Classroom Management

My classroom management plan reads as follows:

I will show respect. I will be responsible. I will be prepared.

These three statements provide the basis on which my classroom management plan is built. On the first day of class, these three expectations are presented to the students so that they understand what I expect from them in my classroom. It is then their responsibility to uphold these three statements and decide as a class how they will uphold these expectations.

Prompting the class with questions (seen below) should bring up statements that the class can talk about and collectively decide how they want their classroom to be run.

"How will we show respect in the classroom?"

- No talking while others are presenting or reading aloud
- Earbuds/phones away when the teacher or classmates are presenting
- Not distracting other students with excess talking or phone usage during the lesson

"How will we be responsible?"

- Using homework as a tool to study for class and turning it in on time (or excepting a late work grade if not)
- Not taking credit for anyone else's work on homework, quizzes, or tests

"How will we be prepared?"

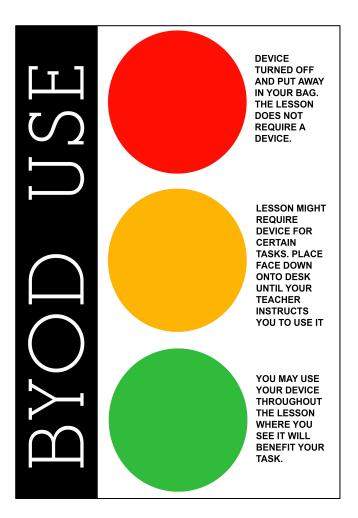
- Bringing all classroom materials to class so that we are equipped learn
- Sitting down when the bell rings so we are ready to start the class

When the students come up with their own classroom set of rules, the teacher has shown them respect and given the class control of how they want their classroom to be run. When discipline actions need to be taken, the teacher can simply refer back to the three classroom expectations because they are broad and will cover most behavior issues. Having too many set in stone rules will limit the teacher to those specific rules in which students might try to constantly break or loop hole around (causing the teacher to add more rules to try and cover every behavioral issue).

Bring your Own Device Policy:

In today's classroom environment, phones seem to be one of the biggest factors of distraction. Having clear-cut expectations about phone usage is a necessity when setting classroom expectations. Although sometimes distracting, technology should not be ruled out because it can prove to be a meaningful teaching tool. The phone plan on beside can be utilized to let students know how their technology (if any) will be utilized during the class period.

On Red Days, students are expected to keep all electronics in their bags. Referring back to the student expectation, *"I will be respectful"*, students are expected to abide by the no technology rule on these days. Those who cannot be responsible and uphold the phone plan will be given two verbal warnings. The third warning will result in losing their phone for the remainder of class.



Sticking to the Classroom Management Plan:

As soon as the classroom expectations have been set, it is imperative that teachers do not stray from these rules and provide everyone with the same opportunities and consequences.

Having set classroom expectations is not solely used to discipline students, but should be utilized as a system of rewarding awesome classroom behavior. Positive reinforcement such as praise statements and verbal recognition will boost student confidence and structure the class to value good behavior.

Allowing the students limited down time in class can also help improve classroom behavior. Lessons should be outlined in a manor to keep students engaged the entirety of the lesson. When students are told to explore in groups or work independently, using a timer can help students monitor their own pacing and keep them on track. Planning lesson material for 10-20 minutes longer than the proposed lesson time will insure that if the students finish early, they will still have material to keep them engaged.

Classroom management can be a tough skill to master. Having clear cut expectations, letting the students come up with their own set of rules, and acknowledging positive classroom behavior can help structure the classroom for optimal learning for every student.