Strategies for Secondary

Success Chain - Explained in workshop - positive group contingency in which the class earns a paper link/letter/word towards an established goal/reward. Many variations can be used: Principal’s link, buddy link, academic link, visitor’s link, lunch-line link, etc...Once earned, links cannot be taken away. You may also have more than one chain going at once. Ex. Inside chain & outside chain for in-class versus outside activities. Once goal is reached - whole class reward.

Correction Cards - Have laminated post it notes with common verbal statements made by teacher. Please Stop, Thank you for Listening, Thank you for not talking when I talk, etc. Hand out discreetly to deal with behavior. If you want to give a positive note, write it on a post it and let students keep it. Laminated notes should be returned at the end of class.

Last In – Last Out – Tardy management. Place desk(s) close to the door. The last one in is the very last to leave. Reiterate this is a “choice” they have made.

Neon Clipboard - (Disc. tracker) name on the clipboard = predetermined consequence.

Behavior Bracelets - (Great if you are on the move.) Use 3 colored stretchy key rings - remove one bracelet each time the “behavior to work on” is exhibited (blurt out, out of seat, etc.) The # of bracelets left is the number of points earned for that period. Predetermine the goal/# of points for reward. Ex. 25 points = homework pass.

Yes Card - (use index card) 3-6 will have 9 sections. Use a 3-10 minute interval depending on how often student disrupts. Increase time interval gradually. If at the end of specified time, student has not disrupted, you initial ONE “yes.” If the student has all “yes” initialed, reward is earned.

Team Time - 5 minutes every Friday. Set a timer for 5 minutes. Tell students they may only say “kind” things to each other during the 5 minutes. Put sentence starters on the board - Thank you for... I appreciate you for... I’m proud of you... I noticed that... I start it off by making a few of the statements myself. After a few weeks, you may notice them doing this unprompted!

Success Box/Bonus Box - used to reinforce positive behaviors, but also to minimize # of rewards given. If student complies with/reaches goal he/she puts name in a drawing box. Names can be drawn by period, daily, weekly, etc to earn reward.

Code System - Code “0” = Zero talking, Zero movement, Eyes on speaker; Code “1” - may only talk to teacher; Code “2” - may only talk with partner; Code “3” - may only talk with group.

100% Club - Set a goal and ALL students must comply. Ex. All arrived on time, completed homework, brought all materials, earned at least a ___ on quiz, no one interrupted the speaker, etc *Keep record of when goals are met. Chart the data & use to discuss what needs improvement. 10 pts can be earned each time toward 100 pts which = reward.

My Time/Your Time – Predetermine how many minutes you can spare at the end of the class (up to 5.) Put tally marks on the board at the beginning of class. Tell class each time they take “my” time (you have to stop to correct) they lose a minute of “your” time at the end. 5 minutes at the end of class could be talk time, homework time, choice time, etc.