

# School-wide Positive Behaviour

## ★ Spark Bucks Menu ★

These are the prizes that you can purchase from our SWPBS shop if you save up your Spark Bucks!

### 10 Spark Bucks

- 30 minutes of reading / writing time
- Sit on a chair/ bean bag for a day
- Read a story to the class
- Choose a brain break for the class

### 20 Spark Bucks

- 30 minutes of mindfulness / drawing time
- Choose a mental math game for the class
- Keep a stuffed animal on your table for a day
- Eat lunch in a class of your choice
- Buy a Zooper Dooper at lunch (Summer)
- Buy a Hot Chocolate at lunch (Winter)

### 30 Spark Bucks

- 30 minutes of ICT time
- Help in a prep class for 1 hour
- Be the teacher's helper for a day
- Eat lunch with a staff member of your choice
- Create a feature for the Daily Bulletin
- Help run the Spark Buck shop

### 50 Spark Bucks

- A cooking class with Miss Sutherland or Mr. Jagoe
- 30 minutes of extra playtime
- Borrow Mr. Jagoe or Miss Sutherland's chair for a day
- 30 minutes of an activity with a teacher (e.g., basketball with Mr. Jagoe)
- Join another class for an hour
- Office helper for 1 hour
- 30 minutes Nintendo Switch time



### Class pooled prizes

- Dress up in a costume for a day
- Pajama day!
- Class movie
- Additional year level sport session

500

- Whole class cooking session
- Hot chip lunch

800