

Fidelity Checklist
Strategy 8: Mystery Motivator

Mystery Motivator (MM) involves a game-like element (Kowalewicz & Coffee, 2014) in order to motivate and encourage the student by using the preferences of the students. MM is a strategy that reinforces students for appropriate behavior (Moore et al., 1994). When using MM, it is usually the consequence itself that goes unnamed prior to a task demand, but the teacher signals to the student that something positive will happen if behavior changes in the desired direction. MM adds an element of intrigue to other reinforcement contingencies (Kruger et al., 2016).

Name:

Date:

Activity/Class:

Number of Checklist for Strategy: 1 2 3 4 5

Mystery Motivator	YES	NO	COMMENTS
1. Announce MM game to the student(s).			
2. Define and describe target behavior(s).			
3. State time frame/period.			
4. Start time.			
5. Record target behavior (e.g., clicker, tally, etc.).			
6. Conclude time.			
7. Deliver MM if earned.			
Total steps completed accurately:			
Percentage of steps completed accurately:			

Additional notes or comments: