

# HOW TO GET YOUR STUDENTS TO DO THE RIGHT THING?

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# *STRATEGIES FOR EFFECTIVE DISCIPLINE*



- **Effective discipline requires three essential components:**
  - a positive, supportive, caring relationship between the staff and student
  - use of positive reinforcement strategies to increase desired behaviors
  - lose privilege or assign consequence to reduce or eliminate undesired behaviors

# STRATEGIES FOR POSITIVE BEHAVIOR



- One of several strategies for parents and other caregivers that help children learn positive behaviors include:
  - Providing regular positive attention
  - Providing children with opportunities to make choices and understand the potential consequences of their choice
  - Reinforcing emerging desirable behaviors with frequent praise
  - Modeling orderly and respectful communication

# REWARD SYSTEMS



- Reward systems provide an excellent behavior modification strategy to help children learn to take responsibility for their own behaviors.
  - Set clear standard expectations
  - Praise them for their ability to admit their mistakes.
  - Review their actions/behavior at the end of each day
  - Reward positive behavior

# *MT. BONNELL*



**This place is often described as the highest point in Austin at 775 feet.**

# *PRIVILEGES & REWARDS*



## Privileges

Things student can do

## Rewards

Things student earn for showing constantly positive behavior

# FORMS



- General Responsibilities
- List of Privileges
- Points Deduction Chart
- Daily Level Chart
- Reward System
- Level Status

# GENERAL RESPONSIBILITIES



*Examples may include but not limited to:*

## **Health & Wellness**

- Taking daily shower
- Wearing clean clothes
- Brushing teeth

## **Independent Living skills**

- Completing chores
- Completing homework
- Meeting expectations

## **Time Management**

- Being on time (bedtime, school, wake-up, study hall, etc)
- Completing task in a timely manner
- Taking medications at the scheduled time

## **Social Skills**

- Respecting others
- Accepting decisions
- Cooperating with others



# LEVELS OF PRIVILEGES

## **Ranger Top Privilege (100-86)**

Attend Deaf Smith Center  
Attend any other scheduled event (sports games, intramural, church, etc)  
May go off campus during scheduled time  
May use videophone (VP)  
May use electronic devices  
Play video games  
Hang out at courtyard (CY) during scheduled time  
Visit other wings and main lobby  
Order food

## **Ranger General Privilege (85-66)**

Attend Deaf Smith Center  
Attend any other scheduled event (sports games, intramural, church, etc)  
May go off campus during scheduled time  
May use videophone (VP)  
May use electronic devices  
Play video games  
Order food

## **Ranger Restricted Privilege (65-0)**

May attend Church  
May use videophone (VP) to call parents only  
The privilege to work is withheld for ONE day. (Student Worker)  
May use electronic devices (follow different expectations if serving RDC or Room Restriction)

## **Ranger Top Privilege (100-86)**

Attend Deaf Smith Center  
Attend any other scheduled event (sports games, intramural, church, etc)  
May participate in off campus activities  
May use videophone (VP)  
May any electronic devices  
Hang out at center yard / any other outdoor activities during scheduled time  
Visit other dorm  
Order food

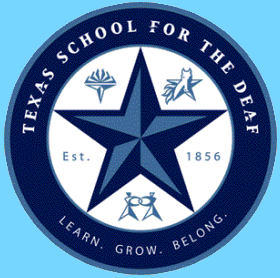
## **Ranger General (PRO) Privilege (85-66)**

Attend Deaf Smith Center  
Attend any other scheduled event (sports games, intramural, church, etc)  
May participate in off campus activities (educational only)  
May use videophone (VP)  
May use any electronic devices  
Play at the playground during scheduled time  
Order food

## **Ranger Restricted (SCOUT) Privilege (65-0)**

May attend Church  
May use videophone (VP) to call parents only  
May use electronic devices in living room or hallway (school related and homework only)

# POINTS DEDUCTION CHART







## Point Deduction Chart

| <u>Behavior</u>   | <u>Amount of Points Lost</u> |
|---|------------------------------|
| A. Any A/B Offenses   | 35 pts                       |
| B. Public Display of Affection (PDA)  | 25 pts                       |
| C. Inappropriate / Unsafe horseplay   | 15 pts                       |
| D. Swearing / Inappropriate gesture   | 15 pts                       |
| E. Inappropriate dining room behavior   | 10 pts                       |
| F. Lying / Teasing / Insulting  | 10 pts                       |
| G. Refusing to cooperate  | 10 pts                       |
| H. Disrespect others / Poor attitude  | 10 pts                       |
| I. Entering someone else's bedroom  | 10 pts                       |
| J. Screaming / Slamming door  | 10 pts                       |
| K. Unable to keep bedroom clean / not yet unpacked                                    | 10 pts                       |
| L. Violation of Electronic use  | 10 pts                       |
| M. Eat or opened wrappers / bottles left in bedroom                                   | 10 pts                       |
| N. Late   | 5 pts                        |
| O. Failure to Sign in /out  | 5 pts                        |
| P. Not following dress code ( <i>ie: pajamas in public places, hats in building</i> ) | 5 pts                        |

# DAILY LEVEL CHART

**Student:**  **Program:**  **Staff:**

**Week of:**

|   | F-S                  | M                    | T                    | W                    | TH                   |
|---|----------------------|----------------------|----------------------|----------------------|----------------------|
| <b>Starting Points:</b>   | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>Health &amp; Wellness:</b>      | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>Independent Living Skills:</b>  | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>Time Management:</b>            | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>Social Skills:</b>              | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

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**TOTAL POINTS:**

**Level Status:**





# DAILY LEVEL CHART

Student: [REDACTED]

Program: 10th Boys

Staff: Ketcham, George

Week of: 10/21/2013

|   | F-S | M   | T   | W   | TH  |
|---|-----|-----|-----|-----|-----|
| <b>Starting Points:</b>   | 100 | 100 | 100 | 100 | 100 |
| <b>Health &amp; Wellness:</b>      |     |     |     |     |     |
| <b>Independent Living Skills:</b>  |     |     |     |     |     |
| <b>Time Management:</b>            |     |     |     |     |     |
| <b>Social Skills:</b>            |     |     | 20  | 10  |     |
| <b>TOTAL POINTS:</b>  | 100 | 100 | 80  | 90  | 100 |
| <b>Level Status:</b>  | 1   | 1   | 2   | 1   | 1   |

# REWARDS (HS)



## Rewards

Listed below are the rewards for the students who maintain Ranger Level consistently.

### Level One for ONE WEEK (5 days)

- (1) 30 minutes bedtime delay coupon
- (1) Quiet time Pass

### Level One for TWO WEEKS (10 days)

- (1) 30 minutes bedtime delay coupon
- (2) Quiet time Pass

### Level One for THREE WEEKS (15 days)

- (2) 30 minutes bedtime delay coupon
- (2) Quiet time Pass
- (1) Cleaning Duties Pass

### Level One for FOUR WEEKS (20 days)

- (2) 30 minutes bedtime delay coupon
- (2) Quiet time Pass
- (1) Off-Campus Pass

### Level One for FIVE WEEKS (25 days)

- (2) 30 minutes bedtime delay coupon
- (1) 45 minutes bedtime delay coupon
- (2) Quiet Time Pass
- (1) Pizza Party
- (1) Off-Campus pass

### Level One for SIX WEEKS (30 days)

- (2) 45 minutes bedtime delay coupon
- (2) Quiet Time Pass
- (1) Cleaning Duties Pass
- (1) Off-Campus Pass
- (1) Ticket for a trip to the Mall
- (1) Snack Bar Coupon

# REWARDS (MS)



## Middle School - Rewards

Listed below are the rewards for the students who maintain Ranger Level consistently.

### Level One for ONE WEEK (5 days)

- (1) 15 minutes bedtime delay coupon
- (1) Quiet time Pass

### Level One for TWO WEEKS (10 days)

- (1) 15 minutes bedtime delay coupon
- (1) Quiet time Pass
- (1) Cleaning Duties Pass

### Level One for THREE WEEKS (15 days)

- (2) 30 minutes bedtime delay coupon
- (2) Quiet time Pass
- (1) Pizza Party

### Level One for FOUR WEEKS (20 days)

- (2) 30 minutes bedtime delay coupon
- (2) Quiet time Pass
- (1) Off-Campus Pass

### Level One for FIVE WEEKS (25 days)

- (2) 30 minutes bedtime delay coupon
- (2) Quiet Time Pass
- (1) Ticket for a trip to the Mall
- (1) Snack Bar Coupon

# REWARDS (ELEM)



## Elementary - Rewards

Listed below are the rewards for the students who maintain Ranger Level consistently.

### Level One for ONE WEEK (5 days)

- (1) 15 minutes bedtime delay coupon
- (1) 15 minutes delay electronic devices coupon

### Level One for TWO WEEKS (10 days)

- (1) 15 minutes bedtime delay coupon
- (1) 15 minutes delay electronic devices coupon
- (1) Cleaning Duties Pass

### Level One for THREE WEEKS (15 days)

- (2) 15 minutes bedtime delay coupon
- (1) 15 minutes delay electronic devices coupon
- (1) Off-campus pass

### Level One for FOUR WEEKS (20 days)

- (2) 15 minutes bedtime delay coupon
- (2) 15 minutes delay electronic devices coupon
- (1) Party Food
- (1) Snack Bar coupon

# LEVEL STATUS

|            | F-S | M | T | W | TH |
|------------|-----|---|---|---|----|
| 11/4/2013  | 1   | 1 | 1 | 1 | 1  |
| 10/28/2013 | 1   | 1 | 1 | 1 | 1  |
| 10/21/2013 | 1   | 1 | 2 | 1 | 1  |
| 10/14/2013 | A   | 1 | 2 | 1 | 1  |
| 10/6/2013  | 3   | 2 | 1 | 1 | 1  |
| 9/29/2013  | 1   | 1 | 1 | 1 | 1  |
| 9/22/2013  | 1   | 1 | 3 | 2 | 1  |
| 9/15/2013  | 1   | 1 | 1 | 1 | 1  |
| 9/8/2013   | 1   | 1 | 1 | 1 | 1  |



# LEVEL STATUS

|            | F-S | M | T | W | TH |  |
|------------|-----|---|---|---|----|--|
| 10/27/2013 | 1   | 1 | 1 | 1 | 1  |  |
| 10/20/2013 | 1   | 1 | 1 | 1 | 1  |  |
| 10/14/2013 | 1   | 1 | 1 | 1 | 1  |  |
| 10/6/2013  | 1   | 1 | 1 | 1 | 1  |  |
| 9/29/2013  | 1   | 1 | 1 | 1 | 1  |  |
| 9/22/2013  | 1   | 1 | 1 | 1 | 1  |  |
| 9/15/2013  | 1   | 1 | 1 | 1 | 1  |  |
| 9/8/2013   | 1   | 1 | 1 | 1 | 1  |  |
| 9/2/2013   | 1   | 1 | 1 | 1 | 1  |  |

# STORIES

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**Sam (9) - WPSD**

**Randall (15) - TSD**

# COMMON CONCERNS



- **5 Common Concerns About Giving Kids Rewards**
  - Isn't a reward the same as bribe?
  - I shouldn't have to reward kids for behavior they should be exhibiting anyway.
  - Don't reward systems just spoil kids?
  - I don't have enough money to pay for rewards
  - It takes too much work to keep track of a reward system.

# KEYS FOR A SUCCESSFUL SYSTEM



- Be consistent!
- Develop healthy relationship with students
- Praise students for their positive behavior
- Do NOT threat with points deductions