|  |  |  |
| --- | --- | --- |
| If I yell at my teacher/s - **Step 3**.  | If I won’t do my work - **Step 1**. | If I behave rudely toward my classmates - **Step 1. (Escalates)**   |
| If I hurt anyone physically - **Step 3**. | If I hurt anyone verbally - **Step 1** **(Escalates)**  | If I hurt anyone by making gestures - **Step 1. (Escalates)** |
| If I touch or interfere with my classmates things - **Step 1**. | If I do not co-operate with my teacher - **Step 1.**   | If I do not listen to my teacher - **Step 1.** |
|  |  |  |
| If I talk politely to my teacher for 2 hours - earn  | If I finish all my work for 2 hours – earn  | If I treat my classmates well for 2 hours – earn  |
| If I respect my classmates’ things for 2 hours – earn   | If I am polite for 2 hours – earn  | If I use my “excuse me” card for a good reason – earn  |

 Step 1: 1st warning and stand behind my chair & desk for 5min;

Step 2: 2nd warning and move to the growing good desk at the front of the class until I feel better;

Step 3: last warning sit on the bench outside of class for 5min or until I feel better.

* Three stamps earn a token of my choice. =

* One Marrara Way card earns a token of my choice. =

TOKENS: I can choose to earn a

* Playground Token = 15 min on my own at the playground
* Construction Token = 15 min of colouring in or craft work
* Chose a friend Token = 15 mins of playing a game or colouring in together
* Being an assistant to Mr.McAllister Token = one lesson
* Free Time Token with Mrs.McAllister = one lesson

**Mr McAllister’s assistant token**

**playground token**

**library free time token**

**construction token**

**choose a friend token**