

Lesson Plan for Rules Worksheet

Teaching Rules (skill level)

1. Setting Playground

2. List Expectations (Circle those that apply to selected setting):

1. Act responsibly
2. Be respectful
3. Care for others
4. Do my best

3. Activity for Reviewing Expectations:

School – wide posters

4. Generate Specific Rules for Setting:

Expectation 1: Act responsibly

Rule A: Stay in area

Example
Stay in designated area

Non-example
Wander off to PE area

Rule B: Use equipment properly

- Example
- Put away
 - Sliding down

Non-example
Leave out
Walking up slide

Rule C:

Example

Non-example

Rule D:

Example

Non-example

Expectation 2: Be respectful

Rule A:

Example

Non-example

Rule B:

Example

Non-example

Rule C:

Example

Non-example

Rule D:

Example

Non-example

4. Generate Specific Rules for Setting (Continued):

Expectation 3: Care for Others

Rule A: Fair play	<u>Example</u> Asking to join Follow game rules	<u>Non-example</u> Excluding others Cheating
Rule B:	<u>Example</u>	<u>Non-example</u>
Rule C:	<u>Example</u>	<u>Non-example</u>
Rule D:	<u>Example</u>	<u>Non-example</u>

Expectation 4: Do my best

Rule A: Enjoy & be Safe	<u>Example</u> Have fun w/peers Keep hands & feet to self	<u>Non-example</u> Whine & complain Pushing/Shoving
Rule B:	<u>Example</u>	<u>Non-example</u>
Rule C:	<u>Example</u>	<u>Non-example</u>
Rule D:	<u>Example</u>	<u>Non-example</u>

5. Activities to Allow Students to Practice Desired Behaviors:

Beginning of year stations – students will go to playground and adult will model/explain expected behaviors. Students will demonstrate understanding by repeating modeled behavior.

6. Plan for Rewarding Appropriate Behavior:

Extra recess time, new equipment
Butterfly bucks

Lesson Plan for Rules Worksheet

Teaching Rules (skill level)

2. Setting Restroom

2. List Expectations (Circle those that apply to selected setting):

1. Act responsibly
2. Be respectful
3. Care for others
4. Do my best

3. Activity for Reviewing Expectations:

School – wide assembly, Stations

4. Generate Specific Rules for Setting:

Expectation 1: Act responsibly

Rule A: Neat & clean

<u>Example</u>	<u>Non-example</u>
Throw away paper towel	Throw towel on floor

Rule B: Exit quickly

<u>Example</u>	<u>Non-example</u>
• Leave when done	Play around

Rule C: Always wash hands

<u>Example</u>	<u>Non-example</u>
Wash thoroughly	Leave w/o washing

Rule D:

<u>Example</u>	<u>Non-example</u>
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Expectation 2: Be respectful

Rule A: Treat area appropriately

<u>Example</u>	<u>Non-example</u>
Using sink properly	Breaking faucet

Rule B:

<u>Example</u>	<u>Non-example</u>
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Rule C:

<u>Example</u>	<u>Non-example</u>
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Rule D:

<u>Example</u>	<u>Non-example</u>
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4. Generate Specific Rules for Setting (Continued):

Expectation 3: Care for Others

Rule A:	<u>Example</u>	<u>Non-example</u>
Rule B:	<u>Example</u>	<u>Non-example</u>
Rule C:	<u>Example</u>	<u>Non-example</u>
Rule D:	<u>Example</u>	<u>Non-example</u>

Expectation 4: Do my best

Rule A:	<u>Example</u>	<u>Non-example</u>
Rule B:	<u>Example</u>	<u>Non-example</u>
Rule C:	<u>Example</u>	<u>Non-example</u>
Rule D:	<u>Example</u>	<u>Non-example</u>

5. Activities to Allow Students to Practice Desired Behaviors:

Beginning of year stations – students will go to restroom and adult will model/explain expected behaviors.
Students will demonstrate understanding by repeating modeled behavior.

Video

Role plays

6. Plan for Rewarding Appropriate Behavior:

Butterfly bucks, verbal praise

Lesson Plan for Rules Worksheet

Teaching Rules (skill level)

3. Setting Cafeteria

2. List Expectations (Circle those that apply to selected setting):

1. Act responsibly
2. Be respectful
3. Care for others
4. Do my best

3. Activity for Reviewing Expectations:

Stations
School wide assembly

4. Generate Specific Rules for Setting:

Expectation 1: Act responsibly

Rule A: Line up properly

Example
Straight line, hands to self

Non-example
Out of line pushing

Rule B: Neatness counts

Example
Clean up area

Non-example
Leave trash

Rule C: Healthy choices

Example
Eat only your food

Non-example
Take food from others

Rule D:

Example

Non-example

Expectation 2: Be respectful

Rule A: Use good manners

Example
Please/thank you

Non-example
Grab food

Rule B: Chat quietly

Example
Quiet voice to neighbor

Non-example
Shouting to another table

Rule C:

Example

Non-example

Rule D:

Example

Non-example

4. Generate Specific Rules for Setting (Continued):

Expectation 3: Care for Others

Rule A:	<u>Example</u>	<u>Non-example</u>
Rule B:	<u>Example</u>	<u>Non-example</u>
Rule C:	<u>Example</u>	<u>Non-example</u>
Rule D:	<u>Example</u>	<u>Non-example</u>

Expectation 4: Do my best

Rule A:	<u>Example</u>	<u>Non-example</u>
Rule B:	<u>Example</u>	<u>Non-example</u>
Rule C:	<u>Example</u>	<u>Non-example</u>
Rule D:	<u>Example</u>	<u>Non-example</u>

5. Activities to Allow Students to Practice Desired Behaviors:

Beginning of year stations – students will go to playground and adult will model/explain expected behaviors. Students will demonstrate understanding by repeating modeled behavior.

Video

Role Plays

6. Plan for Rewarding Appropriate Behavior:

Butterfly bucks, free snacks

Lesson Plan for Rules Worksheet

Teaching Rules (skill level)

4. Setting Hallway

2. List Expectations (Circle those that apply to selected setting):

1. Act responsibly
2. Be respectful
3. Care for others
4. Do my best

3. Activity for Reviewing Expectations:
Stations
School wide assembly

4. Generate Specific Rules for Setting:

Expectation 1: Act responsibly

Rule A: Always walk

Example
Walk on butterflies

Non-example
Running pushing

Rule B: Look where you're going

Example
Pay attn to where going

Non-example
Walking backwards
Talking while walking

Rule C:

Example

Non-example

Rule D:

Example

Non-example

Expectation 2: Be respectful

Rule A: Whisper voices

Example
Quiet voice

Non-example
Yelling/screaming

Rule B:

Example

Non-example

Rule C:

Example

Non-example

Rule D:

Example

Non-example

4. Generate Specific Rules for Setting (Continued):

Expectation 3: Care for Others

Rule A: Keep hands/feet to self

Example
Walk w/hands at side

Non-example
Touching, kicking

Rule B:

Example

Non-example

Rule C:

Example

Non-example

Rule D:

Example

Non-example

Expectation 4: Do my best

Rule A:

Example

Non-example

Rule B:

Example

Non-example

Rule C:

Example

Non-example

Rule D:

Example

Non-example

5. Activities to Allow Students to Practice Desired Behaviors:

Beginning of year stations – students will go to playground and adult will model/explain expected behaviors. Students will demonstrate understanding by repeating modeled behavior.

Video

Role Plays

6. Plan for Rewarding Appropriate Behavior:

Butterfly bucks

Lesson Plan for Rules Worksheet

Teaching Rules (skill level)

5. Setting Bus

2. List Expectations (Circle those that apply to selected setting):

1. Act responsibly
2. Be respectful
3. Care for others
4. Do my best

3. Activity for Reviewing Expectations:
Stations
School wide assembly

4. Generate Specific Rules for Setting:

Expectation 1: Act responsibly

Rule A: Remain in seat

Example
4 B's

Non-example
Out of seat

Rule B: Do walk to destination

Example
Exit bus & go
directly to breakfast

Non-example
Wander around

Rule C: Enter/exit safely

Example

Non-example

Rule D:

Example

Non-example

Expectation 2: Be respectful

Rule A: Whisper voices

Example
Quiet voice

Non-example
Yelling/screaming

Rule B:

Example

Non-example

Rule C:

Example

Non-example

Rule D:

Example

Non-example

4. Generate Specific Rules for Setting (Continued):

Expectation 3: Care for Others

Rule A:Respect driver	<u>Example</u> Listen to directions	<u>Non-example</u> Ignore directions
Rule B:	<u>Example</u>	<u>Non-example</u>
Rule C:	<u>Example</u>	<u>Non-example</u>
Rule D:	<u>Example</u>	<u>Non-example</u>

Expectation 4: Do my best

Rule A:	<u>Example</u>	<u>Non-example</u>
Rule B:	<u>Example</u>	<u>Non-example</u>
Rule C:	<u>Example</u>	<u>Non-example</u>
Rule D:	<u>Example</u>	<u>Non-example</u>

5. Activities to Allow Students to Practice Desired Behaviors:

Beginning of year stations – students will go to playground and adult will model/explain expected behaviors. Students will demonstrate understanding by repeating modeled behavior.

Video

Role Plays

6. Plan for Rewarding Appropriate Behavior:

Buses of the month