



SAMPLE MATERIAL

Marble-ous Process

Martin Luther King Elementary School, New Jersey

Topic: Reducing Behavior Problems

Practice: Teach Skills

Martin Luther King Elementary School uses a multi-level system for reinforcing good behavior of individual students and whole classes, which can be useful to other schools as they consider designing a similar approach. The school puts an emphasis on creating rules that are meaningful to students. In order to promote a sense of ownership, students participate in the process of creating classroom rules. To help reinforce these rules and promote positive behavior, the school has adopted the “Marble-ous” process, which is demonstrated in this picture gallery.

Whole classes receive rewards once they reach their behavior goals, measured by the number of marbles in the marble jar. The good behavior of individual students contributes to the number of marbles in the jar. Once the class has reached a predetermined goal (e.g., 100 marbles), they are entitled to a predetermined reward. Students identify rewards such as a pajama day, extra free reading time, no-homework certificates, teacher-student exchange day, a special snack, extra outside play time, free choice learning centers, and choices of seats.

PICTURE GALLERY OF MARBLE-OUS PROCESS









