



Charged Up Guidance

Quick and Easy Guidance
Lessons, Campus and
Classroom Currency

(great for groups too)


Contact Information

A cartoon illustration of a woman with dark hair, smiling, holding a large, round, yellow-bordered sign. The sign has the word "Phone" written in a cursive font at the top. Below it, two phone numbers are listed in pink text: "B-832-223-5228" and "K-832-223-2905".

Phone

B-832-223-5228

K-832-223-2905

A cartoon illustration of a child with dark hair, smiling, holding a large, rectangular, yellow-bordered sign. The sign has the word "Email" written in a cursive font at the top. Below it, two email addresses are listed in blue text: "abarbee@lcisd.org" and "kkracker@lcisd.org".

Email

abarbee@lcisd.org

kkracker@lcisd.org



3 rules to follow when the counselor visits:

Rule #1: I will listen.

Rule #2: I will participate.

Rule #3: I will have a good attitude.

Younger students: whole class

Older students: together in groups

Good visit = Earn a letter

F-August/September

R-October

I-November/December

E-January

N-February/March

D-April

S-May/June

6/7 letters = game time with the counselor

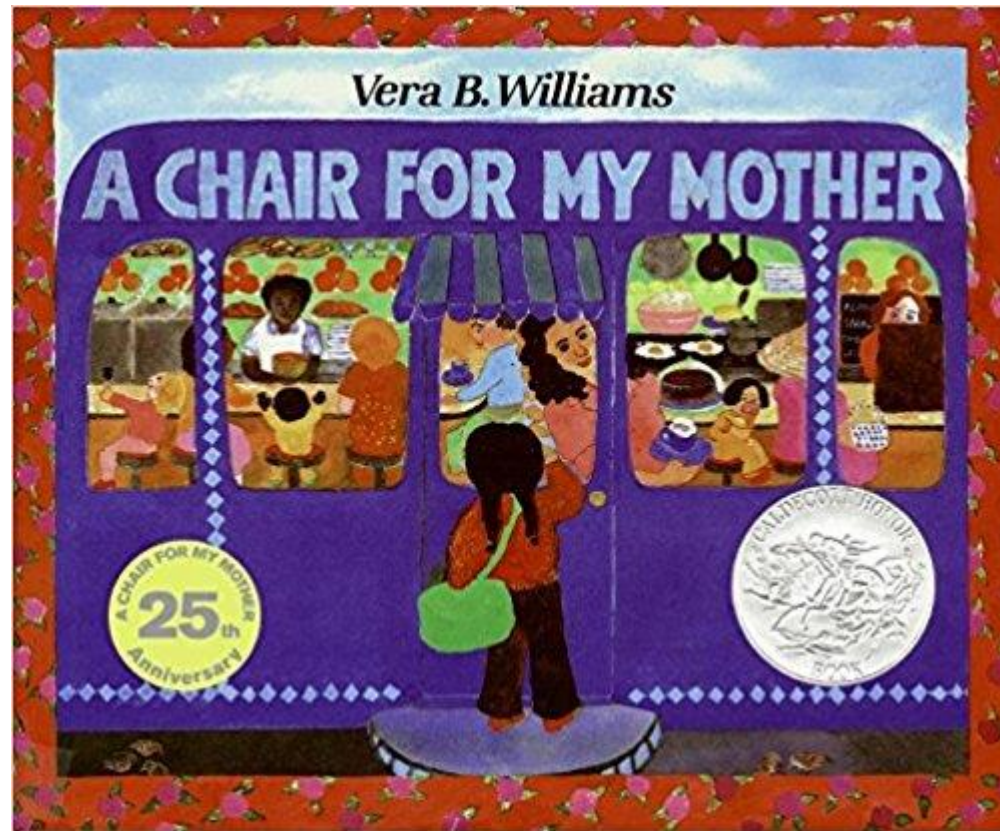
Not so good visit =



A Chair For My Mother
By Vera B. Williams

Topic: RAKs, Responsibility

<https://www.youtube.com/watch?v=wV1ege3jEFE>

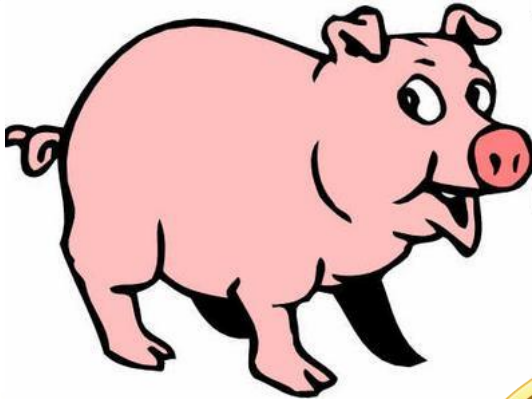


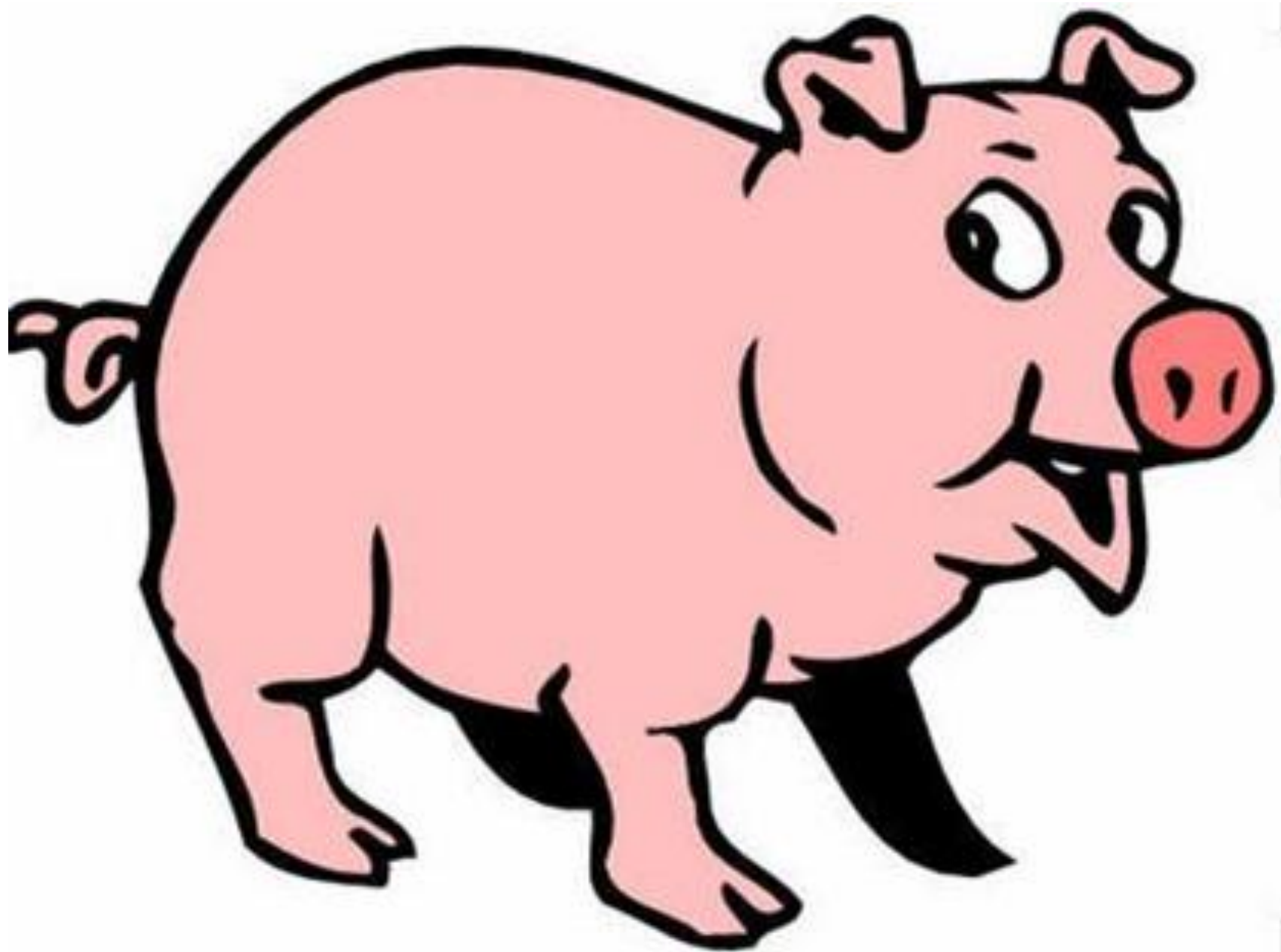
A Chair For My Mother

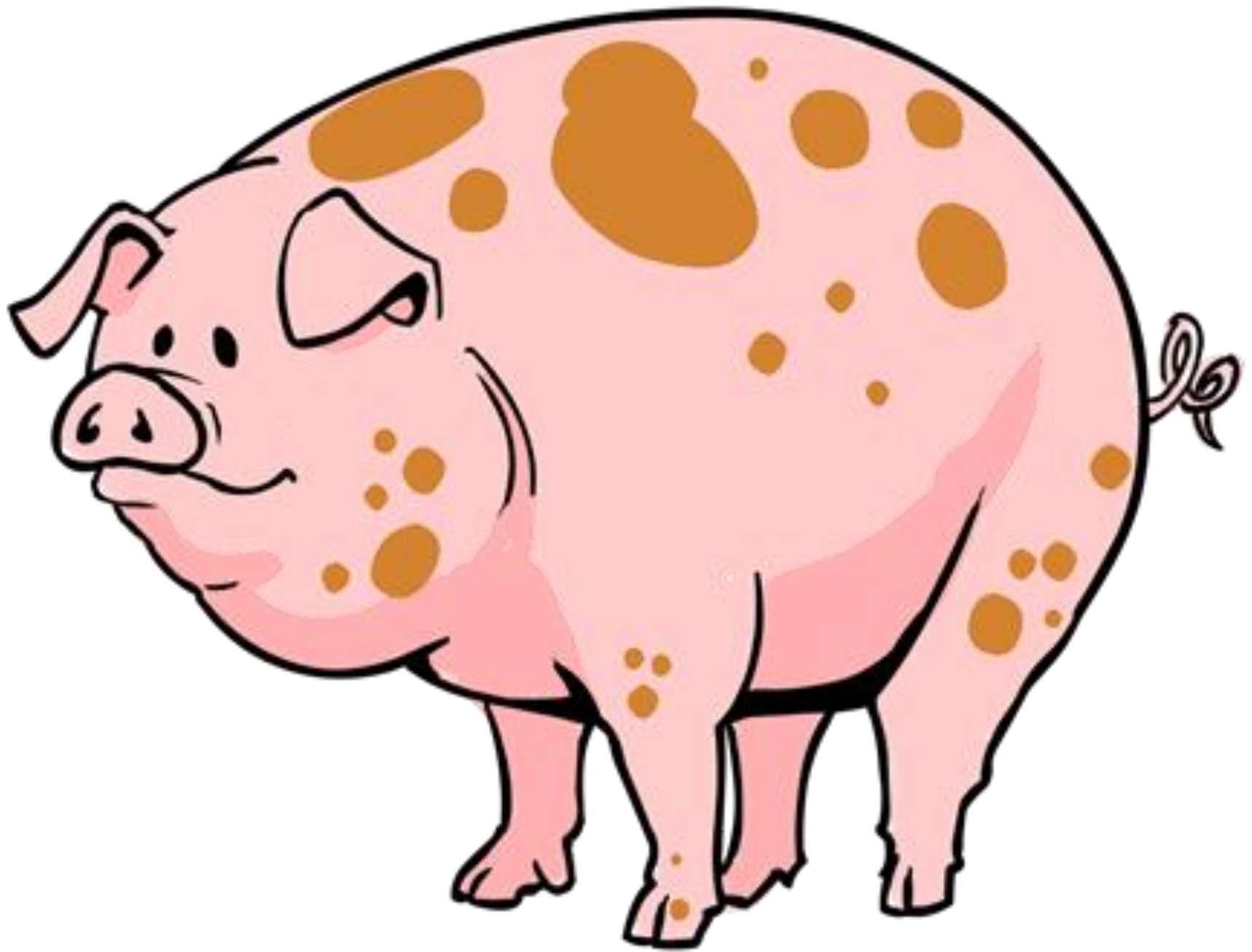
sorting activity

Responsible

Irresponsible









Admit my mistakes
Be fair to everyone
Tell the truth to my friends and teachers
Be generous
Be a good team player
Be a good citizen and help others.
Blame others for something I did
Insist on getting my way when I have a conflict or problem
Lie or tell stories
Act selfishly
Boss others when I am working in a group
Look out for myself

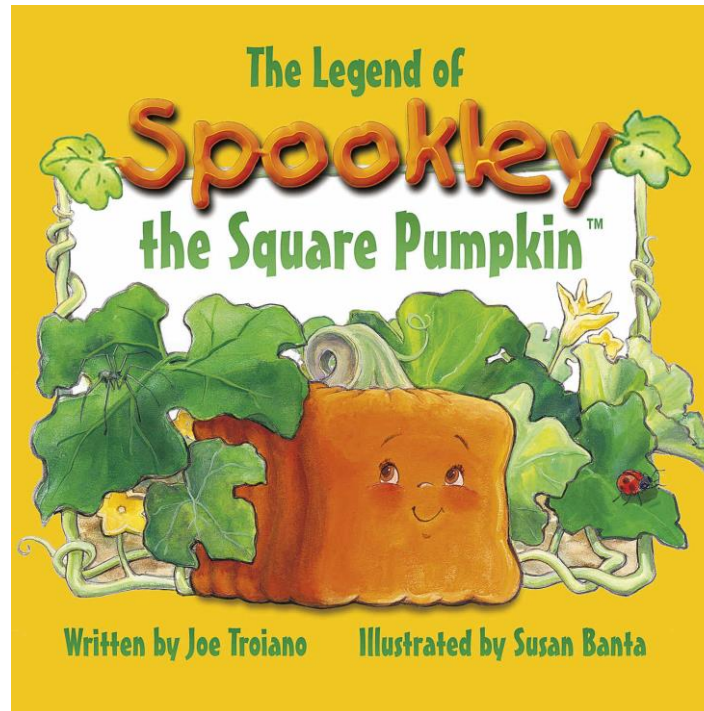


The Legend of Spookley: the Square Pumpkin

Topic: Respecting differences, teasing

By Joe Troiano

<https://www.youtube.com/watch?v=ZWNUCKtGB5I>



Spookley the Square Pumpkin

Sorting Activity



Friend



Not
a friend



Frowns
Whines
Rude
Honest
Nice
Gives
Kind
Responsible
Shares
Fun
Truthful
Positive

Smiles
Listens
Helpful
Cares
Lies
Hits
Yells
Braggs
Angry
Steals
Cries
Mean



Do these words describe a
friend or bully?





Sunshine Words:

You are my friend
You can be on my team
You are fun to be around
You are cool
You are nice
Let's play together
What are some others?



Rain Cloud Words:

Go away
You're stupid
Shut up
I don't like you
I don't want to play with you
You look weird
What are some others?

What would a friend say?

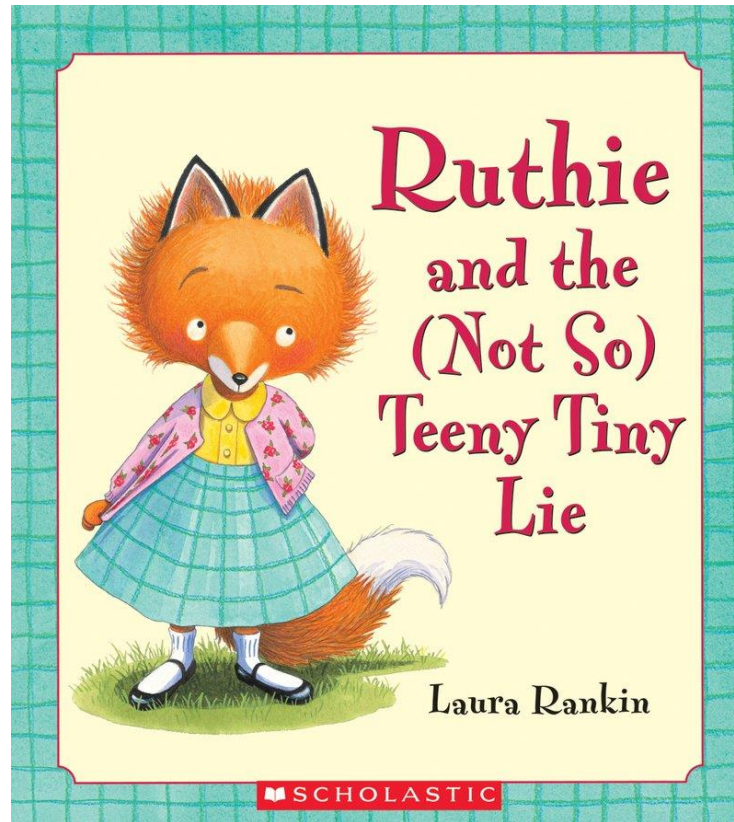








Ruthie and the (Not So) Teeny Tiny Lie
Topic: Dishonesty, Sticky fingers
By Laura Rankin





Ruthie and the
(Not So)
Teeny Tiny Lie
Activity

What would feed the lie monster?

Tell the truth

Play by the rules

Not exaggerate the facts

Admit when I am wrong

Not take things that don't belong to me

Stealing

Blaming someone else for something I did

Using something without permission

Tell a lie

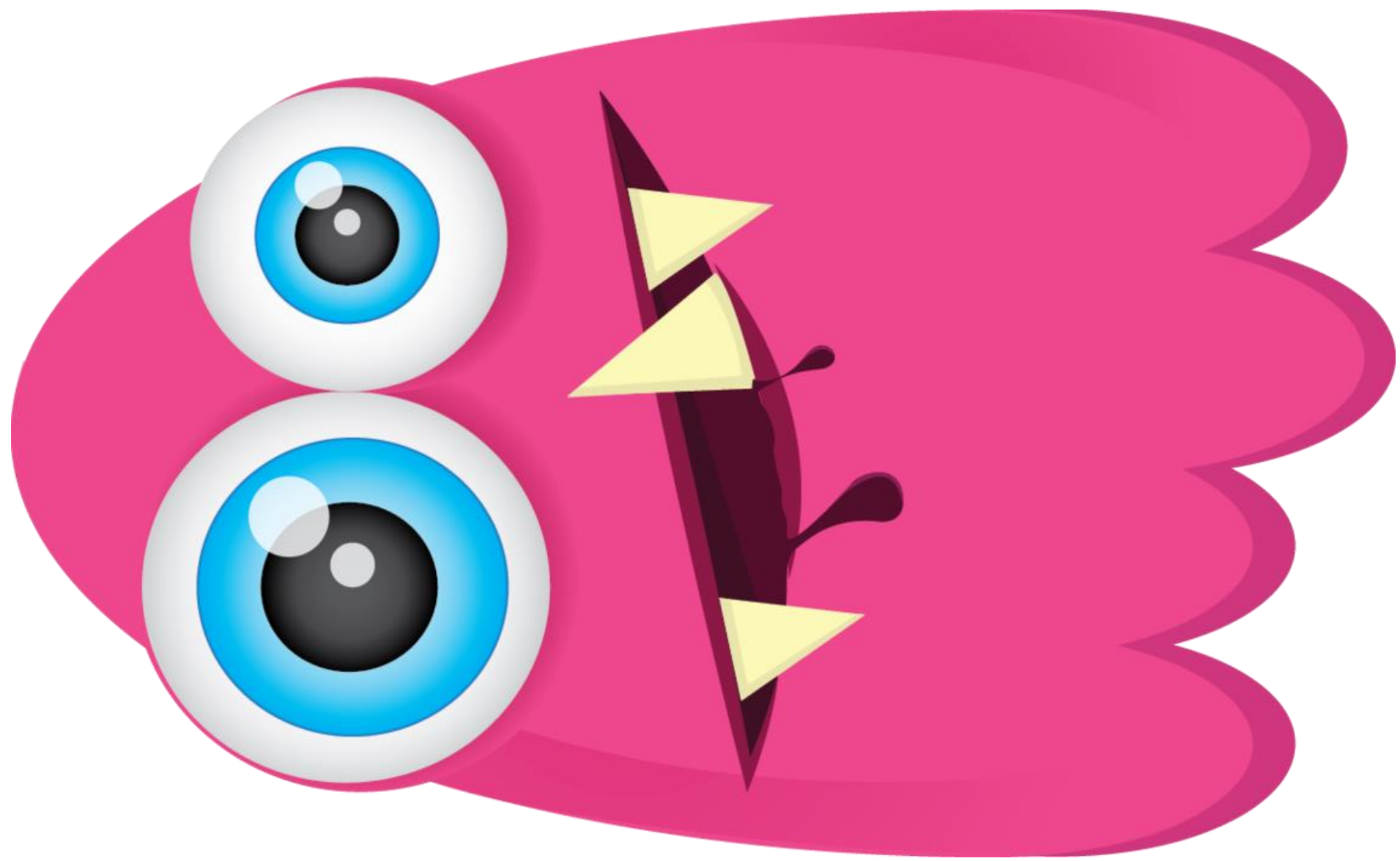
Put my name on someone else's belongings

Cheat

Exaggerate the facts

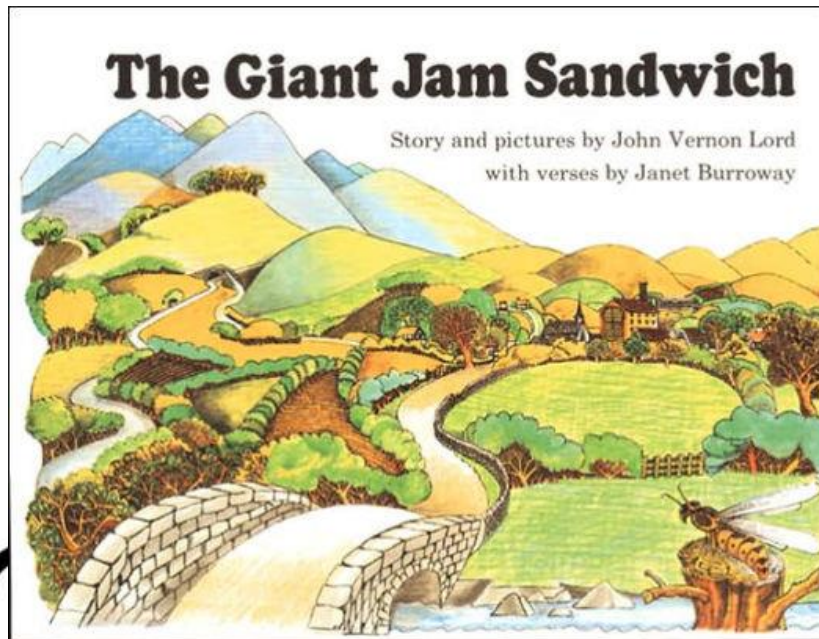
Don't admit when I am wrong







The Giant Jam Sandwich
Topic: Teamwork, Responsibility
By John Vernon Lord

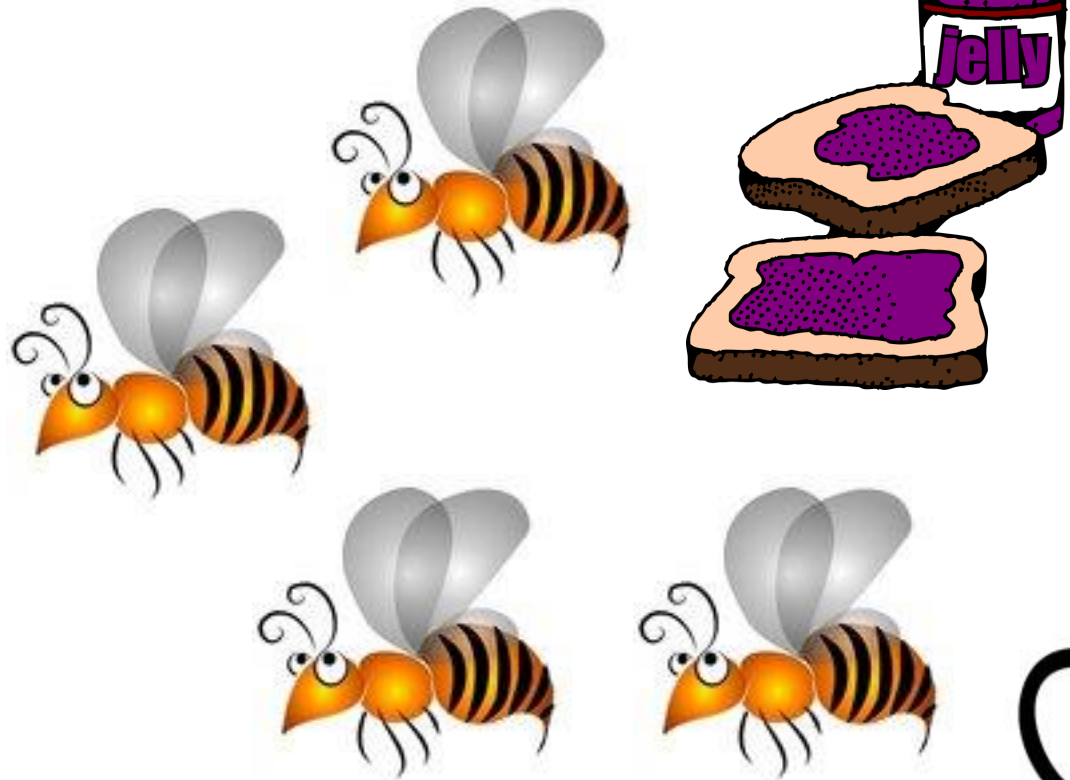


The Giant Jam Sandwich

Board game activity

Good choice- up 2

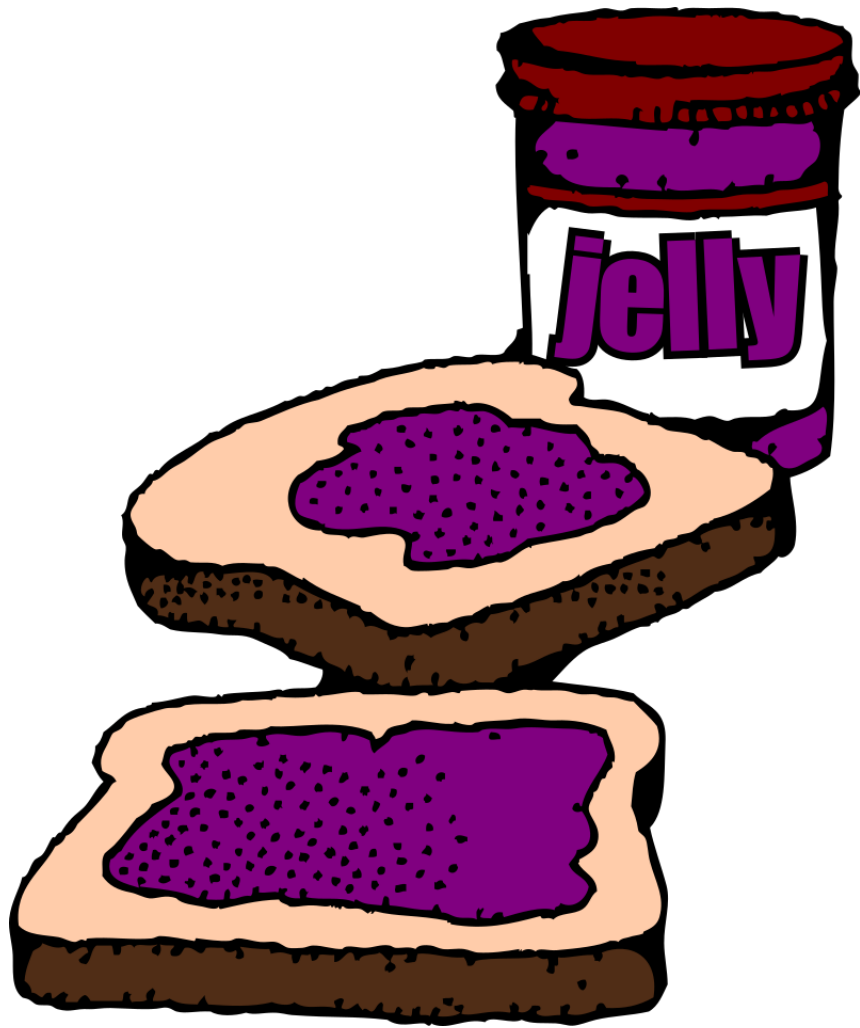
Bad choice- back 3



You work on your homework to be prepared.
You shove everything into your desk.
You go play football instead of doing your homework.
You hang up your coat when it falls on the floor.
You study for your test instead of playing games.
You don't want to go to P.E., so you pretend you have a sore throat.
You bring the new girl to sit with you and your friends at lunch.
You work hard to finish cleaning your room.
You clean up the kitchen after dinner.
You eat your ice-cream before you eat your lunch.
You spend all of your lunch money in one day.
Your turn in your project on time.
You pretend you have a tummy ache.
You share your school supplies with someone who can't find theirs.
You clean up your table area.
You copy someone's test.

Are you a responsible team player?

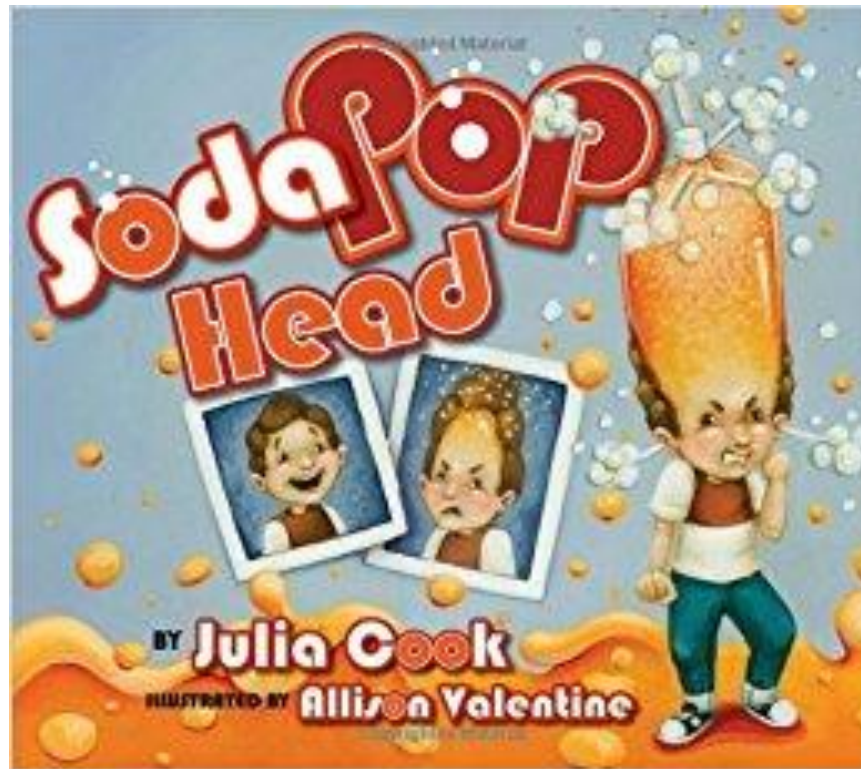




Soda Pop Head

Topic: anger management

By Julia Cook



Soda Pop Head
Sorting Activity


Makes my anger fizz

Calms me down







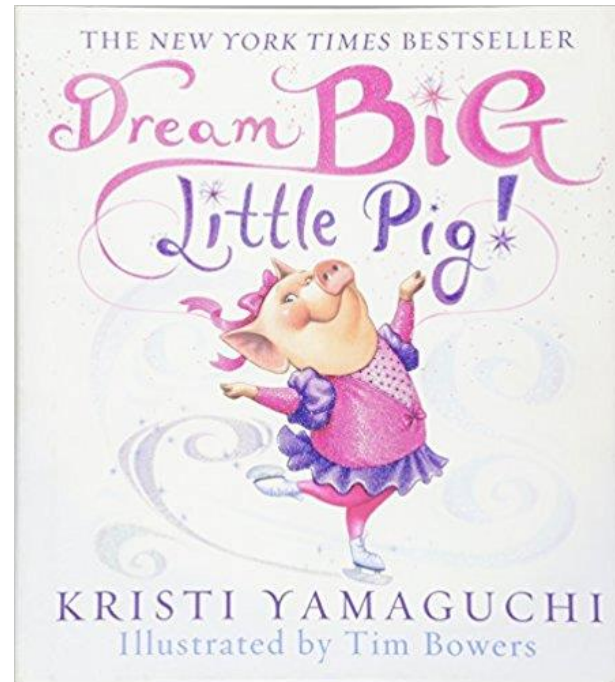


Exercise
Deep breaths
Walk away
Throw something
Color
Mark on the desk
Scratch myself
Pull hair
Bite
Read a book
Eat healthy
Get a drink of water
Kick a chair
Close your eyes
Yell at a someone
Listen to music
Tear up things
Read a book
Sing a song
Hit someone

Calms me down or
makes me angry?



Dream Big Little Pig
Topic: Never Give Up, Setting Goals
By Kristi Yamaguchi



Dream Big Little Pig
Setting Goals Activity

A dream that has come true...

A dream that is yet to come...

Something I tried and failed...

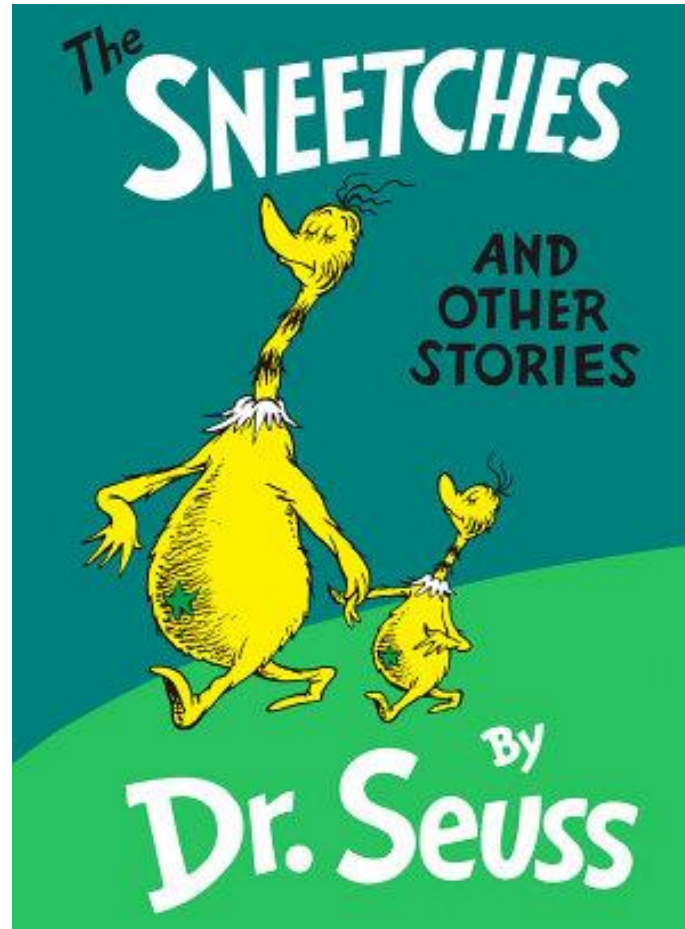
WHEN PIGS
FLY?



Sneetches

Topic: including others, being fair

By Dr. Seuss



Sneeches activity

Go Fish Game

Give each group a deck of cards



Red Dot: only ask for even cards (2, 6, 6, 8, 10)

Yellow Dot: play the game by the usual rules

Blue Dot: only ask for face cards (A, K, Q, J)

Green Dot: only ask boys

Orange Dot: you can't play

Black Dot: go to another



Allow students to play the game for about 10 minutes. Stop the game to discuss how they are feeling.

<https://www.youtube.com/watch?v=ign1elk9WrM&feature=youtu.be>

(Restorative Discipline lesson on playing fair)

The Wizard of Oz

Topic: Conflict resolution

By Frank Baum



The Wizard of Oz
Empowering Tools
Activity

Turn an insult into a compliment

Agree

Walk away

Say, "So"

Say, "Who Cares?"

Change the subject

Ask them to stop

Ask, "Why"

Get Help

Compromise

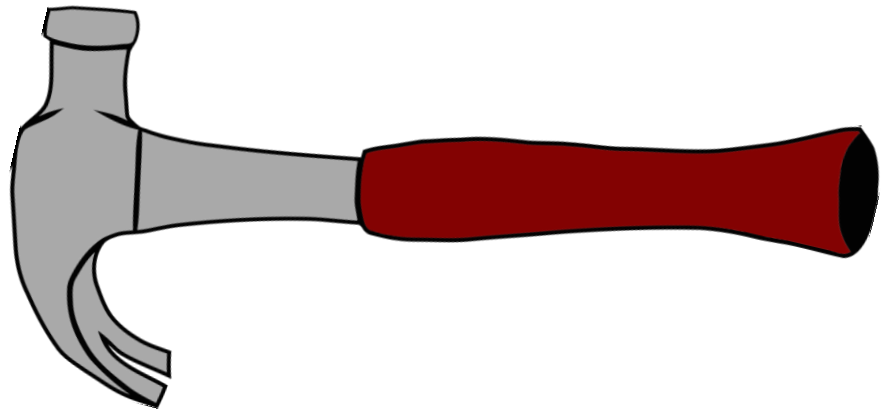
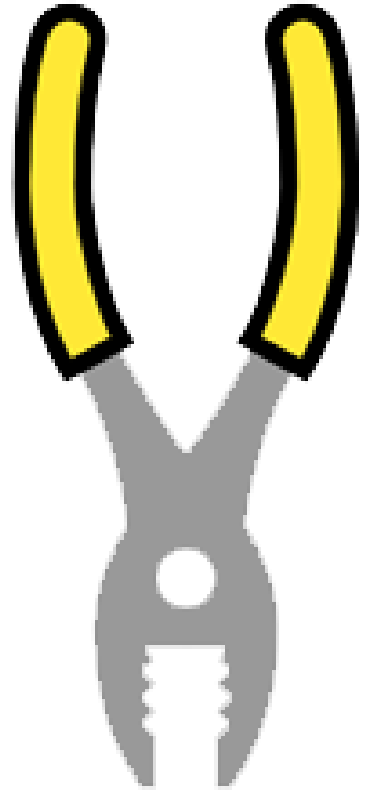
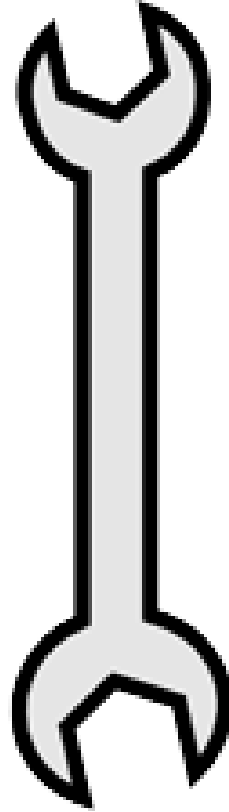
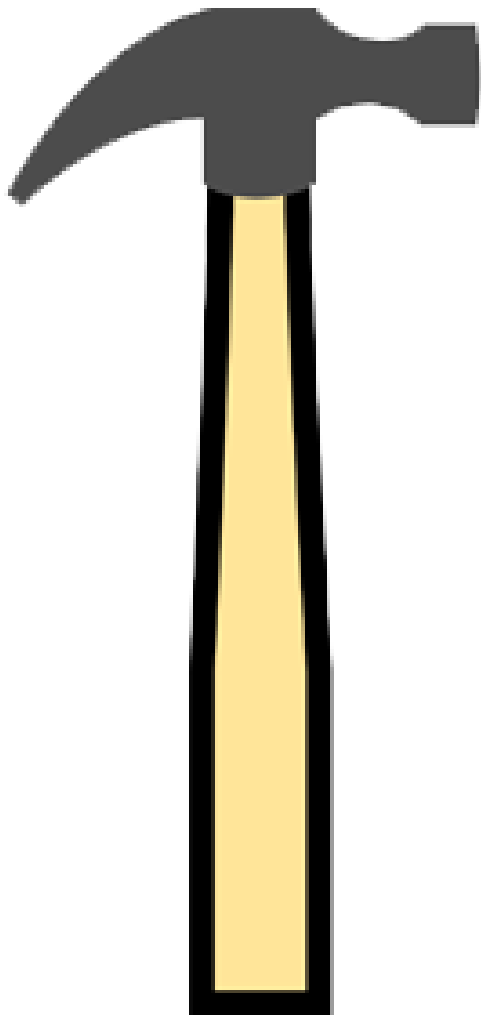
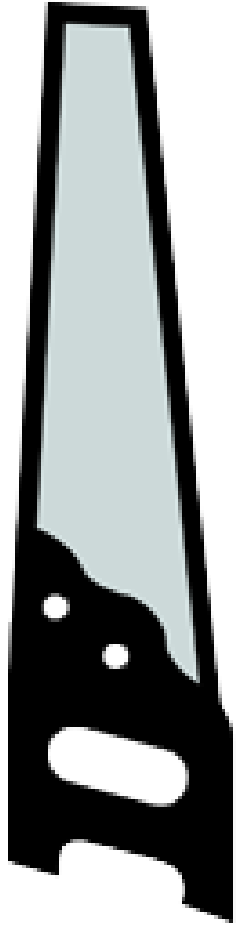
Postpone

Ignore

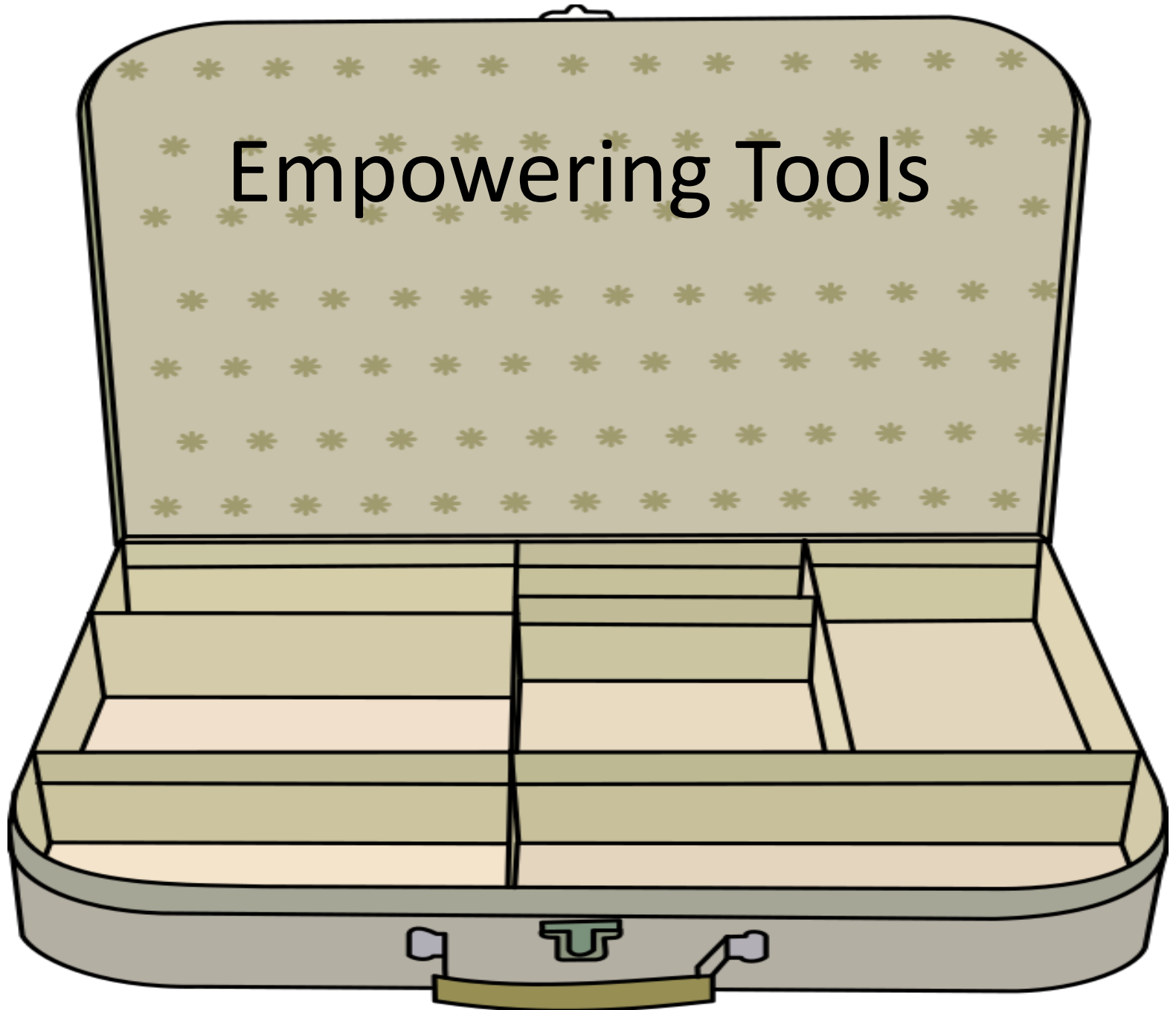
Flip a coin

Talk it out





Empowering Tools



Tell Me Something Good

Each day, students have an opportunity to fill out a **Tell Me Something Good** card. The counselor reads the cards on the announcements.

Each week a few cards are drawn, so the writer can receive a concession stand snack. This helps promote positive affirmations between students and staff and students and other students.



Leaman JHS

Tell Me Something Good

Name: _____



Campus and Classroom Currency

- Identify the **Focus** for your campus or classroom
- Create your **Expectations** and Procedures
- Clearly **Communicate** the Expectations to Everyone Involved
- Create **Excitement**/Internal Motivation



Identifying the Focus

- Start very large and narrow down to specifics
 - Global to Campus Specific
- Talk through the why?
- Get tons of feedback from the campus, students and parents
 - This helps create ownership
- Create the plan to reinforce the focus



Expectations and Procedures

- Identify what will be used
- How will it be used
- Who will be using it
- Always focus on positive outcomes



Communicate

- The clearer the expectations and application the stronger the program
- Starts with Admin, then teaches/staff, then students and don't forget parents



Excitement

- It can be created
- It is contagious
- It must be maintained and kept up
 - Follow up and consistency are key



My Classroom Procedures

Consequences

1st – Nonverbal Warning

2nd – Verbal Warning

3rd – Pay Up

4th – Morning Detention

5th – Write-Up



My Classroom

Debit Card Deal

Beginning Balance - \$50.00

Credits

CH - \$10.00 – Entire Class Completing Homework

NT - \$2.00 – Entire Class has No Tardies (per week)

P - \$2.00 – Participation Grade (as assigned)

H - \$3.00 – Helping around the Room (as assigned)

J - \$5.00 – Completing Assigned Job as Required

G - \$?.00 – Games (Based on Each Game)

Debits

WU - \$25.00 – Write Up (Except for Tardies)

L - \$10.00 – Late to Class (In addition to being tardy)

D - \$3.00 – Disrupting or Talking during Class

WA - \$4.00 – Leaving Work Area/Room Dirty

DR - \$5.00 – Dropping Calculator

My Classroom

Debit Card Deal

Purchases

M - \$2.00 – Listen to Music (during study time, not lecture)

RP - \$10.00 – Restroom Pass (per time)

LP - \$20.00 – Locker Pass (per time)

May Choose One Per Six Weeks

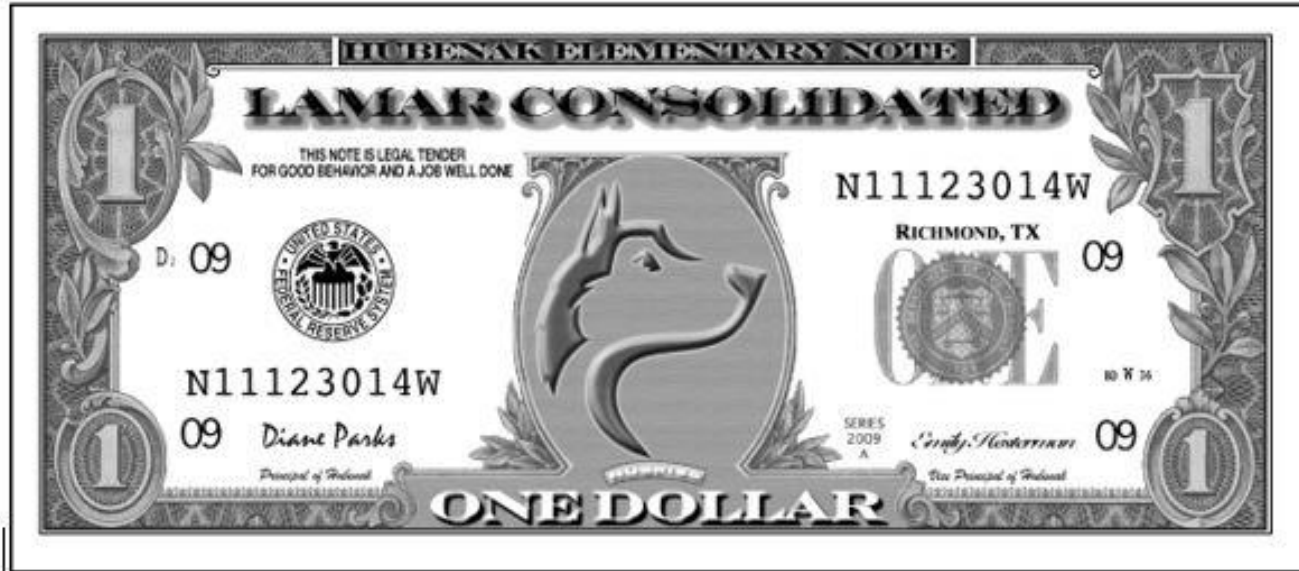
DG -\$25.00 – Drop Daily Grade (Max 1 per six weeks)

GP -\$15.00 – One Point to Test (Max 5 pts. per six weeks)

GP -\$50.00 – One Point 6 Weeks (Max 2 pts. per six weeks)

Whole School

Husky Bucks



Whole School

Samples to Take

Husky Bucks



Husky Bucks

- Individual Rewards earned by a specific student
- Focused on rewarding positive behavior
- Awarded by Admin, Teacher, Watch DOGS, Any Staff Member Staff
- Can be earned and lost by the student

Husky Bucks

Husky Bucks will be given for the following:

- No color change for the day
- Completion of homework
- Following the directions
- Good hallway behavior
- Cooperation during small group time
- Bucks will also be given at the teacher's discretion as needed

Husky Bucks will be taken from students when:

- Homework is not completed or returned
- Student fails to put their name on their paper
- Minor classroom disturbances
- Not following classroom procedures
- Bucks will also be taken at the teacher's discretion as needed

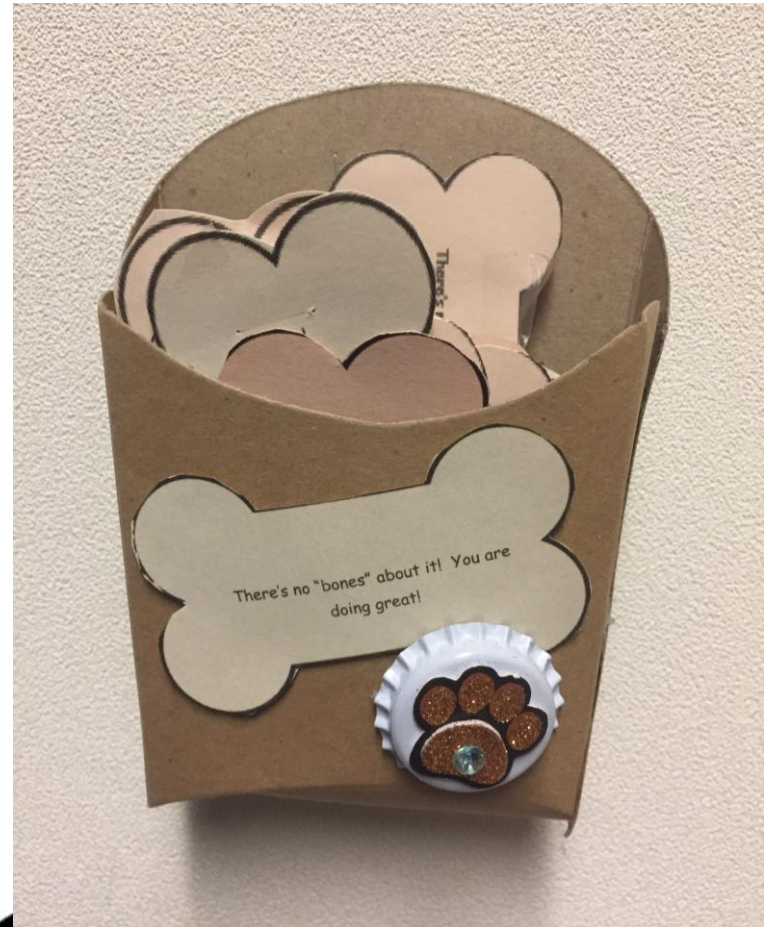
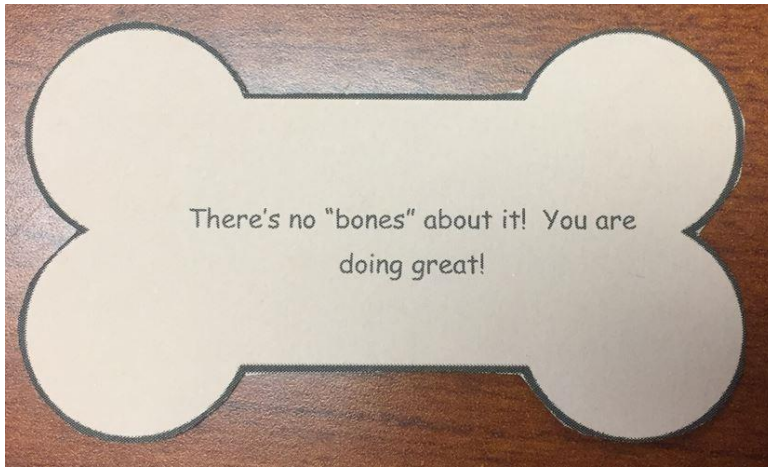
Husky Bucks

What can you buy with your "Bucks"?

- \$10 - Do a classroom chore: sharpen pencils, pick up the 2:00 folder, collect homework, etc...
- \$15 - Take your shoes off for a day
- \$20 - Work with a study buddy on an assignment
- \$30 - Sit next to a friend for a day
- \$40 - Sit at the teacher's chair for a day
- \$50 - Be the teacher's assistant for a day
- \$60 - Lunch with Teacher

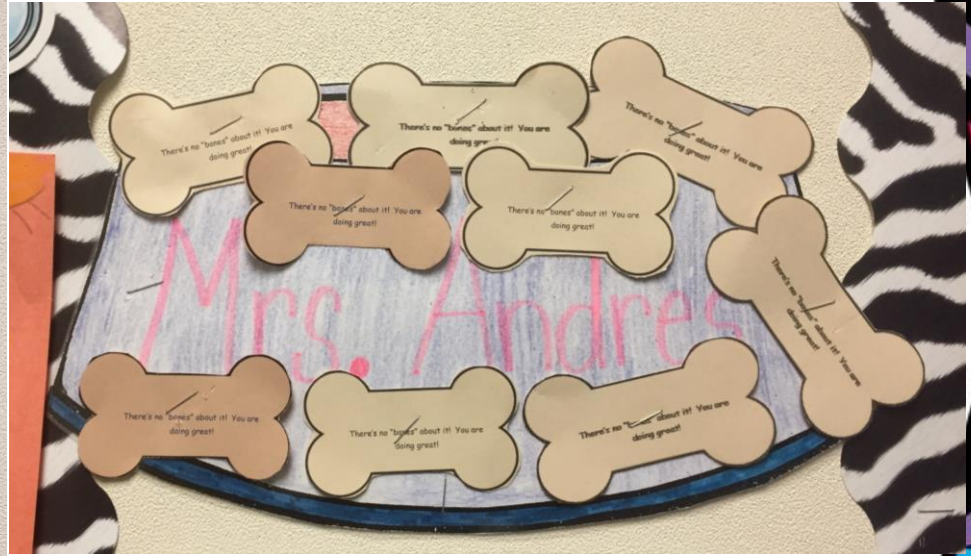
Whole School

Dog Bones



Whole School

Dog Bowls



Dog Bones

- Dog Bones are whole class incentives
- Focused on classes displaying appropriate behavior in the school (transition times)
- Awarded by Admin, Teacher, Watch DOGS, Any Staff Member
- Can only be earned – Not Removed
- After a class earns 10 bones they draw from the Dog Treat Jar (not actual treats)

Helpful Notes

- Starting small is ok
- Doing it well is better than doing it big
- Be willing to change
- Don't take it personal
- Keep the big picture in mind



Thank
You!

