



Behavior Management TOOL: Teaching Others through Online Learning

Module 8: Mystery Motivator

Learning Task # 1

Directions: Determine a time during your classroom teaching when student engagement and motivation is the most difficult to achieve and answer the following questions:

1. Objective
What would you like students to be able to do?
What change in behavior can help them to achieve this behavior?
2. Time Period
When does this occur in your classroom teaching (during a specific subject area, when presenting new material, during the same time of day/week, etc.)?
What period of time could you set for the Mystery Motivator game to achieve your objective during this time period?
What other times could you integrate Mystery Motivator to randomize reinforcement of the desired behavior?
3. Tracking
How will you track the students' demonstrations of the appropriate behavior?
How will students see their progress toward achieving the reinforcement?
4. Reward
What motivates your class of students?
What are the key interests of your students?
What are some rewards that you can include as Mystery Motivators?
Is there any factors to address in providing the reward (costs, schedule changes, etc.)?

Learning Task # 2

Directions: This game-like strategy depends on the collective participation of your students! Watch the video ____ . How many different students helped achieve a tally mark toward achieving the reward? What were the responses of the students after achieving each tally mark? Did you notice any students encouraging other students as they collectively moved toward attaining the Mystery Motivator reward? How do you think their responses or engagement will change the next time the teacher announces the Mystery Motivator game?

Learning Task # 3

Understanding your students' interests is critical for integrating Mystery Motivator for behavior management. Through the use of student preferences, the reward can motivate and encourage students to demonstrate the desired behavior. How well do you know your students? Consider administering a Student Interest Survey to help plan your Mystery Motivator reinforcements! *The following example can be edited to fit your needs.*

Student Interest Survey	
Items	Response
Favorite movie	
Favorite candy	
Favorite subject in school	
Favorite app	
I feel my best when...	
If I had a dollar, I would...	
I like when my teacher...	
I feel the most challenged when...	