



Educator: Alissa McNally			Role: First Grade	
Classroom Rules Tips			Classroom Rules:	
<ul style="list-style-type: none"> Keep it short and sweet; 3-5 rules tops Make rules visible (“Be Respectful” is not visible – “Use kind words” is something that can be easily monitored) Frame in the positive (“No shouting” is negative – “Raise your hand” is clear, specific, and positive) Post your rules in your classroom and review them every day – make it fun, create a chant!			Rules: We will respect the learning, safety, and well-being of others by doing what is expected and doing it the best we can. Expectations: Raise your hand to speak or leave your seat, use kind words, keep hands and feet to ourselves, listen and follow directions.	
Rewards			Consequences	
Type	System	Outcome	System	<i>Clip down - Students will clip down throughout the day for not following the classroom expectations.</i>
Individual Student Reward	<i>Treasure Box, Sidewinder tickets, and clip chart.</i>	<ul style="list-style-type: none"> Individual tickets to be used or saved individual prize from the treasure box Individuals get to clip up through the day. Once they reach “super student” they pick from a prize box or tickets. 	Specifics of the System	<i>This Classroom Management Plan gives three warnings to a student before taking action. If students clip down 3 times in a day, parents will be contacted.</i>
Group Rewards	<i>When working in groups, students will be praised and rewarded with treasure box or sidewinder tickets for following expectations.</i>	<ul style="list-style-type: none"> All students in the group will be rewarded with a choice of prize from box or tickets. 	Ladder of Consequences, Rewards, and/or Privileges	<i>Step 1 - Warning/ clip down Step 2 - clip down/Time Out in Classroom Step 3 - clip down/ individual extra worksheet in classroom Step 4 - Buddy Room and Call home to parents</i> <i>Steps are always done as privately as possible.</i>
Whole Class Reward	<i>school-wide Sammy Points System from outside instructors and “gems” into our class gem jar from the teacher.</i>	<ul style="list-style-type: none"> Sammy Points build towards an activity set by the principal. Gems build in a jar towards a “Gem party” thrown by the teacher. 	Re-Entry In	<i>Students will work their way back down through steps to join the classroom. They will take responsibility for their actions through earning clips back up the chart.</i>
Parent Communication Plan			Tier 2/3 Student Options/Protocol	
<i>Students will have a calendar used as a behavior monitor chart within their daily homework folder. They will mark in their chart what color of the clip chart they landed on at the end of each day. This will be a quick visual to communicate student daily behavior with parents. If parents needed to be contacted through the day, the teacher will set a time with parents to discuss behaviors and referral will be made.</i>			If you have successfully implemented your Tier I plan and need further support with a student, below are some options/ideas: <ul style="list-style-type: none"> Visit www.PBISworld.com for ideas Reach out to your colleagues and administration for ideas Build an individual behavior tracker Increase parent contacts 	



Other Important Items to Note about my Management Plan

Students start fresh each day.