

CASE STUDY

DATE

Sept 20 – July 21

SCHOOL

Chadsgrove School

EVENT/ACTIVITY NAME

Reward Shop

WRITE UP

This activity relates to:

Gatsby Benchmark 1 - A Stable Careers Program

Gatsby Benchmark 3 - Addressing the needs of each student

Gatsby Benchmark 4 - Linking curriculum to careers.

There is a proven link between rewards and positive learning outcomes. For our pupils at Chadsgrove School, implementing a reward shop system has had a positive and profound effect.

The system rewards pupils for any achievement throughout the day. These can include academic work, positive behaviour, meeting EHCP/IEP targets, kindness, helpfulness and any positive effort or skill.

The reward shop works by pupils gaining a “tick” on a class reward chart for their positive skill/effort. At the end of each day, pupils count their ticks, convert them into pennies and put them into their personal “money pots”.

Every Friday, the pupils count all of their pennies and they spend their earning on a small treat or save for a larger treat. The reward shop encourages money management, earning wages, problem solving, budgeting and money awareness.

DISTRICT

Worcestershire

NUMBERS ATTENDED

9US, 13US, 15US

PHOTOS



CREATING OUR FUTURE WORKFORCE



Worcestershire
Local Enterprise Partnership

THE CAREERS &
ENTERPRISE
COMPANY