

Butler PBIS Rewards System

<u>Teacher Responsibility</u>	<u>Student Responsibility</u>	<u>Office Responsibility</u>
<ul style="list-style-type: none"> • Sign name on card • Circle behavior student is getting card for • Hand out cards to ANY student demonstrating behavior from GREAT matrix 	<ul style="list-style-type: none"> • Demonstrate good behavior by following expectations outlined on GREAT matrix • When given card by teacher sign name on card and circle team name • Drop card in boxes located in office for chance to win drawing 	<ul style="list-style-type: none"> • Draw cards for weekly rewards • Announce students that have won the drawing and acknowledge good behavior • Collect data from cards and keep running total of house points for activities and competitions

Bruin GREAT Cards

- Individual Reinforcement
 - Cards will be given out to students, by teachers, based on weekly behavior focus.
 - Students will drop cards in team boxes in office.
 - At end of week there will be a drawing, draw (X) number of cards from each team box.
 - Rewards can be announced or there can be a Mystery Motivator.
 - During announcements of winners both student and teacher names are read to recognize both.
- Group Contingency
 - Each wing is considered a "House". Then teams within the house.
 - Bruin GREAT Cards are counted as house points.
 - Competition between Houses result in an activity.
 - Michelle (achievement coach) will be over the data collection.

Data Collected from Bruin GREAT Cards

- Number of card total
- What students are getting cards
- What behavior students are getting cards for
- What grade level
- Which team
- Which teacher

Great Bruins are:	
<input type="checkbox"/> R espectful <input type="checkbox"/> E ngaged <input type="checkbox"/> A lways Safe <input type="checkbox"/> T otally Responsible	<input type="checkbox"/> Cinnamon Bears <input type="checkbox"/> Gummi Bears <input type="checkbox"/> Panda Bears <input type="checkbox"/> Polar Bears <input type="checkbox"/> Grizzly Bears <input type="checkbox"/> Kodiak Bears
Teacher _____ Student _____	

GREAT Bruin of the Week Cards

- Each team chooses 1 boy and 1 girl per week to be the Bruin of the Week.
- These students get a Bruin of the Week Bruins GREAT card.
- Students would bring this to the Principal or Assistant Principal and would receive a reward and praise from Administrator.
- Students would also put their card on a board in office and admin. will draw cards each week and students in that space in board will get additional reward.
- Teams would announce the winners on Monday. On Tuesday office announce 6th grade, Wednesday - 7th grade, Thursday - 8th grade, Friday - drawing from buckets.
- GREAT Bruin of the Week gets picture on wall.

Rationale for these two reward systems

- By implementing the Bruin of the Week Card students who are always showing good behavior can be recognized too.
- Bruin of the Week allows administration to interact and give praise to students giving them a part in the school-wide PBIS.
- The two parts of the system insure that ALL of our students have an opportunity to be rewarded.
- Adding the group contingency to the Butler GREAT card system helps encourage students to use their cards and research shows that group contingencies have a big pay off.
- Butler GREAT cards if implemented correctly gives every teacher in the school the opportunity to reward ALL students for good behavior, making this a school-wide system.