



DISCIPLINE PLAN

GUES DISCOVERY LAB

MELODY SHAW



The Discovery Lab's first and most important goal is to focus on students who work hard and behave during class. Each day students will be selected from each classroom for Magnificent Behavior. I will name who the student/students are, and they will receive a magnifying glass to decorate. These will be hung in the room. All students who receive this each nine weeks will receive a special treat. At the end of the year the students who have received more than one will participate in a Science Fun Day. The classroom that has the most students represented will also receive an award.

Every student is given the opportunity to participate in the group/partner lesson that has been planned for that day. If a student breaks safety lab rules or any school wide rule they will then be placed in an area alone to complete an alternate assignment.

All classes start with a new "At Bat" when entering the lab. During lab they will be given three strikes. Just as in baseball, three strikes result in an out. This will apply to the class as a whole and the punishment for three strikes takes place during the next lab time. At this point the students will complete a lesson without any hands-on or group assignment. This lesson will be very structured and teacher centered. The goal is to show the students the difference between the planned lab lessons verses lessons given due to behavior problems.

