



System of Consequences and Rewards

- **Star system:** This system allows each student to start the day “perfect!” The teacher writes the students names on the board or on a poster board. Each day the students start with three stars. If a student misbehaves, the teacher first gives a firm warning and clearly states which Student Responsibility the student was not following. If the student misbehaves a second time, the teacher will take away one star and let the student know why. Remind him or her of the consequence of losing stars. I.e.: If all three stars are taken away, parents will be called*.



Rewards: You can choose whether you will give stickers or pesos or a combination of both as a reward for keeping stars. For example: If a student has all three stars at the end of class, he or she can get a sticker. It is good to have a collective place for the stickers. I.e.: an inexpensive folder or a certificate that is collected each week make good options. The teacher can also choose to give students who retain all three stars a *peso*. After pesos are accumulated, host a *mercado* or bidding auction for students to “spend their pesos.” Be sure to keep these items small and affordable. You can also hand out pesos to reinforce good behavior throughout the class.

Notes: *The stars can be replaced by images of sombreros, maracas, or any other item to make this system more fun. Pesos can be found on the intranet to be printed off or a teacher can bring in “fake” money to use as pesos.*

