



Laureate Academy utilizes a color system for behavior management. Each teacher tracks checks and stars throughout the day. If a scholar earns 3 checks in one class period (a check is given after at least 3 other interventions), the scholar earns a color change down. Automatic reds are given for community violations (see handbook). Scholars can earn stars for exceptional behavior. 3 stars through the day earns the scholar a color change up!

Outstanding Orange: Excellent behavior! Scholar moves up to orange when they have an exceptional day. Not only is student on task and following procedures, but they are working noticeably hard, exerting a great deal of effort and are constantly making good behavior choices. They have earned 3 stars and no color changes down.

Good Day Green: Daily starting point for all scholars. Green behavior is average; student is on task, not misbehaving, following procedures. Meeting expectations.

Yielding Yellow: Scholars may have gotten off track (i.e., calling out, not sharing, talking in the hallway, etc.).

Rough Day Red: Scholar has had at least 9 chances to listen and has chosen not to OR Scholar has committed a severe community violation.

Suggested Rewards and Consequences for Behavior Colors:

Outstanding Orange

- Scholar gets to bring a special snack to eat with lunch.
- Scholar gets an extra 20 minutes of their favorite evening activity (screen time, riding bike, etc).
- Extra rewards if green / orange become a challenge for your scholar!

Good Day Green:

- Scholar is verbally praised for having a good day; follows normal nightly routine
- Extra rewards if green becomes a challenge for your child!

Yielding Yellow:

- Talk to your scholar about what caused the yellow and how they will make better choices tomorrow.
- Limit fun / special activities, consider earlier bedtime

Rough Day Red

- Talk to your scholar's teacher about behavior
- Take away all screen time and other fun activities
- Complete homework, eat dinner, early bedtime