

Resource Room Behavior Management System

- **Each student has a set of green, yellow, and red cards in a pocket posted on the board with their name on it**
- **They start the day on a green**
- **If I have to talk to them about not following one of the Resource Room Expectations during the session, they will flip their card to yellow**
- **If they are spoken to again about poor choices, they will move their card to red and get a phone call home**
- **If a student ends the session on yellow or red, they will not earn a sticker for the day**
- **Once a student earns 5 stickers, they have earned a trip to the prize box**