



## POWER Cards: *No Monkey Business!* Detailed Info Mrs. Becerra's Class



- ❑ POWER Cards are part of the classroom management plan. They are designed to give each student the POWER to control his/her own behavior.
- ❑ POWER cards will revolve around our SAFARI theme.
- ❑ The program is called “No Monkey Business!”
- ❑ There are 5 levels in the program. Each level is worth a specific amount of points.
- ❑ The levels, behavior/action, and points are below.

<b><u>LEVEL:</u></b>	<b>King of the Jungle</b>	<b>Reaching New Heights</b>	<b>Ready for Adventure</b>	<b>Caution: Danger Ahead</b>	<b>Contact Authorities</b>
<b><u>ACTION/ BEHAVIOR/ CONSEQUENCE:</u></b>	Your behavior rocks!	Outstanding behavior!	Let the learning begin!	Teacher Choice / Think about your behavior.	Parent Contact & Time Out (8-9 minutes)
<b><u>POINTS</u></b>	5	4	3	2	1

0 points = Adventure Over

Parent Contact & Removal Time Out (16-18 minutes in another class). Work missed will be completed during Choice Time.

- ❑ The levels are hanging up in the classroom vertically (on a vine) to visualize the growth.
- ❑ EVERYONE starts the day off with 3 points.
- ❑ The category of 3 is acceptable—meaning all is going smoothly.
- ❑ Students may move up or down the vine through out the day.
- ❑ If a poor behavior is observed, the student is asked to move his/her POWER Card Name Plate down. (Example: If a student has 3 points when asked to move the POWER Card Name Plate, the name is placed in the 2-point category.)
- ❑ Some examples of poor behavior are: not following directions, excessive talking, playing around, fighting, lying, cheating, and disrespect.
- ❑ Students strive to be KING OF THE JUNGLE by demonstrating good behavior the entire day.
- ❑ As good behavior is observed, students are asked to move the POWER Card Name Plates up a point category.
- ❑ Half way through the day (right before recess), every student will move up one level.
- ❑ I expect most students to have 4 points by the end of the day.
- ❑ At the end of every day, each student will record the number of his/her points onto the POWER Calendar. The number will be written in pen, crayon, or marker.
- ❑ After all Power Card entries have been recorded, the nameplates will be placed back in the “3” category for the next day.
- ❑ POWER Calendars are kept in Take Home Folders. Please remind your child to place his/her POWER Calendar back in the Take Home Folder after sharing it with you at home.
- ❑ POWER Calendars will be turned in at the end of every month.
- ❑ POWER Cards and POWER Calendars give parents/guardians a daily report on their child’s behavior. Parents/Guardians should check for their child’s POWER Calendar daily and should discuss the positive, or negative, behaviors associated with the number of points.
- ❑ Students who score a POWERful number of points will be rewarded at the end of every month. The categories for POWERful rewards (on the POWER Calendar) are based on averaging a score of 4 points

a day plus an additional point each week. This is not difficult to get. Most students get 5 points at least once a week.

- The categories are below.
  - **100%+**: POWER Prize Box & POWER Coupon (or a small piece of candy) & Extra Choice Time
    - The POWER Prize Box contains small prizes (stickers, erasers, pencils, small toys...).
    - POWER coupons contain items such as: sit in the teacher's desk, lunch bunch, sit with a friend... As a class, we'll come up with the coupon incentives.
    - Extra Choice Time is 12-15 minutes in length once a month.
  - **95% - 100%**: POWER Prize Box **or** Coupon & Extra Choice Time
  - **90% - 94%**: Extra Choice Time
  - **75% - 89%**: Stop and think before making decisions.
  - **0% - 74%**: POWER Journal Entry during Recess and/or Choice Time
- In all cases, reinforcement from home is quite helpful. Please praise your child for good choices and discuss ways to improve other choices.

*\*Enjoy the POWER Cards. This is a POWERful way to encourage parent-teacher-student communication.*

