

# Management Ideas

## **QUIET SIGNAL**

Be sure to have a signal for getting students' attention during an activity. When you use the signal, make sure everyone is quiet before you begin giving instructions. (Sounds like common sense, but it's harder than you think!)

## **MARBLE JAR**

Reward good behavior by dropping marbles in a small jar each time the class (or a team) behaves in a desired manner. Be sure to announce the specific behavior you are rewarding. ( Class, you did a super job of praising each other! ) When the jar is full, let students vote on a simple reward such as 15 minutes of free time.

## **TEAM STOP SIGNS**

Prepare several Team Stop Signs for the class (see directions). Use the stop signs to manage noise level during team activities. When a team becomes too noisy, place a Team Stop Sign in the middle of the group. That team must be silent for 1 minute. You'll be amazed at how other teams immediately become quiet to avoid receiving a stop sign!

## **ERASE A LETTER**

Write the word STOP on the board. Each time the class is too noisy or off task, erase one letter. When all four letters have been erased, stop the cooperative activity and assign individual seatwork. Try the cooperative activity the next day and you'll be amazed at the improvement!