



CLASSROOM STORE



How to build an effective classroom store to meet the needs of your students.

Tips to Building an Effective Classroom Store

- 1. Find out what your students want to work for. Utilize reinforcer surveys to find out what your students like. (See the Reinforcement Survey one pager for more information, if necessary).**
- 2. Determine how your students will purchase items in the store.**
 - a. Will they earn points on a point sheet and those points become money? Do they earn tickets for demonstrating desired behaviors? What will be their currency?**
- 3. Once you have decided on a currency, determine how much your items will cost.**
 - a. You will want to have small items that students can buy easily with a little currency and you will want bigger items that students can purchase by saving their currency.**
 - b. You can create a menu that lists the available items and how much they cost.**
- 4. Next, you have to determine how often your students will exchange their currency for the items.**
 - a. This is dependent on your students and how frequently they need to cash out.**
 - b. As a very general rule, younger students typically need more frequent cash out times than older kids.**
- 5. Then you will want to establish your procedures and time for your cash out.**
 - a. For consistency purposes, you will want this to be at around the same time each day/week. Students need to know when to expect this.**
 - b. Teach students the procedures to access the store. Have a visual that shows them what to do so that they can access the store successfully.**
- 6. Implement the store! Frequently reinforce the behaviors you want to see your students display**