

Endhaven Behavior Plan 2022-2023

- The behavior plan at Endhaven Elementary [rewards students for positive behaviors](#) and educates students on [correcting negative behaviors](#) through the Caring School Community curriculum.
- Endhaven uses a [full school Class Dojo](#) system to keep track of students' positive behaviors and as a way to communicate both positive and negative behaviors with parents and guardians on a daily basis.
- Our behavior plan is based around [three major behavior attitudes](#):
 - ★ [Respect](#)
 - ★ [Integrity](#)
 - ★ [Independence](#)
- Students can earn class dojo points throughout the day by exhibiting positive behaviors in each of these categories. Class Dojo points will be distributed based on grade level appropriate behavior according to the [Behavior Expectations Matrix](#) and [teacher level classroom management plan](#).
- Grade levels will also have the ability to add specific behaviors to Class Dojo to help with parent communication.
- Once students have earned [200 class dojo points](#) they will be able to choose a reward from the [Principal's Treasure Box](#).
- At the end of each quarter students who have earned the [positive behavior percentage goal](#) (see below) will be able to attend the "Cougar Bash."
- At the end of each quarter [points will reset](#) so each student has a fresh start.
- Each quarter the positive behavior points that students will have to earn for a reward will increase as we continue to teach positive behaviors and [increase our behavior expectations as the year goes on](#).

Quarter 1: 80% Positive Behaviors

Quarter 2: 85% Positive Behaviors

Quarter 3: 90% Positive Behaviors

Quarter 4: 95% Positive Behaviors

Positive Behavior Attitudes		Corrective Behaviors	
Respect	+1	Respect	-1
Integrity	+1	Integrity	-1
Independence	+1	Independence	-1
Golden Cougar Paw	+2	Think Room- w/ reflection sheet	-3
Class Golden Cougar Paw (Specials)	+3	Class Red Cougar Paw (Specials)	-3
Behavior Matrix Behavior Posters		Office Referral- Code of Conduct Violation w/ Admin Consequence	-5
		EX. Specific Behavior	-1
		Respect- Talking out Independence- Not having HW complete	-1

Cougar Bash	Date	Theme / Activity
Quarter 1	Tuesday Nov 1, 2022	Ice Cream Party (Truck)
Quarter 2	Thursday Jan 26, 2023	Movie, drink, popcorn
Quarter 3	Tuesday March 28, 2023	Minute to win it competition
Quarter 4	Friday June 9, 2023	Water Extravaganza and popsicles

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Classroom - Level I	Think Room Referral - Level II Teacher Contacts Parent	Administrative Referral - Level III Admin Contacts Parent
<p>The teacher creates procedures and rules to govern appropriate conduct in the classroom following respect, integrity, and independence.</p> <p>Class Dojo will be used school-wide Use in the Behavior Matrix</p> <p>Develop and follow classroom treatment agreement</p> <p>Procedures should address:</p> <ul style="list-style-type: none"> ● Morning Arrivals / work ● Transitions ● Lining Up ● Hallways ● Cafeteria ● Playground ● Bathroom ● Pencil Sharpener ● Computer ● Other as appropriate <p>Rules should address:</p> <ul style="list-style-type: none"> ● Classroom Participation ● Movement ● Following Directions ● Respecting Others <p>Consequences:</p> <ul style="list-style-type: none"> ● Easy to follow through with ● Reasonable ● Positive <ul style="list-style-type: none"> ○ Praise ○ Dojo Points (+) ○ golden paw ○ Positive parent calls/notes home ○ token rewards (treasure box) ○ special activities ● Deterrents <ul style="list-style-type: none"> ○ Verbal Reminders ○ Dojo Points (-) ○ Timeout in classroom or partner teacher ○ Silent lunch ○ conferences with student ○ parent communication ○ red paw ○ NOTE: removing recess or assigning laps as a consequence is PROHIBITED 	<p>The “Think Room” is a 45-minute time-out in the office. The goal is to allow the student time to calm down if necessary, reflect on his/her behavior, identify individuals harmed by the behavior, develop a plan to repair any damage done (apologies, etc) and put strategies in place to prevent the behavior from reoccurring.</p> <p>Think Room referrals should be used when the student has <i>not</i> responded to the teacher’s classroom interventions/redirections/consequences successfully.</p> <p>The Think Room also serves as documentation of behavior management. The administrator or counselor who handles the think-room will document any notes on the referral form and return a copy to the teacher. The teacher should keep this as documentation to show where classroom interventions have been unsuccessful when managing behavioral issues.</p> <p>Steps included in Think Room referral:</p> <ul style="list-style-type: none"> ● Teacher calls the office and communicates that they need a student removed for a Think Room. ● Teacher fills out a discipline referral (referrals are located in the mailroom – keep a supply in your classroom for easy access. If unable to complete a referral, send a quick email or somehow relay details of what happened). ● Designated staff picks up student and referral (if possible) form from the teacher. ● Student is escorted to the “Think Room” for a 45-minute time out, which includes a restorative conference with the student and completion of reflection sheet. Students may complete work from the teacher if appropriate. ● Student will be returned to class after approx. 45 minutes with completed referral (comment, notes from admin if appropriate) ● In most cases, the <i>teacher</i> should CALL parent/guardian to follow-up, letting them know that their child was referred to the office for a Think Room, and the reasons for referral. ● If an administrator calls the parent, this will be indicated on the referral form. ● A student is allowed 3 documented Think Room referrals for the same or similar behaviors. After 3 Think Rooms, the student will no longer receive the Think Room intervention, and a Level 3 consequence/intervention will be given, along with incident documentation in PowerSchool. 	<ul style="list-style-type: none"> ● Students who have accumulated more than 3 Think Room referrals for the same or similar behaviors, or continuous classroom disruptions ● Students who have demonstrated <i>severe</i> behaviors, as determined by admin. <p>Examples of “Level 3 behaviors</p> <ul style="list-style-type: none"> ● Fighting ● Tantrums ● Possession of a weapon ● Making threats ● Inappropriate touching ● use of profanity (repeated) ● Sexual harassment (including inuendo) ● Extreme disrespect to adults (verbal) ● Assaulting a student or adult ● Bullying (repeated harassment of specific “targeted” student(s)) <p>Administrators will use:</p> <ul style="list-style-type: none"> ● Administrative time out ● Student Conference ● Parent Conference ● Parent Contact ● ISS ● OSS ● Loss of privileges ● Referrals to MTSS behavioral interventions team ● Behavior Contracts <p>**Or other consequences as designated by the CMS Code of Conduct.</p>