



# SeaWorld/Busch Gardens Husbandry and Training

## 4-8 Classroom Activities

## Design a Reward

### OBJECTIVES

The student will explore the significance of rewards in learning. The student will be able to list three types of rewards used at school and will be able to design a reward that other students would choose to earn.

### ACTION

#### PART ONE

1. Begin a long-term program in which students earn tokens for desirable classroom behavior.
2. Use poker chips as tokens to reward students for completed homework, one week of perfect attendance, clean desks, attentiveness, and other appropriate behavior. Let students “buy” rewards by exchanging certain token amounts for free time, new pencils, stickers, etc.

#### PART TWO

3. Lead a discussion of the rewards and conditioned reinforcers students at your school get for correct behavior such as good conduct, special achievements, above-average schoolwork, sports participation, and extracurricular participation. Which reinforcers work best? What do students like best?
4. Have the students design their own reinforcers and reward system for the school and share them with the class. Have the class critique ideas. Would they work? Why or why not? Discuss how the rewards would vary for students of different ages and cultures.

## DEEPER DEPTHS

Using the activity in PART ONE, incorporate math problems such as bar graphs to chart each student's (or team's) total. Create individual point graphs for each student to keep track of their tokens.

Try some of your students' ideas from the activity in PART TWO in your classroom. Give the plan a trial period and report back to the class on the results. Discuss why the system worked or failed.

## MATERIALS

- poker chips or other suitable items for student "tokens"



Reinforcers can be a tummy rub, a fish, a toy, or a favorite activity; anything that an animal may perceive as enjoyable. Here a trainer rubs the chest of a pilot whale.