

Poor Behavior Choices

Noncompliant

- Saying “no” or ignoring
- Being off task
- Videos/Computer games
- Lying/Misleading

Disrespectful

- Swearing
- Sarcasm/Rudeness
- Rude Gestures

Hurtful

- Threatening
- Name Calling

Disruptive

- Yelling
- Distracting/Provoking
- Interrupting

Physical Mischief

- Roughhousing/Throwing
- Going AWOL (absent with out leave)
- Being Reckless

Dangerous Behavior

- Physical Contact
- Throwing Things
- Using/Having weapons

“Make good choices, get more choices.
Make poor choices, get fewer choices.”

Procedure:

1. Poor behavior choice is identified.
2. Opportunity is given to make a different choice.
3. Otherwise, a consequence is negotiated.

(For repeated poor choices, “in your face” behavior, or dangerous behavior, the power for negotiation is taken away and consequences are given.)