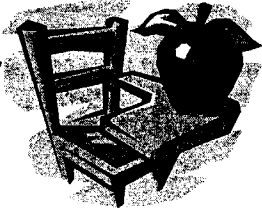


Make Your Day



Paradise Valley Unified School District

Paradise Valley Unified
School District

Make Your Day
Citizenship Program
Orientation

Agenda:

- MYD Schools
- Welcome
- Today's Goal
- Philosophy (background)
- Rules/Expectations
- Steps
- Step 4 Conference
- Points/Concerns
- Implementation/Questions

**Make Your Day Schools in
PVUSD**

- Arrowhead
- Boulder Creek
- Campo Bello
- Desert Trails
- Eagle Ridge
- Echo Mountain Primary
- Echo Mountain Intermediate
- Foothills
- Indian Bend
- Larkspur
- Palomino Primary
- Sandpiper
- Sonoran Sky
- Sunset Canyon
- Village Vista
- Explorer Middle

**Thank you for taking the time to learn
about Make Your Day**

- Research supports it
- Statistics show 85-91% improvement
- Develops citizenship life skills
- Keeps objectives high
- Promotes democratic atmosphere
- Resolves conflicts
- Empowers students

TODAY'S GOAL

We support and encourage your use, knowledge and growth of Make Your Day in your classroom by helping you:

- teach Make Your Day to your students
- use Make Your Day (more productively) on a daily basis
- review the basic concepts of the program

BACKGROUND

- This program makes sense to kids
- Special needs students - origin
- The importance of a common language

Philosophy

- School is a privilege
- Stresses responsibility for teacher and student
- Motivation is intrinsic
- The reward is in being successful (secondary reinforcement)
- Consequences are used
- Student choice is not good or bad but results in consequences

Dynamics of Make Your Day

- Interactive
- Positive
- Language specific
- One rule - one expectation
- Everyone can succeed

THE RULE:

No one has the right to interfere with the learning, safety or well-being of others.

The Expectation:

Do what is expected and do it the best you can.

What makes this so special?

- Buy-in is required by the students
- Focus is on learning with predictable expectations
- Kids are empowered for their learning
- Mistakes are an opportunity to learn
- Early intervention reduces struggles
- Communication skills and self-evaluation are used

What is achieved?

- Conflict resolution occurs
- Consistency in language and expectations develops
- Children choose the least restrictive environment
- Goals are elevated
- A sense of reality develops
- Decision-making is practiced
- Social interaction is heightened
- Self-esteem, dignity and control appear



MAKE YOUR DAY HEART

- Safety is created
- Mistakes are learning points
- Choices should be positive
- Evaluations are continual and private
- Responsibility is rewarded
- Communication is enhanced
- Caring is a priority
- Respect is developed
- Trust is imperative
- Everyone can win daily!

STEPS

ARE:

- For interfering behavior
- For earning points
- A choice
- A fair, reasonable consequence
- Individual, private

ARE NOT:

- For non-compliance
- Do not earn points for the behavior that got the student to Step 1.
- A punishment (not a natural consequence)
- Group, public

STEPS

- Set Class Expectations
- Reasonable, fair consequence allowing student time for reflection
- Student is granted permission to move to an environment in which he/she can be successful
- Interference vs. non-compliance

STEPS

- Location in classroom and in common areas
- Exact verbiage
- RECOURSE is the student's opportunity to explain. **ESSENTIAL**

STEPS

- Steps are completed in order and back down in order.
- Step 3 should be uniform throughout the school. No surprises.
- This is the first time you use eye contact.
- Offer a choice of Step 3 or Step 4.

STEPS

- Opting for step 4, verbal or behavior. Offer a choice of Step 5.
- Fill out form. Send with student to the office. Check school procedures.
- Step 5 verbal or behavior, student **qualifies** for Step 5. Office will determine final procedures.

STEPS

The more frequently you allow Step 1, the less often you will go to Step 4's and the more teaching and learning time you will have!

SPECIAL CIRCUMSTANCES

- Contracting
- Opting out/homework/asking for Step 1
- Shadowing
- Common areas
- Step olympics
- Chronic steps
- Automatic Step 4's and Step 5's
- Accommodating student differences
- Resetting expectations

REWARDS

- What does Make Your Day really mean?

Do what is expected and do it the best you can!

The Step Four Conference

I. Before the Conference

- Buddy Room
- Step One

II. Participants

- Parents
- Child
- Teacher
- Administrator, Duty Teacher or other staff as needed

The Step Four Conference (cont.)

III. Set Agenda

IV. The Conference

- Student states problem honestly and completely
- Student takes responsibility for his/her actions
- Student problem solves positive alternatives
- Student expresses desire to rejoin classroom
- Parent determines student is ready to return to class
- Successful/Unsuccessful

V. Follow-Up

- Debrief parent
- Student re-enters on whatever step he/she left

The Step Four Conference (cont.)

VI. Step Five

- Qualifying
- Administrator's Decision

VII. Reminders

- Step 4 is chosen by a student. We must honor and not judge that choice.
- Step 4 is a positive opportunity to problem-solve and collaborate.
- Step 4 conferences are face-to-face with all participants present.
- Get help on first conference and/or if a problem ensues.

REWARDS

Intrinsic Reward:

- Verbal Praise
- Pat on the Back
- "Warm Fuzzies"

REWARDS

Check with your school's
Make Your Day Trainer
to see if your school has an extrinsic
reward system.

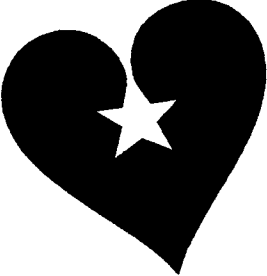
REWARDS

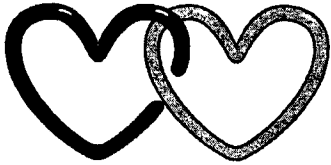
IF YOU DON'T MAKE YOUR DAY
DOES THAT MAKE YOU BAD?

REWARDS

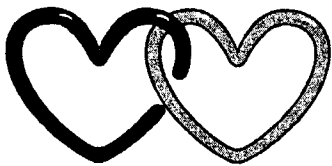
Mistakes are an
opportunity to learn!

The Heart of MYD Points

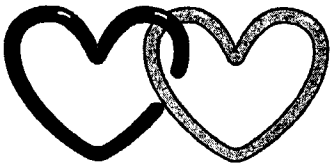




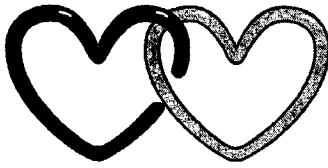
Expectations are clearly stated each class period.



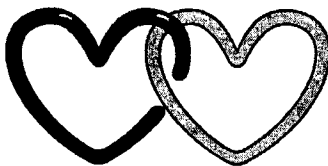
At the end of each class period and at the beginning of the day, the class is informed that it is time for points and are asked to be in point position.



•The expectations are restated.



The students self-evaluate how well they met the expectations and assign themselves points when their names are called.



Points are recorded on a point board. There are a variety of choices.

FINAL POINTS

- Intermediate students need an average of 45 (40) points and primary students need an average of 10 points to have made their day.

FINAL POINTS

- Students' names are called a third time after the end of the day's concerns.

FINAL POINTS

- When the child's name is called, he/she responds made my day, missed my day or confused.

FINAL POINTS

- The children who miss their day will need to have a Parent Communication notice filled out to take home and have signed by a parent. It is expected that the form be returned the following day.

CONCERNS:

- are opportunities to help each other
- occur after each round of points
- are only for direct interference with the learning or safety of a child when it is from student to student
- are used to help a child learn to take responsibility when it is from teacher to student
- are language specific
- must be monitored by the instructor

The Teacher's Role

- Treat all students with dignity
Tool vs. weapon

The Teacher's Role

- Stop concerns that are not direct interference.

Tattling vs. helping others.

The Teacher's Role

- Help students take more responsibility when there is a continuing problem.

The Teacher's Role

- Recognize opportunities to learn.

The Teacher's Role

- Stay neutral, no power struggles.

Implementation in Your Classroom

- Rule
- Point Chart
- Step One Chair
- Step Three Rule Card
- Record-keeping
- Monitoring Classroom Environment

Taking Care of Yourself With Make Your Day

- Allow no power struggle
- Avoid cueing
- Use recourse
- Follow through with steps when kids ask
- Discuss the philosophy continually
- Create positive energy in class and school
- Address all questions from students/teachers/parents
- Deal with repeat offenders
- Work with children individually and privately with respect
- Memorize and use the scripts

Often Asked Questions:

How long should points/concerns take?

Often Asked Questions:

What if more than one child has a concern with the same student?

Often Asked Questions:

What is adding on? Is it okay to use?

Often Asked Questions:

What if a child never takes responsibility?

Often Asked Questions:

What if you forget what a child did?

Often Asked Questions:

What do special areas and substitutes do?

Often Asked Questions:

Why are points done at the very beginning of the day?



MAKE YOUR DAY HEART

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- Respect is developed
- Trust is imperative
- Everyone can win daily!

Remember:

The application of the Make Your Day
Citizenship Program is both a "science" and
an "art."

As you utilize the program over time and
internalize its philosophy, you will not only
master the skills and strategies
inherent to the program,

You will also model effective character traits,
demonstrate wise judgment, and operate
from your heart...truly in the best interest of
your students. Mrs. Tacy Ashby, 1997
