

**Skill and Critical Rule:**

"Today we are going to talk about ways to **"COOPERATIVE"** in the bathroom setting.

**Setting:** Bathroom

- What are some ways that we can be **"COOPERATIVE"** in the bathroom?
- Ask students to define what being **COOPERATIVE** means.
  - Shape their responses into observable behaviors (e.g. if they can say to be "nice", ask for examples of being nice that equate to observable skills such as taking turns, asking someone to play....).
- What are some ways we can:
  - Follow rules without adult reminders
  - Use good manners in the bathroom
  - Wait your turn
  - Use the restroom quickly and efficiently
    - Review above key behaviors and any other skills the students identify
- Ask students to shape their responses into observable behaviors.

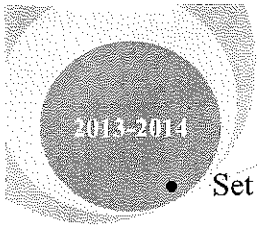
There are several different times we can use **COOPERATION**

- For example:

**Demonstration and Role Playing****Demonstrations:**

- I am going to show you some ways to **COOPERATIVE** and some ways to **BE UNCOOPERATIVE**.
  - I want you to watch me and see if you can tell me if I am **BEING UNCOOPERATIVE**.
    - After each example ask the student if you were **BEING COOPERATIVE**. Ask what you might do instead during non-examples.
- **Examples**
  - (N) Push someone away from sink
  - (E) Waiting quietly with hands at side
  - (N) Taking five minutes to play with soap
  - (E) Making sure bathroom area is clean after use
- If you choose to use role-playing, remember that students may only model positive behaviors. Teacher should always model negative behaviors.

**Role Plays:**



## Middle School – PBIS Lesson: Being Cooperative in the Restroom

- Set up a few practice sessions with your students.
  - Students to role-play appropriate examples of a skill.
  - Following each role play, review with all students
    - Was he/she safe?
    - How do we know?
- **Role Play Examples**

### **Review and Test**

- Ask students to identify key behaviors to **COOPERATIVE**.

### **Homework**

- Write down 3 examples of what **COOPERATIVE BEHAVIOR** looks like.