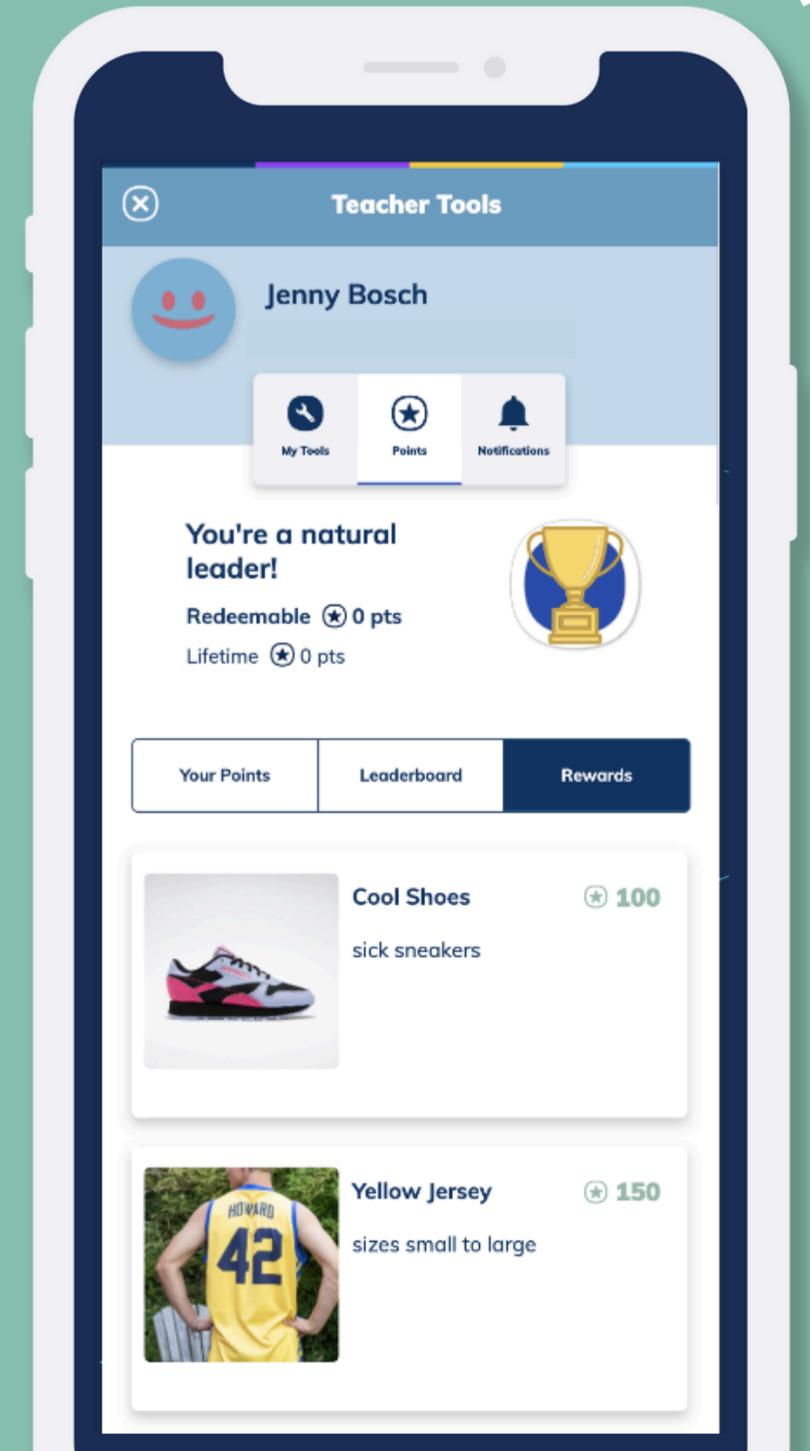




Running a successful **Points & Rewards** program with Minga

Engage students with a new points and rewards program built specifically for high school

MINGA 7.0



Points and Rewards programs for high school needs to evolve from traditional K-6 methods.



Most points and rewards programs were developed for K-6 classrooms with one teacher managing the program for their class.

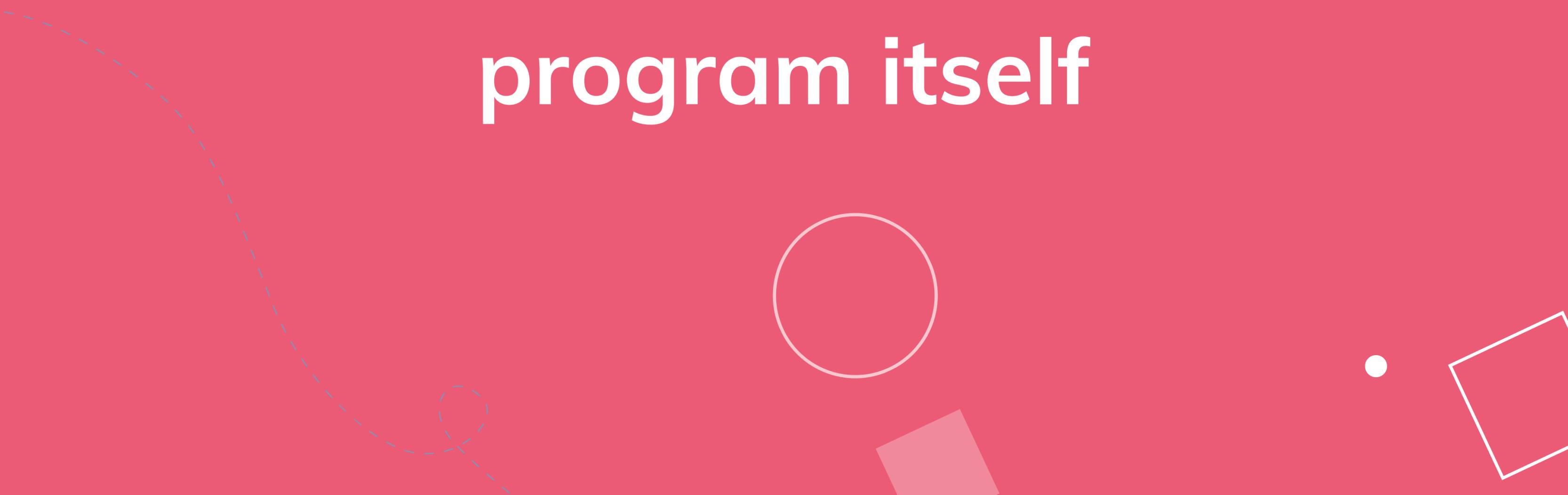


At high school, multiple teachers per student with differing expectations, results in an inequitable points program.



Monetary rewards are no longer the number #1 incentive for high school students - and they're typically harder to track.

**So...We need to rethink the
program itself**



SO WHERE DO WE START?

Find your why...

What is the ultimate objective of your points and rewards program?

Every school will have different priorities when incentivizing behavior at school, think about what yours might be:

- Encouraging awesome behaviors
- Improving event attendance
- Increasing school participation
- Reducing tardiness
- Reducing vandalism
- Reducing bullying
- etc...

Keep your ultimate goal in mind as you move forward so you can monitor your progress.

My Tools My Class **Points** Notifications Preferences

My Points **Leaderboard** Rewards

Select Period: This Month Select Type: Teams

Export

Hufflepuff	92
Slytherin	70
Ravenclaw	-51
Matt's team	-80

The Solution? Driving community participation

The overarching solution, to most behavioral issues at high school, is to create a strong sense of community and belonging for your students and staff.

When students experience this, they are less likely to exhibit disruptive behaviors!

To reach your objective, the goal is to drive involvement and participation in school events, activities and conversation.

As a result, we create a greater sense of belonging and foster a stronger community on campus. While offering an even playing field to all students.



What's the incentive?



The number #1 motivators for adults and high school aged students are...

Peer Recognition

Instant Gratification

To incentivize students in this way we can:

- Focus on team based incentives per month or semester - celebrate these on your main feed
- Award the winning team and recognize their achievement publicly, in front of their peers, with a great prize they can participate in - Pizza & Ice Cream at lunch!?
- Give students an instant celebration in the Minga app when they receive points - confetti anyone?
- Instantly show points on the public leaderboard in Minga

Community participation, individual actions and recognition

Host Community Events

Bring your community together with events & activities available to all.

Shared common experiences are really powerful and visual events like theme days are some of the most effective.

Further drive a sense of community with friendly team competition. This encourages all team members to participate and stay engaged.

Individual Actions

Recognize individual students and their good behavior through creating and assigning **Praise** behaviors.

Praise behaviors have points attached when assigned to a student and help to reinforce kind or helpful behavior displayed by your students.

Reward Participation

Record participation in these events and reward those who get involved with points earned when checking in to an event.

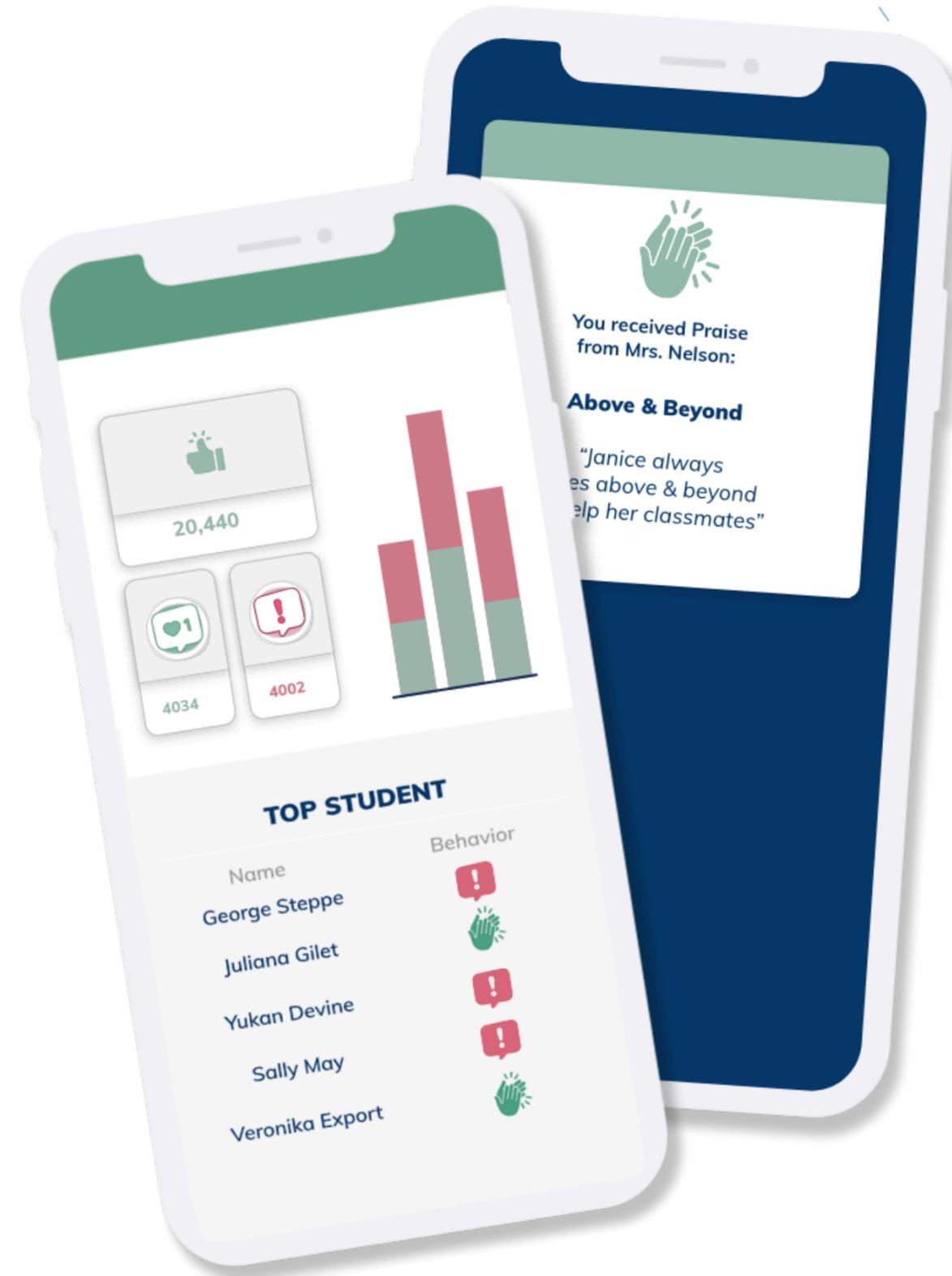
To further encourage participation, good behavior, and community engagement utilize rewards in Minga to redeem points.

Rewarding individual behavior

You can continue to celebrate achievements and recognize awesome behavior with points given to individuals.

This can be done with **Praise** in the Behavior Assigning section in My Tools. Assign points to individual behavior types in Behavior Manager.

We recommend that this is kept to only around 10% of available points given out at school so that the main focus remains on event & community participation.



Rewarding Behavior



Manage Points and Rewards Program

You can continue to manage your points and rewards program in Minga through the Points Manager.

Points earned within Minga can be redeemed for rewards to provide incentives for participation, engagement and positive behaviors.

Learn more in the article below about setting up and managing your school's points and rewards!

Points and Rewards

The screenshot shows the 'My Tools' interface with the 'Points' tab selected. It features a list of rewards with their respective point costs and 'Redeem' buttons. A summary panel on the right indicates the user's current status.

Item	Description	Points	Action
	Candy Assorted Candy	5	Redeem
	Cool Shoes sick sneakers	100	Redeem
	Yellow Jersey sizes small to large	150	Redeem
	T-shirt A great shirt!	15	Redeem
	School Beanie So warm and fuzzy to keep your head warm.	50	Redeem

You're a natural leader!
Redeemable 0 pts
Total Points 0 pts

Manage Points and Rewards Program

Teams & Leaderboard

Add Teams in Minga - classes or grades are an easy place to start.

Turn on your public leaderboard for teams - individual leaderboard is also available.

Create Teams



Create your Events

Create and promote the events in Minga and drive participation. Create a sense of community and buy-in from the student body.

Create Events

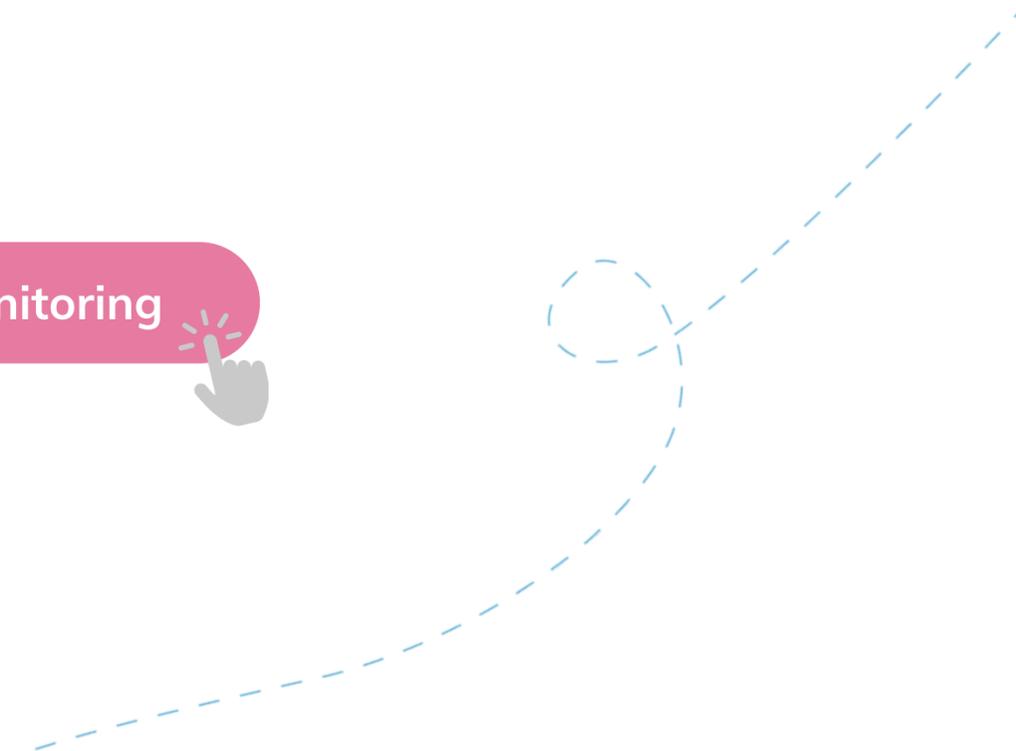


Monitor Participation

Monitoring participation in events is the foundation of the program.

Check-ins can be done by anyone by adding them as event managers.

Monitoring



Minga Help Center

For any other support you need when setting up and using your Minga, please visit our Help Center and the knowledge base.

We host weekly training sessions on Zoom which are a great opportunity to get specific questions addressed in person. We encourage you to attend!

Visit Help Center

