

Classroom Management/Maneuvers

BACKGROUND: ran a jeopardy game for grade 5s at Jett. did animal matching activity with grade 2s at EV + calendar routine activity

*ADVICE FROM CT: be the leader → more decisive

- ↳ being wishy-washy allows students too much wiggle room. eg. if asking for quiet make sure to get it
- ↳ essentially flexibility is good IF on the teacher's terms

↳ circulation is important — ensure students follow along with activities

↳ don't be afraid to sometimes block students

↳ move around the classroom

Classroom management used in CT's classroom

- ↳ ~~resources~~ toolsfor educators.com
- ↳ boards.ward51.com
- ↳ www.english.com

* Write about this
Read a story to grade 2s that my CT had done earlier

↳ group points → gamification I need by CT

↳ superstar of the day ☆

↳ students are more motivated to behave the whole day

Bubblegum machine

↳ delivering a bubblegum → full = prize

↳ lottery tickets → for each grade, students get prizes

↳ students are often moved around if they're too loud/rambunctious

↳ ALWAYS have something for students to do

History