**Mrs. Moore’s Classroom Discipline Plan**

**2023-2024**

In our Classroom, we are learning to be respectful, kind, and ready to learn. Students are held to high expectations and are required to manage their own behavior by making good choices. There are many procedures in place to promote positive behavior as well as consequences when poor choices are made. We use “Classroom Games” such as Bingo to encourage great behavior. When students work together, are listening, working quietly, and following directions, we earn a game piece. As a class we determine a reward such as extra recess, free time, or computer games. Once our goal is reached, the game is over, and we enjoy the reward. These fun experiences as well as many others are not necessary but meant to make our day more enjoyable. In order for us to have fun experiences in this classroom, everyone must make every effort to do their best!

No daily behavior chart will be sent home. I will use Class Dojo to document any behavior issues that I’m noticing. Parents will not be notified through class dojo as we’ve done in the past. This will strictly be for my records. Once the child has lost 3 points on Class Dojo, I will begin contacting parents. My first attempt at correcting negative behaviors will always be to conference with students making poor choices and together we will work to find a solution. Students will have many chances to correct their behavior. The procedure for discipline is as follows:

For each nine weeks period:

* 3 dojo points lost-parents will be contacted through Parent Square
* 6 dojo points lost-parents will be asked to come in for a conference to work on a solution
* 9 dojo points lost-student will receive an office referral to go see Mrs. Wilson.
* If negative behaviors persist, I will follow the DPES behavior plan which may call for time spend in ISS

Consequences for undesirable behavior may also include silent snack, silent lunch, or parent phone calls to discuss behavior at my discretion.