

Behavior Management Pocket Chart

Help students take responsibility for their own behavior with this powerful pocket chart system! Simple color-coding lets students monitor their status at a glance (and work to improve it if necessary). We've even included reproducible tally sheets so you can easily track students' behavioral progress—and communicate it to their parents.

What's Included

- 19 $\frac{5}{8}$ " x 22 $\frac{3}{4}$ " nylon pocket chart
- 30 name cards
- 120 color-coded behavior cards
- Title card
- 4 reproducibles (inside this guide)

Before You Begin

- Hang the pocket chart where children will be able to reach it, and place the title card in the top pocket.
- Write each student's name on a name card and insert the cards in the holders on the fronts of the pockets.
- Place 4 colored behavior cards in each pocket, with green at the front, followed by yellow, orange and red.
- To acquaint parents with the program, photocopy the parent letter on page 4 of this guide and send one home with each student.

Getting Started

Setting Rules

Begin with a discussion about classroom rules. Help students understand their necessity by asking questions such as, "What would happen in our class if there were no rules? What if we had rules, but no one followed them? Could we hear each other if everyone was talking at once?"

Involve students in setting guidelines for appropriate classroom behavior. Brainstorm a list of possibilities and discuss them as a class. When you have agreed upon a set of rules, write them on chart paper and post the rules where everyone can see them. In the same discussion, have students agree upon the consequences for breaking class rules, such as a "time-out" or a loss of privileges.

Introducing the Chart

Point out the chart, and tell students that this chart will help them keep track of how well they are following the rules. Explain the way the chart is used:

- Each day, everyone starts with a green card showing. Green stands for "Good behavior," and means "You're doing great!"
- Students who forget to follow a rule during the day will be told to move their green cards to the backs of their pockets, leaving yellow cards in front. Yellow means "Warning! Pay more attention to your behavior!"
- A student who continues to forget the rules will be told to move the yellow card to the back of her pocket, revealing an orange card. Orange means the student will incur a "consequence," such as losing a privilege or receiving a "time-out."
- Finally, if a student is told to move his orange card to the back of the pocket, a red card is revealed. This means "Action taken," and shows that more serious measures are needed, such as a visit to the principal.

Keeping Records

At the end of the day, instruct each student to check a box on a daily behavior form to show what color is at the front of her pocket. (Remind students to return their green cards to the fronts of their pockets for a fresh start the following day.) Use the daily behavior forms to complete a weekly tally for each child. Send the weekly records home for parents to sign and return, then place them in students' portfolios.

Rewarding Good Behavior

For added incentive, consider rewarding students for special achievements such as receiving five green cards in a row. The reward could be an inexpensive prize or a simple coupon for extra free time or computer time. Or, you might recognize a group of good rule-followers with a treat such as a favorite story, a lemonade party or even lunch with the teacher!

Reproducibles

On the following pages, you'll find reproducibles designed to work with this program:

- **Parent Letter**

Send photocopies to students' homes before you start the program so that parents will know what to expect.

- **Daily Behavior Form**

Have students complete these forms at the end of each day.

- **Weekly Behavior Report**

Use these forms to summarize students' behavior and inform their parents.

- **Certificate**

Award these to students to recognize improvement or consistent good behavior. You may wish to fill in a special prize or treat, or simply let the certificate serve as the reward. Students can display their certificates by taping them to the front edge of their desks, or you can set up a special bulletin board with a title such as "Star Students."

Dear Parent or Caregiver,

You may soon be hearing a lot about green “Good Behavior” cards from your child. It’s part of a system that helps students take responsibility for their own behavior in the classroom.

Here’s how it works: As a class, we created a list of rules for behavior. Then we set up a chart to track each student’s success. Everyone begins each day with green “Good behavior” cards in their pockets on the chart. Students who forget to follow the rules must replace their green cards with yellow, orange or red cards.

- A *green* card means “You’re doing great!”
- A *yellow* card means “Warning! Pay more attention to your behavior!”
- An *orange* card means “You have a consequence.” (For example, a time-out or losing a privilege.)
- A *red* card means this action will be taken: _____.

On every _____, your child will bring home a behavior report. Take a few moments to review the report with your child. Be sure to praise all the “green” days—these mean your child followed every rule, all day long! Your praise will encourage your child to work toward even more green days in the future. Then, sign the report and return it to me.

Thank you for your support!

Sincerely,

Daily Behavior Form

Name: _____

Date: _____

Today, my card was:

☐ **Green – Good behavior**

☐ **Yellow – Warning!**

☐ **Orange – Consequence!**

☐ **Red – Action taken:**

Weekly Behavior Report

Name: _____

Date: _____

Card Color:

Number of Days:

Green – Good behavior

Yellow – Warning!

Orange – Consequence!

Red – Action taken

(parent's signature)

Good Behavior!

Great job

Teacher