

HOW TO USE POSITIVE BEHAVIOR MANAGEMENT

Once the program has a set of clear expectations, make sure the staff is managing students' behavior in a more effective way by highlighting the positive parts of behavior, rather than always focusing on the negative. Students become more empowered when they can clearly see the direct results that follow their behavior. Students who make good behavior choices receive positive results; students who make poor choices receive consequences without being singled-out or cut-down.

1) Be concise, be clear and *be consistent*

- Rules should be easy to understand and easy to remember. Use a few simple rules that can apply to many situations and discuss their real-life application with students. *Be safe, be respectful and be responsible* is a great starting point. Being respectful can apply to "respect for other students' property, feelings, as well as respect for teachers and school property."
- Have staff model the behavior expectations *at all times*, and consistently remind students of behavior expectations.

2) Update language in the program—both written and verbal

- Look at your posted rules—are they positive? For example, instead of "no inappropriate language" write, "use safe language" or for "no running in the halls" write, "walk in the halls." Focus on the positive!
- Focus on students who are exhibiting positive behavior. "Great job Jessie and Billy for following my directions and sitting quietly at your desks."
- Like the written directions, use positive directions when speaking to the students. "Walk," rather than "Don't run." "How should you sit at the table?" rather than "Don't stand on the table!"

3) Use logical consequences

- Have a clear set of consequences all staff and students know and understand.
- Make the consequence logical and fair (much like, "the punishment fits the crime"). If a student is off-task during homework time or a group activity, and they have received warnings, take time out of *their* recess or free-time rather than out of the activity. Since they are using the group's time as their own recess, the student will lose their own time.

4) Implement a rewards system.

- Spirit Week! Groups or classes can compete against each other to earn points weekly to earn a popsicle and/or pizza party. To win points the group must exhibit the program's stated expectations, as well as go above and beyond with helping out leaders and peers.
- Stamp Store! Students earn points (or stamps or stickers) individually that they can trade-in for prizes (i.e. small toys, stickers, tattoos, pencils, bookmarks, games), field trips (to the local park, zoo, nature hike, beach—the possibilities are endless), movies, etc., etc.



WHAT SHOULD I HAVE IN MY TOOL BOX?

- Many different ways to praise students and utilize positive language. (*See reverse side for an example.*)
- The ability to try different approaches. *If it doesn't work the first time, don't lose hope...try again, or change the approach.*
- Follow through! *Be prepared to give the logical consequences that follow the behavior, be consistent and fair.*
- A print-rich environment. *If you have a Spirit Week or some other rewards system...chart the students' progress for all to see—that way they can see how far they've come and how far they need to go.*

I HAVE A TIGHT BUDGET, WHAT'S THIS GOING TO COST ME?



The prizes in a rewards system for positive behavior management can be as simple or as intricate as a program needs.

- 💰 A high-five and a smile or free-time for the student is always appreciated (\$0)
- 💰 Popsicles (\$4-box of 12) or pizza (\$10-\$15 for a lg. cheese—don't forget that with a little time and effort frozen pizza also works as an even cheaper option!) or popcorn.
- 💰 Small toys, stickers, pencils or games from a \$.99 cents store, "Oriental Trading Company" or "S&S Worldwide" are some of the most cost effective. (\$.99 to \$250)
- 💰 Ask for donations! Local vendors may donate what you need, if not they may give you a percentage off.