



Classroom Language, Incentive Programs and regularly used educational websites:

Explanation of language we use:

Expected: a non-judgmental way of saying something is appropriate

Unexpected: a non-judgmental way of saying something is inappropriate

Bubble Thought: something better left unsaid

Bubble Box: A small wooden box on each child's desk designed to hold written Bubble Thoughts.

Full: When a student's body or mind has too much energy

Empty: When a student's body or mind has too little energy

Just Right: When a student's body or mind is in a good balance

Smiley Face: Any work that meets teacher expectations for the block.

Superstar: Any work that is above and beyond what is expected within a block.

Neutral Face: Any work that is below teacher expectations for the block, or if a student needs many reminders to comply with expected tasks.

Cash-In: Two times during our day where free time is built into the schedule. Kids earn credits (superstars, smiley faces, and neutral faces) for each block based on how they do with being respectful, following directions, and participation). They earn up to 15 minutes in the morning or 10 minutes in the afternoon based on their credits.

Morning Meeting: A time at the beginning of the day where the whole class (students and teachers) greets each other for the day, check in about how they are feeling, and complete a cooperative group activity.

Afternoon Meeting: A meeting at the end of the day where students and teachers check in with each other. We list one positive comment for someone else and one for ourselves.

Personal Bubble: an arms length of personal space

Think with your Eyes: Keep your eyes on the group or speaker

Safe Body: maintaining a calm body with appropriate personal space

Whole Body Listening: Eyes, ears, and body all focused on the group or speaker

1-5 Scale: Levels of problems, volume, tone, etc. One is the lowest, five is the highest. For example, a level one volume is a whisper, a level five is shouting. A level one problem is a broken pencil tip, a level five would be a natural disaster affecting us.

Flexible: The ability to shift in thinking, and having expected reactions to various changes throughout the day.

Incentive programs:

Milestones believes in establishing rich routines and incentive programs to allow for the success of each students. New Zealand incorporates school wide incentive programs as well as classroom based programming to foster a well-balanced learning environment. Below is a list and explanation of the programs Kiwi's utilize each day.

Incentives Programs in New Zealand:

Kiwi Cash:

Kiwi Cash is a tangible reinforcer in which students are rewarded when expectedly working towards individualized goals. They receive a "Kiwi Dollar" that can be used at our New Zealand Cash In Store. The Cash In Store is open every Friday at the end of the school day. Students can use the Kiwi Cash that they have accumulated over time to buy items from the store. Items range from five Kiwi Cash dollars to fifteen Kiwi Cash dollars.

Friendship Points:

Friendship Points are designed to motivate students to work toward forming healthy genuine friendships within both the school and classroom settings. Friendship points are given to those who present others with random acts of kindness. These acts are unprompted and genuine. Once teachers recognize an act of friendship students place a colored pompom in our friendship jar. Sixty pompoms fill the friendship jar and a "Friendship Party" is earned as a class. Students choose their friendship party as a group.

Superstar Board:

Superstars are earned when students do an outstanding job within a block of time. Superstars are earned for three specific jobs: participation, respectfulness, and following directions. If students go above and beyond in one or all of these three areas during a block of time they earn a superstar. When they earn a superstar they place a sticker on our superstar chart. The chart is complete when the whole class collectively earns one hundred superstars. When a full superstar chart is completed students receive a free night of no homework.

Cash In:

Cash In is a school wide activity that is based upon student's behaviors throughout the school day. The students are evaluated at the end of each block on their participation in class activities, ability to respect staff and peers, and following directions. Their points are added up twice a day to determine their level of cash in time. Students can earn superstars=3 points, smiley faces=2 points, and neutral faces=1. Cash in time levels are 15 minutes, 10 minutes, five minutes and three minutes for first cash in and 10 minutes, 8 minutes, five minutes, and 3 minutes for second cash in. Cash in activities are preferred activities chosen by the students.

Commonly used webpages

www.scholastic.com

www.spellingcity.com

www.socialstudiesforkids.com

www.factmonster.com

www.freerice.com