| Assembly |  |  |
| :---: | :---: | :---: |
| GOAL: Students will be able to safely enter and exit a building, in an orderly manner, for an assembly. <br> RATIONALE 1: Safely and respectfully entering and exiting public buildings as well as sitting tall and being attentive are important social skill to have for attending public venues. |  |  |
| PROCEDURE |  |  |
| Model <br> Teacher demonstrates full range of behaviors below ("I do") <br> Positive, negative and almost-but-not quite |  |  |
| Lead <br> Teacher and students practice positive behaviors ("We do") Teacher demonstrates full range, students practice positive behaviors only |  |  |
| 3. Model Students demonstrate positive behaviors ("You do") <br> Students practice positive behaviors only <br> (Practice makes permanent, not perfect! Never allow students to practice misbehavior.) |  |  |
| $\checkmark$ Checklist |  |  |
| $\checkmark$ Student Voice: Students will help choose this as an important classroom Teach-To <br> Student Voice: Students will provide (but not practice) examples of all behaviors <br> $\checkmark$ Student Voice: Teacher will model positive, negative, and almost-but-not quite behaviors <br> $\checkmark$ Student Voice: Students will only model positive examples <br> $\checkmark$ Assessment: Teacher will reteach or revisit as necessary (e.g., after breaks, weekends, etc.) at his/her discretion or when directed by administrators |  |  |
| Range of Behaviors |  |  |
| Positive | $\mathcal{N e g a t i v e}$ | Almost-But-Sot-Quite |
| 1. Walk | 1. Run; Slide; Jog | 1. Walk quickly |
| 2. Hands and feet kept to self, display appropriate behavior at all times | 2. Hit; Push through line; Grab; Trip; Kick, and other inappropriate behaviors | 2. Hang on friends; Hold hands; Tap others |
| 3. Voice off | 3. Yell across room; Whistle; Scream; Make loud noises | 3. Use regular talking voice |
| 4. Sit up tall; be attentive in designated area | 4. Roam auditorium; Go to wrong area; Stand; Sleeping, Get up and down; Slouch; Make noises | 4. Slow to designated area; Get up once |
| 5. Single file line to enter and exit | 5. Enter/exit with group; Block doorway | 5. Walk next to one friend |

