

1st Grade Behavior Management

All students begin the day with their race car on the green light. When a rule is broken, students move their car from green to yellow or from yellow to red. Consequences do not start until their race car has moved from the red light to the Pit Stop.

Class Rules

1. Treat others the way you want to be treated.
2. Show respect to everyone.
3. Use kind words and actions.
4. Be a bucket filler.
5. Be safe.

Consequences

If a student chooses to break a rule...

1st Time - Move car to **yellow**

2nd Time - Move car to **red**

3rd Time - Move car to the **Pit Stop** (loss of 5 minutes of extra-curricular activity or 5 minutes after school)

* An extra 5 minutes will be added for every additional time a rule is broken and may result in a call or note home to parents.

** If students are able to keep their car on green, they will receive a penny on their desk at the end of each day. These coins can be traded in for prizes each week.