

## Proximity Facilitator Strong Start Classroom Guide

### SYSTEMS & PROCEDURES

#### Classroom Set-Up

*I will communicate student seating arrangements by...*

*I will organize technology (devices + headphones) by...*

#### Entry Routine

*My "First 5" Entry Routine will be (include time limits and MVP directions)...*

#### Dismissal Routine

*My Dismissal Routine will be (include time limits and MVP directions)...*

#### Board Setup

*A sketch of how my board configuration could look...*

RULES & EXPECTATIONS		CLASSROOM MANAGEMENT	
<p><b>Classroom Rules</b> <i>Our classroom rules will be...</i></p>	<p><b>Consequences</b> <i>Off-task cell phone use will result in...</i></p>	<p><b>Positive Reinforcement</b> <i>Positive behaviors I can reward in this class will be...</i></p>	<p><b>Ladder of Consequences</b> <i>My consequence ladder of interventions will be...</i></p>
	<p><i>Off-task laptop use will result in...</i></p>	<p><i>Reward system(s) that I will use to support these behaviors are...</i></p>	
<p><i>These will be communicated to students by...</i></p>			<p><i>This will be communicated to students by...</i></p>