



Child Study System: Attendance Incentives

Positive Strategies for Increasing Daily Attendance



	Strategy	Looks Like
Classroom	Positive Parent Communication	<i>Teacher communicates positive attendance to parent via note, phone call, or email</i>
	Public Recognition	<i>Wall of Fame, awards, certificates, etc.</i>
	Positive Comments	<i>Teachers and staff acknowledge students who meet attendance goals</i>
	Connect the Dots or Puzzle Prize	<i>Create "Connect the Dots" or puzzle picture of desired incentive or prize. When class meets daily goal, a student is chosen to connect 2 dots or place a puzzle piece. The prize is earned when the picture is completed.</i>
	Green and Red Marble Jar	<i>Teacher puts a marble in attendance jar each day: green=goal met, red=goal not met. At the end of the week, the teacher blindly and randomly selects a marble. If green, the class gets a reward. If red, it's sorry, try again next week.</i>
	Attendance Charting	<i>Students complete chart to track their attendance, earning rewards or privileges for obtaining certain milestones.</i>
	Classroom Mascot Keeper	<i>Each day, the name of a student is drawn. If the student is present and on time, that student is allowed to be the keeper of the classroom mascot (object, stuffed animal, etc.)</i>
	Homework Pass	<i>Students who meet attendance goal receive a free homework pass.</i>
Grade Level/Team	"Free" Time (reading, electronics, computer, etc.)	<i>Students can earn 5-15 minutes of a preferred activity for meeting attendance/tardy goals. Could be awarded individually or collectively.</i>
	Traveling Trophy	<i>The classroom with the highest attendance takes possession of trophy.</i>
	Weekly Attendance Improvement Goal	<i>Classes in the same grade level or team who meet attendance goal receive reward or recognition.</i>
	Capture the Flag	<i>The class/team with the highest weekly attendance displays prized flag.</i>
	Homework Pass	<i>Class or team who meets attendance goal receives homework pass.</i>
Whole Campus	Grade Level Competitions	<i>Groups within a grade level or school compete for the highest attendance during specific time period (week, month, grading period, semester, etc.) Winners receive prizes—could include 1st, 2nd, 3rd place.</i>
	Preferred Parking Space (works well with staff also)	<i>Students who meet criteria are entered into a drawing. The winner gets a preferred parking space for a week/month.</i>
	Perfect Punctuality Pizza or Popcorn Party	<i>The first class that earns enough days of perfect attendance to spell out "Perfect Punctuality" wins a pizza or popcorn party.</i>
	Prize Wheel or Random Drawings	<i>Students with perfect attendance (week, month, etc.) spin for prizes during lunch or assembly, or have random drawings during morning announcements. Must be present to win.</i>
	Inter-Campus Competition	<i>Two schools set up attendance competition with one another. The losing school must acknowledge winner (principal wears competitor's t-shirt, picture with mascot, sings school song, perform dance, etc.)</i>
	Uniform-Free Day or Free Cafeteria Seating Day	<i>Grade levels that meet attendance goals earn a day with no uniform requirements and/or cafeteria seating requirements.</i>
	Atten-DANCE	<i>Grade level with highest attendance for month, grading period, etc. earns dance (or other activity) during a period of the school day.</i>
Attendance Incentive Student Competition	<i>Students submit ideas for campus attendance competitions. Implement one (or more) with a prize or recognition for best submission(s). This also generates ideas for incentives that are meaningful to students.</i>	





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Positive and Proactive Strategies for Increasing Daily Attendance



School attendance is a simple, easily understood measure of student performance. One strategy for improving attendance is engaging students, parents, and educators in a campaign that offers positive rewards for getting to school regularly and on-time.

- **Attendance incentives are most effective when part of a comprehensive approach** that includes student, family, and staff engagement. Incentives should be part of creating a school-wide emphasis on attendance and a commitment to encouraging student engagement in the classroom once they arrive. To foster a culture of attendance, every class needs to participate.
- **Incentives don't need to be costly.** Simple rewards—recognition from peers and the school through certificates or assemblies, extra recess time, homework passes, even dancing in the hallways—go a long way toward motivating students. Ask students what is meaningful.
- **Interclass competition is a powerful motivator.** Friendly competition between classes (for example, a pizza party for the class with the best monthly attendance) can be a powerful motivator and may encourage students to feel accountable to each other for attending class.
- **Avoid recognizing only perfect attendance.** Perfect attendance is not always the goal since it is not wise to encourage students to attend when they are sick. Students should be rewarded for improved attendance, not just perfect records. Offering weekly perfect attendance awards can allow students the chance for recognition the next week if they are sick or otherwise absent.
- **Reward timeliness, not just showing up to school.** Since tardiness also has an adverse impact on learning, many schools only count on-time attendance toward rewards.
- **Send home information highlighting the value of attendance and the consequences of poor attendance.** Ensure families know about the incentive program and understand school attendance policies, including those related to grades and credits. Sanctions should not be used without incentives.

-Adapted from **Attendance Counts**, a national initiative working to improve policy and practice related to attendance



Possible Incentives:



Elementary	Secondary
Stickers, certificates, recess time, homework pass, pencils, erasers, bracelets, time with favorite adult, positive note home, positive office referral, classroom helper, time with class mascot, grade level trophy or flag, class pet helper, t-shirts, uniform free day, unassigned cafeteria seating	Certificates, homework pass, computer time, music time, popcorn, pizza party, dancing time, parking pass, classroom aide, early release (1-3 minutes), food coupon from cafeteria, uniform-free day, ticket to school activity, free cafeteria seating day, lunch with preferred adult

