

# Miss Friedrich's Classroom Management Plan 2nd Grade



To encourage each student to make positive choices for themselves, we will be using an individual behavior system. Each student will have a monkey with one banana displayed in the classroom. At the beginning of every day, all the monkeys will have their bananas. As the day progresses, if a behavior warrants attention, the student will lose his/her banana. At the end of every day students who still have their banana will place a sticker or a stamp on their individual chart. Once a student has 25 stickers on their chart, they will earn a prize. Students will have the opportunity to earn their banana back by exhibiting positive behaviors throughout the day.

- ◆ The following consequences will be enforced when a student chooses to make a poor behavior choice.
  1. Verbal warning
  2. Remove banana and lose 5 minutes of the next recess
  3. Lose all of the next recess
  4. Behavior continues, parents are notified, no recess, and possible referral to principal's office

**Possible rewards:** ◆ stickers    ◆ small toys    ◆ lunch with the teacher  
◆ games    ◆ erasers/pencils/pens    ◆ candy  
◆ Whole class rewards (everyone must work together to earn one of the following rewards: movie, extra recess, class party, class pet, etc.)

## Behavior Bingo!

The entire class will work together to earn whole class rewards. We will use Behavior Bingo to give the whole class a reason to work together and encourage positive behavior at all times throughout the day. When the class or group of students are caught exhibiting positive behavior they will get to draw a bingo number, then the number will be colored in on a hundreds chart and once the class fills in 10 numbers in a row they will choose a whole class reward.