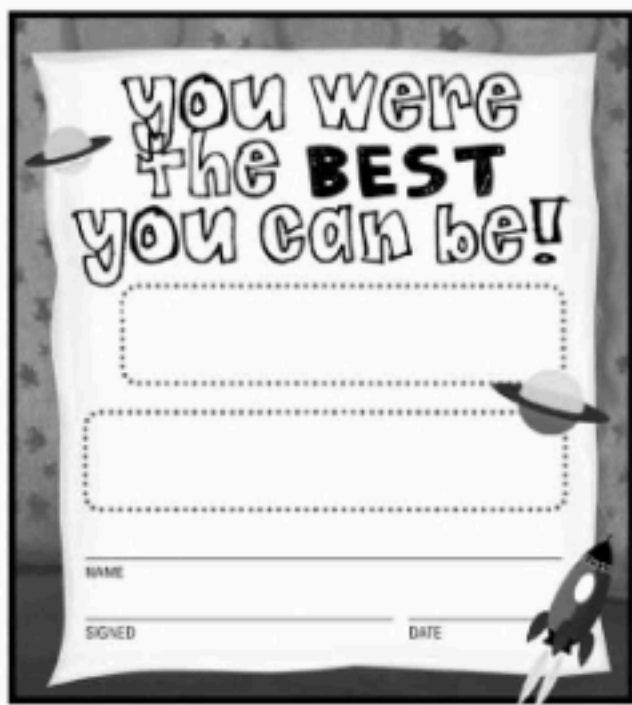
OBJECTIVE

By recognizing students publicly or privately when they demonstrate the skill of accepting "No" for an answer, you increase the likelihood that all of your students will work harder to use that skill in order to enjoy the rewards you offer.

Teacher Instructions

1. When you notice a student accepting a "No" answer from you with a pleasant and cooperative demeanor, try to reward the child immediately by giving him or her one of the privileges below. You may also choose to use another reward that you know will be meaningful to that particular student.
2. This can be done publicly for skills that your class as a whole needs to improve upon. If just that student is struggling with this skill or your students are older, private praise and a reward may be more effective.
3. Remember that verbal praise alone may also be enough to reinforce the behavior you want to see.
4. Below is a list of possible rewards. Ready-made reward coupons that you can copy and use are on the following pages and the accompanying CD-ROM (in color as well as black and white).

- Skip three math problems
- Be first in line for lunch/recess
- Get extra library time
- Get game time in the classroom
- Be awarded free time
- Choose a "helper" job in the classroom
- Get free daily assignment pass
- Use sparkly or other cool pen for assignment
- Receive a 10-Point Bonus Card that can be used in the subject of student's choice
- Choose partner for activity
- Earn a positive note to the principal
- Earn a positive phone call home
- Receive a mini Tootsie Roll
- Get extra computer lab time
- Choose work station
- Earn the use of the teacher's chair for an hour
- Get to have water bottle at desk
- Do half of assignment (e.g., only odd- or even-numbered problems)
- Do schoolwork while sitting on the floor, in beanbag or rocking chair



**THANKS FOR STAYING CALM
AND NOT ARGUING.**
HERE'S YOUR REWARD: _____

WAY TO GO!

NAME _____

You demonstrated the skill of _____

and have earned _____.

YOU'VE EARNED:

NAME _____

KNOWS HOW TO SAY "YES TO NO!"

