

Reward System and Classroom Environment

I use a punch card system in my class to reward good behavior. As decided by the class, these types of behaviors earn a punch on a card: Helping others, being a good listener, being kind to others, waiting to be called on. These types of behaviors will *not* earn a punch on a card: Hurting/hitting someone, hurting someone's feelings, lying/stealing, playing with things on/in desk, not listening/not following directions, speaking out of turn.

Ten punches=Prize from the drawer

2 cards=No homework pass/other larger prizes

Class turning in two completed punch cards=Classroom reward such as a pizza party, pajama day, etc.

WWJD Bag: Students can write down good things that other children are doing and place them in the WWJD bag. At the end of the week, three names are drawn out of the bag for a prize.

Other activities that are incorporated into each school day:

- Today in history
- Saint of the day
- Bible verse of the day
- Questions for Miss Fleck
- Journals