# Classroom Management

August 2014

# The Plan

- lce Breaker
   Understanding classroom management
- 3. Creating classroom rules & Sharing -Lunch-
- 4. Incentive systems
  5. Consequences/Discipline
- Classroom Language
   Practicing attention-getters
- Classroom layout
   Role Plays
- 10. Reflection 11. Open forum

# **Ice Breaker** Cabbage



## What is Classroom Management? Smooth lessons isruptive behavior organize time, space, that learning can take place Why? • The better the environment, the better students can learn

# Video and Discussion

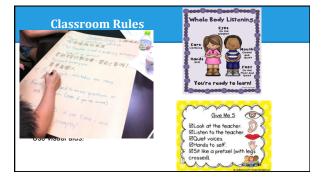
### Discuss:

- 1. Does the environment promote an atmosphere for learning?
- 2. Does the teacher look comfortable and calm?
- 3. How do his reactions affect the students attitude and behavior?

https://www.youtube.com/watch?v=tO4X8\_c80kg

# **Creating an Effective Classroom Environment**

- 1. Make students feel safe, secure, and comfortable
- 2. Promote learning
- 3. Balance between fun and structure
- 4. Feel comfortable as a teacher
- 1. Create rules & have clear expectations
- 2. Develop an incentive system
- 3. Develop and practice routines
- 4. Believe in yourself



### Reminders

- 1. Your rules reflect the type of classroom environment that you are aiming to create (for example...)

  2. Apply your rules consistently
- 3. Rules should be non-ambiguous
- 4. Rules should use simple language
- 5. Rules and procedures become the norm

# Your Rules!

• Individually, with a partner, or as a small group come up with at least five classroom rules.

• How will you ensure that your students understand the rules? (Modeling? Visual support? Translation?)

Reinforce rules through incentives and discipline

# Lunch

12:00-1:00



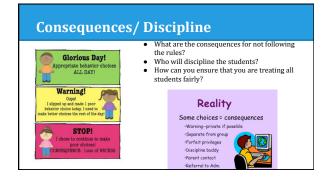
# **Developing an Incentive System**

Task: Develop an incentive system. Answer the following questions:

- 1. What will be your theme?
- $2. \, For \, what \, types \, of \, behavior \, will \, you \, reward \, your \, students?$
- To lowing rules? completing homework? performing well on tests? participation?...

  3. What will be the reward?

  Stickers, stamps, candy, movie/music time...





# **Believe in Yourself!**

~No matter what your style is... The most important thing when you enter the classroom is to believe in yourself-

- your affect must convey confidence to the students~





# **Attention Getters II.**

- 1. Reward the behavior that you want
- 2. Body positioning (moving closer to students who are speaking/not on task)
- 3. Chants
- 4. Let's Practice!



# **Seating Arrangements**

- Arrangement needs to give access to teaching focal point (Need to be able to hear and see you so no students are at a disadvantage ) You decide where students sit
- Different arrangements for different purposes Have a chart ready on the first day
- Change seating often

Resource: http://classroomdeskarrangement.com/ClassroomDe



# **Role Plays**

- 1. Small groups (4 people)

2. Demo teaching either 1 teacher, 3 students or 2 teachers, 2 students

- 3. Act out scenarios
- 4. Discuss solutions for dealing with situation

### Name/Date/ Session

- 1. Take away/ ideas to steal
- 2. Something new you learned
- 3. Suggestions for improvement
- 4. Final thoughts/questions & commentary