Holy Smokes!!!!!!

Another Behavioral System???

But I Just Finally Figured Out Last Year’s System!!!
This System is Better…
It Is Based on PBS

Why would we want a behavior system that is based on PMS?
PBS…Not PMS

PBS Means
Positive Behavior Supports
So What is So Special About Positive Behavior Supports

- PBS is a system of applied behavioral analysis that is supported state-wide via collaboration with USF.
- Its primary concept involves reframing the treatment of behavioral issues from a punitive to instructional perspective.

(Sounds Pretty Lame… I Bet None of Last Year’s Staff Would Buy Into PBS)
Announcing the 2006-2007 PBS Committee

- Vicky McCraine (Team Leader)
- Nettie Boose
- David Brown
- Dr. Peppe
- Theresa Triano
- Ted VanVoorthijusen
- David Watson
- Andy Nott (Coach)
WOW, This PBS Business Must Be Pretty Amazing Stuff if Watson and Van Fell For It, I Mean Actively Support it!
The PBS Team Spent Several Days Of Their Summer Vacation Learning About This Process!!

They Determined that it could result in Responsible, Respectful, and even Scholarly Outcomes
Wouldn’t it be amazing if Renaissance students could learn to demonstrate behaviors consistent with these ideals?
Miss Nettie Says,
“PBS Can Shape Their Behaviors
If The Staff Notices, Models,
Reinforces, and Teaches
Responsible, Respectful and Scholarly Behaviors.”
Mr Watson Says, “We can reinforce behaviors consistent with our PBS Goals via the establishment of a Token Economy System”

He went home and invented Dragon Bucks
Mr. Van said “We could establish a reinforcement menu of renewable resources to motivate the students acquisition of Watson’s Dragon Bucks

(He proceeded to take copious notes on his laptop computer)
Miss T Said “Maybe the students could use their dragon bucks to buy the privilege of wearing the hats during a class period.”

Mr. Brown said “Maybe the students could use the dragon bucks to shower their favorite staff member in the science lab… maybe other students could buy tickets to watch this event!!!!”

(The shades of night were falling!!!!)
Dr. Peppe fully appreciated the synergistic experience of this new found process that was precipitated by a multitude of factors associated with the interaction of a group of caring professionals with a positive behavioral technology based on reframing prior maladaptive responsiveness as behavioral deficits or behavioral excesses.
Mrs. McCraine said “Okay Let’s get focused and develop a behavioral management plan that accents positive student behavior.”

(Those ESE Specialists are soooo into being on-task and they have a form for everything!)

The old systems seemed like the Dark Ages. It focused on negative behaviors and utilized barbaric tactics like Time-Out and Code 2.
Introducing the New-Improved PBS Inspired Behavioral System

The Renaissance Era of Behavioral Programming

Hey, Renaissance is a pretty catchy expression! Wouldn’t it be a great name for a unique school that exudes confidence, creativity, educational leadership and technology????
Proactive/Prosocial Behavior

- Transitions
- Orientation
- Civility
- Time Management
- Participation
- Scholarship
Trans          1
Orient         1
Civility       1  2
Time Man       1  2  3
Part           1  2  3
(Scholar)      (3)

10 Points/Block System

With Opportunity for 3 Additional Bonus Points
The Teacher Will Review Each Student’s Behavioral Performance At The End of Each Class

The Total Point Score Will Be Calculated and Entered On Each Student’s Behavioral Record
De-emphasize Negative Focus

- Inappropriate Behavior
- Noncompliance

Staff will briefly explain why the behavior is inappropriate from the context of how it is inconsistent with the primary goals of Responsible, Respectful, Scholarship. An Appropriate response will be offered/taught/modeled by the staff member.

Continued inappropriate behavior of similar occurrence will be charted.
<table>
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| NC   | IB  
| SO   | FP  | Slide Out | Flash Pass  
| BR   | RC  | Bath Room | Resource Center |
What About The Evil Eight (Level-I Behaviors)?
Level-I Infractions

- Physical Aggression
- AWOL
- Contraband
- Disruption
- Theft
- Verbal Abuse
- Vandalism
- Victimization
What is Level-I

- The Behavioral Level That is Not Associated With Any Privileges
- Student Must Be Escorted At All Times
- Student Cannot Spend Dragon Bucks
- Assignment to Level-I Lunch (No Talking, No Flavored Milk)
- Additional Consequences May Be Implemented
Level –2

- Intervention Level
- Group Counseling During Lunch
- Student Cannot Spend Dragon Bucks
- Must Achieve Enough Points to Re-enter Prior Level (If Assigned Level-II)
- May Be Required to Progress From Level-3
- Staff Escort Required At All Times
Level-3

- Entry Level
- Staff Escort Required
- Student Can Eat Lunch in Cafeteria
- Student Can Spend Dragon Bucks
- Access to Snack Machine
Level-4

- May Walk Unescorted
- Preferential Cafeteria Seating
- May Participate in Activity Day
- Receives Bonus Dragon Bucks
Level-5

- May Order Food Delivery on Friday
- Receives Bonus Dragon Bucks
- May Utilize CD/MP3 Players (with permission)
- May Use Cell Phone During Lunch Time
Modification of Level Progression

• Creation of a “Transition Level”
• Simplification of Level Hierarchy
• Level-1 ------ One Day
• Level-2------ One Day (Must earn re-entry points)
• Level-3------ Three Days
• Level-4------ Four Days
• Level-5--------Five Days
• Transition-----Ten Days
• Off-Level
How Does A Student Advance On the Level System

- Level –1 (No Additional Referrals)
- Level- 2 (Entry Level Points)
- Level- 3 (40 Points/ MS  25 Points/HS)
- Level-4  (50 Points/MS  35 Points/HS)
- Level-5  (60 Points/MS  45 Points HS)

(Daily Point Totals)
What is the Function of the Transition Level?

• Maintenance of Positive Behavior (Level-5)
• Provision of School Community Service
• Development of Self-Directed Research Activity
• Presentation of Research Project
• Terminates with an “Off Level” Status Conference
What About Codes?

• Code 1  (Immediate Assistance Needed Due Safety Issues/Aggression/Danger)

Code 2 and Code 3 are extinct/history/finni/just memories
How Bout Them Bucks???

• Denominations=$1, $5, $10, $20, $50, $100
• Bus Drivers/Bus Aides Will Reward Students with $5/Trip
• Students will Receive $50 for Level-3 Entry Status and $20/Day for Advancement
• Students will Receive $75/Day for achieving Level 4 Status, and $40/Day for Advancement
• Level 5 Acquisition is worth $100, with $60/Day
• For Advancement
Bonus Bucks

- $5/Day For Not Using Flash Pass
- $5/Day For Not Requiring More Than 2 Unscheduled Bathroom Breaks
- $10/Day For Participation in Level-2 Lunch Intervention (Levels 3-Transition)
- Additional Buck Earning Opportunities will be developed by the PBS Committee
So What Can These Wealthy Students Buy?

- Pencil ($10)
- Snacks (Variable Menu)
- Phone Use ($20)
- Hat in Class ($50/Block)
- CD/MP3 Use ($50/Interval)
- Activity Day ($100)
- Break/Social Time ($50)
- Other Opportunities to Be Determined by PBS Team
Enter The Resource Center
(AKA Kat’s World)
(AKA The Domain of The QOTU)

• Focus on Learning/Instruction
• Resolution of Conflicts
• Access to Educational Resources
• Development of Introspection via Written Expression Exercises

Tune in to this station for additional Info
Reflections/Questions

Thanks for your attention!!!!!!!!!!!