

Mrs. Cook's Classroom Management Plan

Behavior Expectations:

- Treat other students, adults, and property with respect.
- Work and play safely.
- Listen and follow directions the first time they are given.
- Raise your hand and wait to be called on.

If a student chooses not to show good behavior, he or she will put a colored card in their spot on the behavior pocket chart. Each student will begin every day with an empty pocket.

If a student chooses not to show good behavior they will:

1. Put in a **green** card - warning.
2. Put in a **yellow** card - miss 5 minutes of recess.
3. Put in a **red** card - miss one whole recess.
4. Put in a **blue** card - a note will be sent home.
5. If a student hits, kicks, bites, threatens, touches another student in an inappropriate way, or exhibits any other extreme behavior, that student may be sent directly to the office.

If a child ends his/her day on Blue, a note will come home for you to sign indicating what happened to cause their cards to move. If they are repeatedly on one of the other colors, I will send a note home to let you know of the pattern so it can be addressed.

Students who do not put in a card all week will receive a star on the chart on the last day of the week. Stars may also be rewarded at any time to students who are "caught being great". When a student collects 10 stars on the chart, they may choose a reward (pencil, sticker, etc.).

Cooperative Award: The class as a whole can also earn rewards for great behavior. Any time I see (or hear from another adult) that the class as a whole is showing great behavior, a stick will be placed in a can on my desk. When the can is full, a reward (extra play-time, extra free reading time, a video that correlates to what the class has been studying, popcorn, etc.) will be given.