

Behaviour Management Strategies



- *Star Reward System*

Each child receives 12 stars at the start of the week. A star represents 5 minutes of golden time so the more stars you accumulate by Friday the more golden time a child gets. If you lose 2 stars, you have 10 minutes of timeout during Golden time. Similarly, every child must have at least 10 stars going home each day in order to participate in sporting or other recreational events. Stars can be won back for positive behaviour. This system is very effective with my 5th class. As a support to this system I use yellow cards/red cards and 'you're a star' cards. A yellow card put in front of you tells you that you are in danger of losing a star without interrupting the flow of the class. A red card signals that you must go and remove a star beside your name on the chart. Many children will never lose a star so I drop a 'you're a star' card on their table to show I'm pleased with their behaviour.



- *Marbles for Positive Behaviour*

I have my class divided in groups (1-4). I have 4 containers for marbles at the top of the room, one for each group, marbles are added as a group is working hard etc. Also marbles are awarded for individual efforts. I use marbles as they make noise when they are out into the jar as there is no need to waste time explaining what I'm doing...if the children hear the marbles they know to work hard, as some group is being rewarded. At the end of the week the winning group gets to spin wheel. Winning options include extra board game time, computer time, writing table or bronntanas ón mhúinteoir. The children love the idea of the spinning wheel.

To be considered: Groups should be mixed ability groups. Also the group should be changed every 2 weeks to ensure that the same group doesn't win all the time.

- *10 Star System*

Beside each child's name on a chart there are ten detachable stars. Each child gets 10 from the beginning. For misbehaviour, no homework etc. the child must come up and take a star off him/herself. These stars must then be earned back. (they give it back to themselves) the children must have all their stars for tag rugby, golden time etc.

- *Group Cards*

Children are arranged in groups. When the teacher gives an instruction, the group who carries it out most efficiently will get a tick on their card. The group with the most ticks at the end of the week get the prizes. Also use 'ready steady go' which means tidy up desk and sit quietly with lámha trasna.

To be considered: The arrangement of groups needs to be carefully decided, especially considering those with behavioural problems. Groups need to be changed every couple of weeks to give other groups a chance. Emphasise the important of effort and improvement and to reward improved behaviour.

- *Well-done ticket system:*



This is very effective in improving yard behaviour, especially at line-up time

- *Homework-Star reward*

For every night that children complete all their homework, bring it into school and get their journal signed by an adult, they get a star in their journal. When the children have been awarded 12 stars, they get a night off their written homework. This strategy encourages

children to complete their homework, remember to bring their books and copies into school and share their journal with an adult- helping to keep parents informed of day to day school issues.

- *Display of classroom rules*

Displaying the classroom rules in a prominent place in the classroom is very effective in reminding the children just what the rules are.

- *Yard Mentors.*

We find that this gives senior children sense of having an important job to do, especially children whose behaviour may be 'borderline'.

- *Playground Soccer League.*

This has proven very effective in improving good behaviour.

- *I am a Star Cards*

Make stars with 'I am a star' written on them, put them on the desks of the children who are working quietly. Same stars can be used over and over again.



- *Time out*

Time out using egg timers. Children watch the timer, seems to have a calming effect.

- *Fill the Pasta Jar*

Place a handful of pasta in the jar when the class deserve praise. Give a class reward when the jar is full.