



Using Incentives to Motivate Student Learning on Zearn

October 2020

Zearner of the Week

Incentive/Reward:

- The Zearner of the Week gets a shout-out in the school newsletter or on Instagram/Facebook.
- The shout-out can include a picture and fun fact about the student, etc.
- The Zearner could also get a certificate, either printed or sent online.

Goal/Challenge:

- Highlight students who are putting in lots of effort to reach their lesson completion goals.

How to Monitor:

- Each teacher chooses a “Zearner of the Week.” This might be a student who improved their lesson completion or persevered through Boosts in the Tower of Power. Teachers can use the Pace Report or Tower Alerts Report to identify these students.



Teacher/Principal Dance Challenge

Incentive/Reward:

- Principal/teacher learns a dance (think TikTok) and shares the video on the school communication channel.

Goal/Challenge:

- When grade levels reach a certain % of students meeting the weekly lesson completion goal, the principal learns the dance.
- The class with the highest % of students meeting the lesson completion goal could vote on the dance.

How to Monitor:

- Set a weekly lesson completion goal.
- Monitor each classroom's lesson completion using the Pace Report.



Prize Raffle

Incentive/Reward:

- Student raffle for a book of their choice, pizza delivery, etc.

Goal/Challenge:

- Every week that a student completes X number of Zearn lessons, their name is entered into a raffle.
- Each week/month, raffle winner gets a book, pizza, etc.
- The school shares a picture of the student with their prize to motivate other students.

How to Monitor:

- Each teacher views the number of lessons each student completes in the Pace Report and submits students who met the goal.
- Alternatively, the coach/administrator pulls names from the Pace Report, then chooses a winner.



Class Party (Zoom or In-Person)

Incentive/Reward:

- Classes work to win a class party and vote on the activity:
 - Game time - scavenger hunt, trivia, Kahoot, TPT virtual games, etc.
 - Dance party using GoNoodle, Kidz Bop YouTube videos, etc.
 - Virtual field trip
 - Drawing activity using a “how to” or favorite illustrator (think Mo Willems) YouTube video.

Goal/ Challenge:

- Class with highest % of students meeting the lesson completion goal wins.
- Another option is for every class with X % of students completing X number of lessons earns a party.

How to Monitor

- Set weekly lesson completion goals. Monitor each classroom’s lesson completion using the Pace Report.





Zearn Helpers

(for you, and your child)

ZEARN HELPERS 

READY? 

- ✓ Computer, tablet, or mobile phone
- ✓ Online
- ✓ Pencil
- ✓ Student Notes (or scrap paper!)

TOUGH PROBLEM? 

Read the problem again
Take a guess! Zearn will help you
Rewatch the video
Mistakes grow your brain!

GLITCHING? 

Refresh the browser
Log out and log back in
Restart your computer
If your work doesn't save, enter your answer again

I'm ready to grow my brain!

1 Lesson	2 Lessons	3 Lessons	4 Lessons!
----------	-----------	-----------	------------



Use a paperclip to track your progress up the chart!