

SET UP ONCE; LASTS
YOUR
WHOLE CAREER!



Behavior Management Toolbox



Just Call
Me!
Call the teacher
her first name
for a day

Family
Night
Bag



Teacher Set-Up Instructions



The Behavior Management Toolbox

PREPARE IT ONCE; USE IT AN ENTIRE CAREER!

Teacher's days are busy, and behavior management is always a priority. I was looking for a system that would:

- Be easy to implement
- Could be used at a variety of grade levels
- Require virtually no new set-up each year
- Reward students for positive behavior

My mom had some poker chips she was going to get rid of, and being a teacher, I said I'd take them. Those poker chips have developed into my behavior management toolbox. Here's how it works:

- I create a class list, and assign each student a number. (In this example, students are in alphabetical order by their first names.)
- I have a "toolbox" with 30 drawers in it. Each drawer is numbered, starting at 1 and going to 29. The 30th drawer has an "A" instead of a number. I used a black Sharpie to label these drawers.
- Inside each drawer are 20 poker chips (I used poker chips because they were free, but you can use anything durable that you can write on with permanent marker.) In drawer 1, all twenty poker chips are marked with a "1". In drawer 2, all twenty chips are marked with a "2", and so on. The "A" drawer contains 20 chips with "A" on them.



- Beside the "toolbox" box, I have a container for the chips.
- When I find a student that is on task, I take a chip from the "Token" container and drop it in the "Token" container.
- Every Friday afternoon the "Leader of the Day" is chosen. The student removes 5 tokens from the Token container and chooses a reward from the list on the following pages. If an "A" token is pulled, the teacher from the list. (Group rewards are also available.)
- After the 5 tokens are drawn, the rest of the chips are returned to the appropriate drawers so that they are ready for the next day. The Leader of the Day handles this task.

What Kind of Behavior Can be Rewarded with this System?

- Award tokens to students for:
 - Being among the first to get to work on a task.
 - Giving a particularly insightful or unexpected (in a good way) answer in a class discussion.
 - Occasionally, for an observed act of kindness.
- Being mentioned by another teacher for positive behavior in the hallways, library, etc.

NOTE: If a student asks if his/her behavior should be rewarded with a token...it's not. Students cannot ASK for a token.

How Do Students Choose Their Rewards?

There are several options for handling this. I bought a business card holder that has "pockets" inside. I put 5 cards within each pocket, and on Fridays the winners pass the holder from person to person. Each winner chooses 1 card and can either redeem it immediately, or ask me to sign it. They can then hold on to it (or ask me to keep it safely) until they're ready to use it.



F.A.Q.

How Do I Store the Tokens?

Long ago I bought the small parts organizer, likely at Canadian Tire. I simply wrote the numbers on each drawer with a Sharpie, and spray painted it blue.



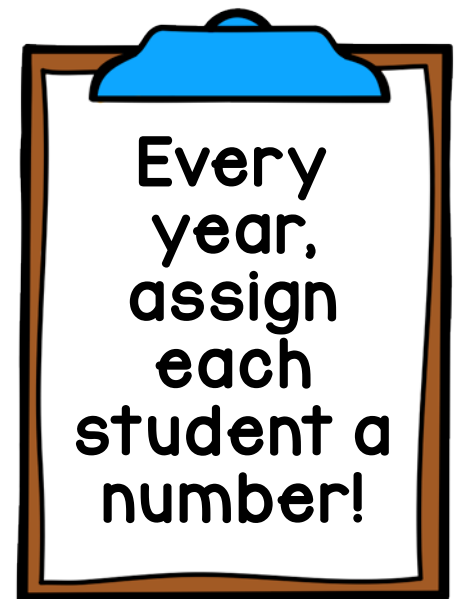
A more modern choice might be [this one](#), available through Amazon.



Sidney McKay from [Teaching is a Gift](#) puts her reward choices in the pink binder below, and checks off the choices made by winners.



Set Up System **ONCE** to Use the Rest of Your Teaching Career!


























60 Different Reward Options



| | |
|---|---|
| <p>15 Minutes Screen Time</p>  | <p>10 Minute Chat Time</p>  |
| <p>Show & Tell</p>  | <p>Outdoor Time</p>  |
| <p>No Homework</p>  | <p>Movie Time</p>  |
| <p>Work with a Friend</p> | <p>Dance Party</p>   |
| <p>Share an Internet Video</p>  | <p>Toy/Tech Day</p>  |

60 Different Reward Options



| | | | |
|-------------------|---|--|---|
| 15 Minutes |   | | |
| Screen Time | | Write with | |
| Show & Tell |  | Line up 2  | |
| Homework | Grab a Game | Eat with Teacher a Friend | |
| | Take a Game  | Teacher Help | |
| | Family Night Bag  |  | |
| | First C of Techn  | Draw Smart  | |
| Share Inter Video | Doodle & Draw | Ex Gym  | |
| | Seat C  | | |
| | See Wat  | | |
| | | <div>  <div> No Work  </div> <div> Last Block </div> </div> <div> Free Milk Ticket  </div> <div>  <div> Extra Gym Class  </div> </div> <div> No Bell Work  </div> <div>  <div> Teach a 15 minute lesson </div> </div> | <div> Perform for class at end of the day  </div> <div> Choose the class Brain Break  </div> <div>  <div> Help with a younger class </div> </div> <div> Use the Smartboard for 15 minutes. </div> <div> Name displayed on school Marquee  </div> |

Extra Editable Page

Make Additional Coupons!

Create your own coupons using these editable boxes!

**YOUR TEXT
HERE**

You can download the font
KG SECOND CHANCES SOLID
FREE FOR PERSONAL USE
HERE

<https://www.teacherspayteachers.com/Product/KG-Second-Chances-Font-Personal-Use-716428>

**YOUR TEXT
HERE**

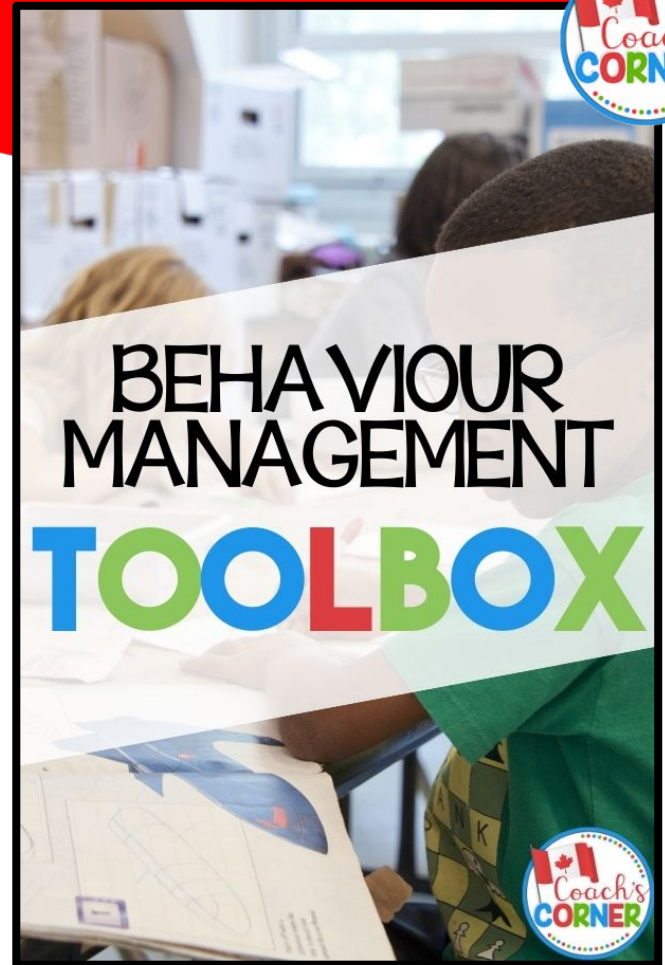
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Editable PDF
(Add Text to Make
New Coupons!)

**Check product
description for
link to blog post!**