



PIVOTAL EDUCATION

BEHAVIOUR, SAFEGUARDING, TEACHING & LEARNING

Goods

Contributed by Nic Carpenter

I created a currency called Goods. This was designed to be a reward for positive behaviour.

Students developed the currency themselves, choosing the design of the 1 and 5 Good notes.

A special 10 Good note was designed by each student, and a class vote was taken on the best one. This is awarded once a week.

Students earn Goods throughout the week during lessons.

On a Friday, students can then spend their Goods.

The Goods are spent on either

1. A reading book
2. Computer time (developing ICT skills, not just free time)
3. Circus Skills lessons.

The system started slowly, with little buy in from the group, but we are now in a position where students are wanting to earn their money.

All resources in the "Contributions" section of our resource bank have been submitted by delegates on our Taking Care of Behaviour Online course. For more information about this practical, self-paced course, please visit: <http://www.pivotaleducation.com/taking-care-of-behaviour-online/>