

# Hundred Acre Pocket Plan

## The Colors:

The pocket plan is used to encourage correct behavior in the classroom. The plan is based on character counts lessons and good manners.

**The Rules and Procedures:** Please see the Hundred Acre How To's

### The "colors" (consequences):

**Object (Pooh bear, pumpkin, etc.):** GREAT BEHAVIOR ☺ Followed ALL Rules and Procedures. Your child will get a treat from the treat jar and a happy gram.

**Green:** Your child broke 1 rule or did not follow 1 procedure.  
Your child gets a happy gram but no treat from the jar.

**Yellow:** Your child broke 2 rules or did not follow 2 procedures.  
No treat, no happy gram and 5 minutes out of an activity.

**Orange:** Your child broke 3 rules or did not follow 3 procedures.  
No treat, no happy gram and 10 minutes out of an activity.

**Blue:** Your child broke 4 rules or did not follow 4 procedures.  
No treat, no happy gram and 1 missed activity. Blue note home.

**Pink:** Your child broke 5 rules or did not follow 5 procedures.  
No treat, no happy gram, and miss privileges. Phone call made to parent.  
Pink note sent home.

**Red:** Your child has behaved in an uncontrollable manner that could harm him/herself or others. This color is only given when absolutely necessary. No privileges or treats. Sent to administrator. Red note sent home.

## The Rewards:

**Happy Grams-** A happy gram is a piece of paper that your child gets at the end of the day and keeps in the happy gram envelope in his/her cubby. When your child gets 5 happy grams, s/he earns a trip to the Pooh Box.

**Praise-** Verbal praise is given often to encourage your child to continue doing the correct behavior.

**Free choice-** At times this may be given when exceptional behavior or an improvement in behavior is shown. Your child may choose an activity or game to play.

**Treat Jar-** There are various items in the treat jar. Sometimes a stamp on the hand, a sticker or a small piece of candy (like an m&m) will be given.

**Team Rewards-** Each team will have a cup in the middle of the table. When correct behavior is shown, the team will get a bear in their cup. Teams may earn bears for working together correctly, lining up, a compliment in the hall, seatwork finished on time and all correct, etc. The team that has the most bears in their cup at the end of the week, gets a prize.

Our goal is to be the "beary" BEST we can be every day!

