

Mrs. Maxson's Classroom Management Plan

2017-2018



My goal is to create a learning environment in which all students are safe and able to do their best learning. The expectations, procedures, and positive reinforcements outlined here will teach students how to be independent, goal-focused learners.

CLASSROOM EXPECTATIONS

I have one main rule in my classroom: **Do the right thing!** I teach students that they have the **power to choose** their behavior. They always have the choice of doing the right thing! The following are examples of doing the right thing in the classroom:

- Give your best effort all of the time
- Keep your space and your work materials organized
- Follow school rules everywhere you go (gym, cafeteria, recess, bus, etc.)
- Be responsible for yourself and your learning
- Listen carefully and follow directions right away
- Be kind to everyone

CLASS DOJO

Students who meet classroom expectations and follow daily routines will be rewarded with **Dojo Points**. Class Dojo is a web-based program (www.classdojo.com) for classroom management. Students can earn and lose points for different reasons (all set up by the teacher). I use Dojo to focus on positive behaviors and also use it as a tool for school-home communication. We can send each other messages and you can see all of your child's activity (points earned and lost).

Students will earn points by subject (morning work, word work, reading, writing, math, science/social studies, and pack up). For excellent behavior (0 redirections or warnings to stay on task) during that subject, students will earn 2 points. For good behavior (1-2 redirections), students will earn 1 point. For unacceptable behavior (frequent redirections and warnings), students will earn 0 points. Students can also earn points for going above and beyond expectations.

Although I prefer to focus on positive behaviors, students will lose Dojo points for larger infractions.

DOJO STORE

Dojo points will accumulate for a week. At the end of each week, students will get the opportunity to "spend" their points. Points do not roll over to the next week; all points will be reset to 0 on Fridays after school.

Prizes that students buy will change throughout the year, based on students' interests and the time of year. The following is a sample menu of choices:

- 20 points - candy
- 30 points - bring a stuffed animal from home
- 40 points - scratch-off ticket (with in-class privileges)
- 50 points - treasure box
- 60 points - pick out a book to keep
- 70 points - good note to parents
- 80 points - soda
- 90 points - lunch in the classroom with a friend
- 100 points - BIG SURPRISE

Students are able to spend their points in any way they choose; for example, a student who earns 50 points in a week can get 5 pieces of candy, or pick from the treasure box, or bring an animal and get 1 piece of candy, etc.

VIP

The top 5 students who have the most Dojo points for the week become the next week's VIPs. VIPs receive a name badge to wear and get special privileges. They get to choose special supplies (gel pens, colored highlighters, smelly markers, mechanical pencils) to use on their work. They lead our line and get first choice during activities. VIPs will change each week.

PARENT SIGNATURE

Please sign and return this bottom portion to ensure that you have received and read my classroom management plan. If you have any questions, please contact me through e-mail, phone, or Class Dojo.

Student name: _____

Parent signature _____ Date _____

Thank you!
Stacey Maxson