

# VALUE OF THE WEEK

## HOW IT WORKS

These work in a hierarchical order. This can be displayed in the classroom with a peg representing each student or a group of students.

The goals are easiest (red) to hardest (green). As they complete each behaviour goal, they can move up the chart.

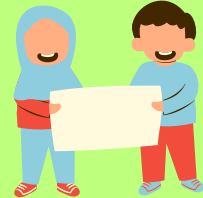
When a large amount of students have worked from the easiest to the most difficult behaviour, the class gets a reward. For example, 5 minutes extra play, break or anything that would reward your students.

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## SELF-DIRECTION



**Talked to the class about a new topic.**



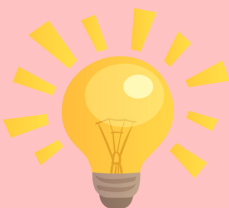
**Explored an interest on my own.**



**Asked a question in class**



**Learnt something new about a friend**



**Came up with an idea**



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## BENEVOLENCE



**Forgive someone who hurt me**



**Helped someone with work/homework**



**Shared something (ruler, pens, snacks)**



**Complimented someone**



**Cheered up someone else**

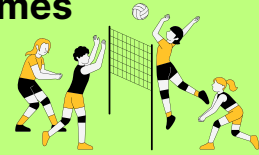


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## UNIVERSALISM



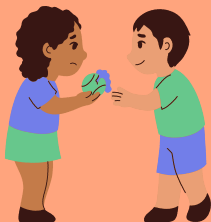
**Invited someone left out to join games**



**Stood up for someone**



**Played fairly**



**I was nice to someone I don't like**



**I recycled my rubbish**

