

Positive Behavior Plan

VariQuest™
Visual Learning Tools

Activities to Promote Positive Behavior

The following activities focus on promoting positive behavior in the classroom and throughout the building. They are designed to reinforce positive behaviors through teaching students about appropriate behaviors and developing a classroom community. These activities are especially useful when working with students with emotional and/or behavioral disorders and students diagnosed with autism, who will benefit from consistent reinforcement and positive feedback. You will also find enrichment ideas that include how you could use other VariQuest templates and shapes to enhance each activity and/or bridge it to connect to other areas.

NOTE:

For all Cutout Maker e-Dies, cold laminate the construction paper prior to cutting out to create longer-lasting manipulatives that can be re-used or sent home for additional reinforcement.

For all posters, cold laminate and use dry-erase markers to write on and wipe off to re-use and foster interactive learning with students.

TARGET AUDIENCE

K-8

OBJECTIVE

Track positive behaviors and/or acquisition of skills using an individualized chart.

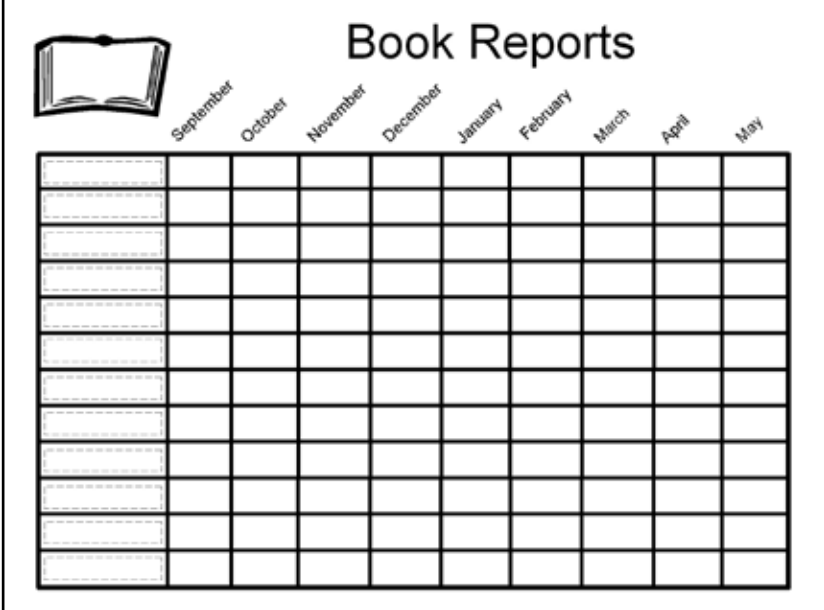
MATERIALS

Customized goal chart

Stars

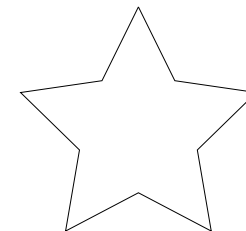
PREPARATION

Customize Poster Maker template (shown) with student's name at the top and specific behavior/skills he/she is working on down the left column. Above each column, modify the text to read Week 1, Week 2, Week 3, etc... Use Cutout Maker e-Die (shown) to cut out stars to fit inside the boxes of the behavior chart (1").



The image shows a template for a 'Book Reports' chart. At the top left is an icon of an open book. To the right of the icon is the title 'Book Reports'. Below the title, the months from September to May are listed in a curved line. Below the months is a grid with 11 columns (one for each month) and 11 rows. The first column is wider than the others and is intended for a student's name and specific behavior/skills. The remaining 10 columns correspond to the months. The grid is currently empty.

Helping Hands
RCG013



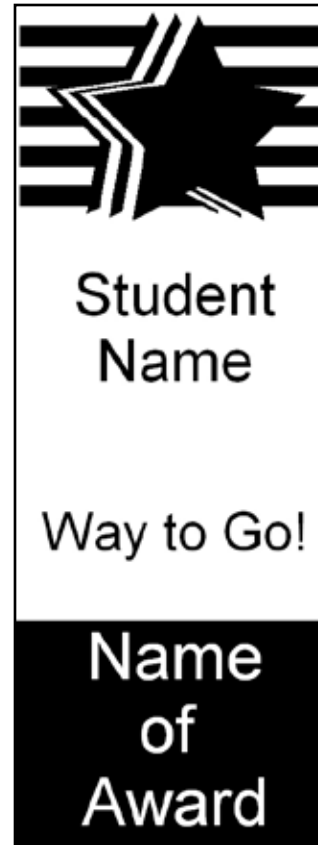
Star
MTH339

ACTIVITIES

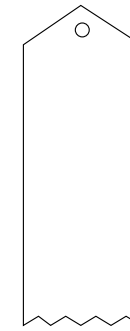
- Work with student and, if appropriate, parent to outline some of the goal behaviors/skills the student is working towards.
- Create a checklist of the behaviors that the student must have their classroom teacher(s) rate them on each day.
- Have student check in with homeroom teacher or guidance counselor on a weekly basis to review their daily checklists and determine if they have been successful in achieving their goals of desired behaviors/skills.
- Have student place star on the weekly behavior chart if he/she has been successful for the week, providing him/her the opportunity to take ownership of own behavior
- At the end of the agreed-upon time (month, quarter, semester, etc...) review student progress. If appropriate, reward students with award and/or a pre-determined incentive.
- Some examples of behaviors or skills to track include:
 - keeping notebook updated, responding to important verbal cue given by teacher, improved academic achievement, keeping desk/locker clean, bringing materials to class

ENRICHMENT

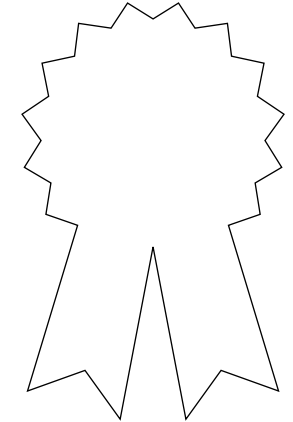
- Recognize student with a customized award using the I Earned It! Awards Maker template.
- Work with student/parents to identify other behaviors/skills that need improvement and repeat tracking chart with the new behaviors/skills.
- Use other Cutout Maker e-Dies shapes to track different behaviors/skills such as, Award: AMR001, Trophy: AMR013, Ribbon: AMR008.



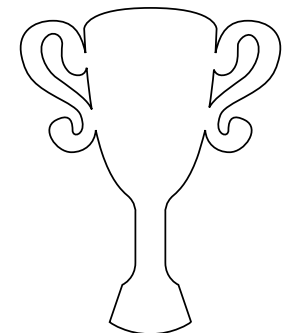
I Earned It!
AWD026



Ribbon
AMR008



Award
AMR001



Trophy
AMR013