I think it is important to keep classroom rewards and consequences simple, especially for kindergartners. To be effective, they need to be able to understand it. Of course, students need to be told the exact rewards and consequences for their behavior. I also think it is necessary to have a visual display in the classroom and each student is responsible for changing their behavior (literally!). Plus, students will be able to see who is not behaving properly and will perhaps encourage them to change for the benefit of the class. I believe this hands-on approach will keep them interested in their behavior status and more aware of the consequences. The visual display will also help me with my record keeping. I plan to explain the rewards and consequences to the students during the first days of school. I will also communicate the information to the parents at Open House as well as sending a letter home so there are no surprises regarding expectations. Parents will be required to sign the letter and return to me to acknowledge they have read it.

**Record Keeping and Communication**

There will be a pocket chart posted on a wall in the classroom (preferably near where the children sit for circle time). The pocket chart will have each child’s name and picture (if possible) with five small spots below their name, one for each day of the week. Each child will start the day with green in the first spot, unless they are absent. Students who are absent will have blue. When a “player” is blue, it means they are on the disabled list, and they are not eligible for any individual rewards that day, although they may still benefit from the whole class and group rewards earned on the day they were absent. The color-coded paper will be explained in kid friendly language. It is important to point out the fact that no where does it say that the students are having a bad day. This will help keep students focused on improving behavior.

**Next to the pocket chart, there will be two keys:**

**Strikes ☹**  **Hits ☺**

Green = good day Single (1B) – Great!

Orange = OK day (Strike 1) Double (2B) – Excellent!

Yellow = needs improvement (Strike 2) Triple (3B) – Awesome!

Red = not a good day (Strike 3) Home Run (HR) – Home Run!

Blue = disabled list (absent)

**Note:** The “hits” will all be white paper with 1B, 2B, 3B or HR.

When necessary, a student will be asked to change their own behavior (strikes or hits). I will pass out strikes and/or hits when appropriate. Each “player” will only have one color at a time, but it is possible to display more than one hit. For example, if a player earns a single on Monday (1B), their next reward, even if it is the next day, would be a double (2B). Hits will start over weekly, strikes start over daily.

In my grade book, I will track all students daily behavior. To keep it simple, nothing will be recorded if they stayed at green all day. I will only record blue, orange, yellow or red plus the number of hits earned. I will also record all hits (1B, 2B, 3B & HR). I will have a form letter ready to send home for strikes 2 & 3. For simplicity, the letter will have check boxes to quickly note what rule(s) were broken. There will also be room to write a quick note if necessary. I would also like to send home a form letter with check boxes for students who earn at least one hit each week. I feel it is equally as important to praise the good in addition to pointing out opportunities for improvement. Both letters, strikes and hits, need to be signed by a parent and returned to school on Monday. I will keep these letters on file as additional documentation for my record keeping. All students who earned at least green each day will go home with a “MVP Honoree” paper, which will serve as a “note” to the parents that their child’s behavior was adequate for the day. The date will be pre-printed on the paper. The winning MVPs will earn class priviledges for the following day (line leader, door holder, caboose, etc).

**Rewards**

**Individual** – Each “player” starts the day with green in the first spot under their name (unless they are absent). They have the opportunity to earn additional “hits” for exceeding expectations. Examples of exceeding expectations include helping another student who is struggling without being told by the teacher and/or pitching in (no pun intended!) to clean up even when they weren’t involved. Rewards will accumulate each week (Mon-Fri) and each player will get their prize(s) on Friday. All players who earned at least green or blue every day that week will get a ring pop (or a different small treat). Players who earned hits will get a chocolate covered baseball for each hit. (If they earn three hits, they get three chocolates, etc).

**Group** – There will be two jars of marbles at the front of the classroom. One will be labeled “hits” and the other one “strikes”. The “hits” jar will be glass so it will make lots of noise when marbles are dropped in it. The “strikes” jar will be plastic so it won’t be as noisy when marbles are added. This will focus their attention on the positive (hits) as opposed to the negative (strikes). Both jars will start out with the same amount of marbles (60) with the object being to move all the marbles into the “hits” jar. Groups can earn marbles in various ways. Depending on what they do, the group will be awarded one marble (a single), two marbles (a double), three marbles (a triple) or four marbles (a home run). Marbles from the “hits” jar can also be moved back to the “strikes” jar if necessary if the group is being disruptive and/or doesn’t clean up their area.

**Whole Class** – Will use the above group concept with the whole class, too. Once the “hits” jar is full, the class will win a predetermined reward. At the beginning of the year, as a class, we will come up with a list of rewards they would like to win. Examples include a pizza party, an ice cream party, extra recess time, Fun Friday and dress up days (crazy hair day, pajama day, sports day, look alike day, etc).

**Consequences**

As outlined above, I think it is worthwhile to build on positive behavior and be rewarded as such. I also believe students should have a fresh start each day and not add to their consequences from the previous day.

For example, if a student breaks a rule on Monday, they will be asked to change to orange. This is considered a warning and will be discussed with the student and others involved, if necessary. Regardless of what happens the rest of the day, they will still start Tuesday on green.

**Strike One (first offense)** – Warning…change to orange. Discuss with student and others if necessary.

**Strike Two (second offense)** – Change to yellow. Discuss with student AND note and/or phone call home.

**Strike Three (third offense)** – Change to red. Phone call home to discuss options for an individualized plan for improvement.

**Strike Out (repeated offender)** – will be handled on a case-by-case basis.