



PBIS Classroom Management Framework

Positive Behavioral Interventions & Supports | Tier 1 — Universal Classroom Expectations

1 THREE CORE EXPECTATIONS

1. Be Ready

1. Arrive on time with all materials (notebook, pencil, whiteboard, marker)
2. Begin bell ringer immediately upon entering — no warm-up period
3. Devices stowed and silent unless explicitly directed for instruction

2. Be Respectful

1. One voice at a time — raise hand for teacher attention
2. Use constructive language: “I disagree because...” not “That’s wrong”
3. Value all voices — every team member participates in group work
4. Care for materials — calculators, whiteboards, and classroom resources

3. Be Responsible

1. Track your own learning — record questions and concepts in guided notes
2. Show all work — incomplete work is not assessable
3. Use mistakes as learning tools — corrections are part of mastery
4. Manage transitions — move between activities within the allotted time

2 PBIS REWARD SYSTEM

Individual Rewards (per class period):

1. **Algebra Ace:** Correct bell ringer full-credit + all materials ready → Choice of math game or 2 bonus pts on next exit ticket
2. **Help Desk:** Student who assists a peer without being asked → Recognition card + class shoutout

Class-wide Rewards (accumulated across the unit):

1. **5 Digital Cleanup Bonuses** → 5-minute math choice activity
2. **10 Readiness Rewards** → Prime Time game extension round

3. **No referrals in 2 weeks** → 15-minute Flex Friday activity

3 CLASSROOM INTERVENTION SCRIPTS

Non-Verbal Cue (Tier 1 — First Response): *“Walk to student’s proximity. Make eye contact. Point to the expectation poster. Wait 3 seconds.”*

Verbal Redirect (Tier 1): *“[Name], right now you need to be [Ready/Respectful/Responsible]. Thank you.”*

Private Conversation (Tier 2): *“[Name], step outside with me for 30 seconds. What’s going on? What do you need to get back on track?”*

4 PRIME TIME GAME PBIS BONUSES

1. **Velocity Bonus:** Correct response within 3 seconds of prompt → +2 pts
2. **Readiness Reward:** All teams zero-device and positioned → +1 pt (class-wide)
3. **Streak Multiplier:** 2 correct → x1.5 | 3 correct → x2 | 4+ correct → x3
4. **Digital Cleanup Bonus:** All devices stowed throughout → +1 pt (class-wide)

5 DAILY CLASSROOM ROUTINES

1. **Entry:** Whiteboard + markers out. Bell ringer on screen. Begin immediately.
2. **Transition:** “Pencils down. Eyes front.” Wait for full attention before next instruction.
3. **Group Work:** Count off 1-4. Each member has a role: Recorder, Reporter, Checker, Manager.
4. **Exit:** Guided notes check for completeness. “Show your work for full credit.”