

Navigator Schools Core 3

Positive Behavior Interventions and Supports (PBIS)

Classroom Implementation

Action Step	<p>What:</p> <p>Teachers will implement the PBIS framework in their classrooms in order to create a positive, safe, and nurturing learning environment.</p>
Break It Down	<p>How:</p> <p>Tier 1 PBIS Strategies:</p> <ul style="list-style-type: none"> ❑ Teach Explicit Expectations <ul style="list-style-type: none"> ❑ During your first class community meeting, co-create classroom norms tied to your school behavior matrix. Ask students, “What does it look like to be positive/respectful/safe in the classroom?” ❑ Prescript all classroom expectations that you want to teach (transitions, materials, etc.) Ensure all expectations are clear, concise, and consistent. ❑ Explicitly model and practice the expectations with students. ❑ Create visual reminders of expectations when appropriate and post. ❑ Repeat and model expectations as needed. ❑ Reward Positive Behavior <ul style="list-style-type: none"> ❑ Use Precise Praise when students exhibit the behaviors you want to see, and follow up with a PBIS point using your school rewards system ❑ Practice positive talk with and about students at all times, both in and outside of the classroom. ❑ 5:1 Rule of Thumb: Ensure you are giving five precise praises for every one correction or consequence. ❑ The Why: Include why you are rewarding a student or group of students for their positive behavior. Example: At the end of a centers rotation, a teacher may assign a group a point and let the class know, “The purple group received a point for working collaboratively at an indoor voice level.” ❑ Build the Wins <ul style="list-style-type: none"> ❑ Analyze your rewards points data with your grade level team on a weekly basis: <ul style="list-style-type: none"> ❑ Each student should receive an average of 5 points per day. ❑ What trends do you see? ❑ Who might you be overlooking? Why?

	<ul style="list-style-type: none"> ❑ Students who display challenging behavior need even more positive reinforcement. Does your data reflect this need? ❑ Use your data analysis to create a plan that you will implement the following week. Examples: <ul style="list-style-type: none"> ❑ Because Darla only received 1 point on average each day last week, I will explicitly look for her positive behavior, and provide Precise Praise with points. ❑ Johnny has been struggling to follow the rule: “Raise your hand for permission to speak.” Therefore, staff will be looking to reward this behavior with a PBIS point every time they see Johnny raise his hand before sharing with the class. ❑ Natural Consequences/Art of the Consequence (TLAC) <ul style="list-style-type: none"> ❑ Use the principles outlined in Art of the Consequence to deliver appropriate consequences that are: quick, incremental, consistent, and depersonalized. ❑ The Why: Use teachable moments to discuss the <i>why</i> behind the behavioral expectation. When a behavior occurs, find time to talk to the student about why it was a problem and see if they can find an alternative solution. <p>Tier 2 PBIS Strategies:</p> <ul style="list-style-type: none"> ❑ Relationship Building <ul style="list-style-type: none"> ❑ Identify your students who are struggling with classroom behavior. Reserve at least a few minutes per day to <i>make a personal connection</i> with them in order to build a relationship. Get to know them on a personal level... What are their likes, hopes and dreams? ❑ Follow Through <ul style="list-style-type: none"> ❑ Familiarize yourself with all student behavior plans, and ensure you are following through and documenting your implementation. ❑ Document all behavior incidents in Illuminate. ❑ Reach out to your coach if you have a behavioral concern and would like to start an MTSS referral process for a student.
<p>Resources</p>	<p>NS PBIS Navi 101 Workshop</p> <p>PBIS Playbook</p> <p>PBIS See It Video</p> <p>Navi Behavior Flow Chart (for reference when using Natural Consequences/Art of the Consequence)</p>

*Adapted from the Center on PBIS

