

**INTERVENTIONS FOR BEHAVIOR**  
**Behavior BINGO**

Purpose:

Behavior BINGO is a simple, positive-reinforcement intervention used by teachers to improve classroom behavior.

Description:

A Behavior BINGO is earned by getting a complete row either horizontally, vertically, or diagonally on the BINGO board. (See attached sheets for many suggested ways to earn a number on the board.)

NOTE: This plan can be modified to use as a whole class behavior plan by posting one large BINGO card and rewarding whole class behaviors such as good reports from the substitute or using quiet voices in the hallway, etc.

Materials:

1. BINGO card for each student
2. List of rules/goals (see attached)
3. Container filled with paper squares labeled 1-100
4. List of Behavior BINGO rewards

Preparation:

1. Post a list of the skills/rules you will be monitoring.
2. Choose how frequently you will be reinforcing classroom behaviors. (NOTE: For students with more intense or severe levels of misbehavior, you initially may want to present a reinforcement more frequently. As students' behaviors improve, gradually extend intervals.)
3. Place the filled container in an easily accessible location in the classroom.
4. Post the list of rewards near the container.

Procedure/Steps:

1. Introduce the Behavior BINGO Program to the class.
  - a. Tell the students “You will become better learners by following the rules of Behavior BINGO.”
  - b. Discuss and model the list of rules/goals you have created.
2. Explain to the students that they will earn chances to draw numbers out of the container. The amount of numbers that can be drawn out of the container depends upon the number of times they are “caught” following the rules or accomplishing the goals.
3. If the student is “caught,” he/she gets to pick a certain amount of numbers out of the container then color the corresponding numbers on their BINGO card. They should put the numbered paper squares back into the container when they are finished. (Ex: If the rules state that a clean and neat desk earns two numbers out of the container, the student picks two paper squares out of the container and colors those exact numbers on his/her BINGO card.)
4. For a bit of added reinforcement, you may want to surprise the students with extra numbers or out-of-the-ordinary instances that are not part of the posted rules/goals.
5. The student is rewarded when he/she has colored enough squares to create a horizontal, vertical, or diagonal BINGO. (A new BINGO card may be given after each reward or the student can continue to create another “BINGO” on the same card until they get a “black-out.” An additional reward can be given at that time.)

Evaluation of Effectiveness:

Improved classroom behavior as noted by the classroom teacher.

Sources:

[www.proteacher.org](http://www.proteacher.org)