

# Using Students to Manage the Classroom

## Classroom management (escalation) plan

**HIGH ALERT** - Non-negotiable Classroom rules - Enforced by Daily Behavior Log (DBL/diablo)

### RULES ENFORCED BY DBL

- 1. PUNCTUALITY and PRESENCE- Be seated when the bell rings - Potty Pass
  - 2. MATERIALS - Have binder, pen, pencil, and paper ready - Borrow or "sign and use mine"
  - 3. TECHNOLOGY - Electronics are permitted with permission
  - 4. LANGUAGE - Swearing, name calling, or bullying in any form are prohibited
  - 5. INSTRUCTIONS - Follow teacher instructions
- The DBL is a notebook with a log sheet that I use at the back of the class where I train students to write when they have broken one of the big classroom rules. The log includes their name, infraction, and a list of the consequences. The consequences are daily, meaning that they start over every day.
- 1st offense - warning (no big deal)
  - 2nd offense - 30 seconds after class
  - 3rd offense - 1 minute after class
  - 4th offense - 1.5 minutes after class and a phone call home
  - 5th offense - buddy room (another teachers classroom to do silent work)
  - 6th offense - talk with the dean
  - Any INSUBORDINATION in the process, then it goes directly to the dean

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**LOW ALERT** - Expected behavior during any comprehensible input - Enforced by 1- reminder of the rule, 2- party point, 3- participation points, 4- Chuck Norris points, and by 5- classmates through classroom roles

## INPUT RULES (L I S T E N)

1. L ook at me
2. I nvolve yourself in the story
3. S how me when you get or don't get it
4. T une back in if you mind wanders
5. E spañol only
6. N o talking over me

REMINDER - a simple reminder is often all that is needed.

*"What does the 'L' stand for Johnny?"*

PARTY POINT - a collective punishment or reward using points that students earn or lose based on participation. The "party" can be a kindergarten day, MovieTalk, new song, or anything else where students can bring food and where the language is still used. I use this primarily to keep them in the target language. Points are awarded for excellent questions, each period of 8 minutes of target language, and anything else that I want to reinforce. Points are deducted for blurting out in English.

*"Excellent question, Johna! ¡¡¡PUNTOOOOOO!!!"*

PARTICIPATION POINTS - individual reward or punishment based on Jens Great Rubric. I use this to keep kids accountable for understanding. Students can ask the meaning of anything, but if I suspect that a student is not seeking to understand, then I may ask them specifically what I am saying. If they cannot tell me, then they drop two points on the daily participation grade.

*"What did I ask, Joe? Uh-oh. Stay focused, now."*

CHUCK NORRIS POINTS - an invisible bank of points that each person carries around with them and when they do something above and beyond but doesn't fit academically, they earn one of these. These points add up in the imagination and are not tracked but I tell them that if they get enough of them, then one day they'll rule the world like Chuck Norris (think of the Chuck Norris jokes).

*"Great attitude, Kiira! Chuck Norris point for you!"*

And finally, CLASSROOM ROLES - student jobs in the classroom that are designed to have students contribute to the positive environment and engagement of the class, and therefore, classroom management.