

Level System:

Each child is represented by a car on a racetrack. Each day the child's car starts on the farthest green space next to the finish line. There are three green spaces, then three yellow spaces, and then three red spaces. When a child has broken a class rule then the child's car is moved one space to the right, away from the finish line.

- **Green: The child gets to participate in all of free choice time and gets a prize at the end of the day.**
- **Yellow: The child spends half of free time sitting and watching their friends play and then they get to participate in the last half of free choice. They do not get a prize**
- **Red: The child does not get any free choice time. They spend free choice sitting and watching their friends play. They do not get a prize**

Broken Rules:

- 1. Not following directions after given precision commands are given.**
- 2. Hitting**
- 3. Biting**
- 4. Pinching**
- 5. Throwing items**
- 6. Kicking**
- 7. Fighting**
- 8. Screaming**
- 9. Using inappropriate language or gestures**

Seat away time will be used for broken rules. The seat away is an area for the child to calm down and reflect on his/her behavior. When a child goes to seat away, their car is moved one space.