Hurlie Yang

**Classroom Management Device**

Grade level: Elementary General Music Class

(For example: each grade level would have at least one music class each week)

Description:

In the beginning of the school year I will have a creative classroom poster that says: Be Respectful, Be A Good Listener, Follow Directions and Be A Participant. This will be my general classroom rules that I wish my students would follow. I will then divide the class into three groups and each group will have its own chart on the wall. Each chart represents a group and whenever a group obeys the classroom rule I will have a student from that group put a sticker on the chart. This way every student in the class can see his/her group’s progress. This is considering a positive reinforcement strategy by giving students desirable rewards for having good behaviors. Not only that, once each group has 20 stickers on the chart, the group members can all poke gift boxes. I believe that every child needs some kind of motivations in learning. I decided to use competition as a motivator for my classroom management program because from what I observed, elementary students love getting teacher’s attention and love praises for being good. In order to decrease the risk of some children being anxious and have low level of expectancy, I separate the class into three groups. On page 294 of Music in Childhood, it stated that “competition through cooperative groups can promote acceptance of diversity, sharing of effort, sharing of responsibility, orderliness, and productivity.”

D.I.Y. Poking Boxes   
Teacher can put some inexpensive stationaries or music related little gifts inside each box. This will be the token prizes for the students once their group gains 20 stickers on a chart.



