

Leveled Consequence Hierarchy

<ul style="list-style-type: none">➤ Referral to counselor➤ Referral to admin/office➤ Suspension from class➤ Meeting with parents➤ Behavior contract➤ Privilege revoked (for preferred activity)➤ School community service assigned	Level 4: Extreme	+ call home (always) + clean slate upon return
<p>(Try 1 or 2 of these before moving to next level)</p> <ul style="list-style-type: none">➤ Permanent seat change➤ Referral placed on desk➤ Detention assigned to rehearse expected behavior➤ Points or Prizes withheld➤ Small privilege temporarily revoked➤ Reflection sheet assigned➤ Time-out in another location, with an assignment	Level 3: Moderate	+ call home (sometimes)
<p>(Try 1 or 2 of these before moving to next level)</p> <ul style="list-style-type: none">➤ Temporary seat change➤ Private conversation➤ Brief time-out (in room or hallway)➤ Written warning placed on desk➤ Befuddle (i.e. drink of water)➤ TA task /Special delivery	Level 2: Mild	+ call home (rarely)
<p>(Try 2 or 3 of these before moving to next level)</p> <ul style="list-style-type: none">➤ Give teacher look➤ Use proximity➤ Give non-verbal hand signals (to listen, to focus, to watch, etc.)➤ Say student's name➤ Point to class rules➤ Comment on other students who are on-task➤ State class rules(s) out loud to entire class➤ Verbal re-direct (stop inappropriate behavior or start appropriate behavior)➤ Ask student a question about the assignment	Level 1: Gentle	

Hierarchy Planning Template

Use the sample hierarchy on the next page or the hierarchy resources on pages 213-218 in “Conscious Classroom Management, 2nd Edition” or pages 62-64 in “Yeah, But What About This Kid?” to plan a flexible leveled consequences hierarchy that might work for you, your students and your school. Consider starting with the consequences your school or district has mandated and fill in from there. See if you can come up with at least 4 things for each level.

Level 1/ Gentle Re-Directs

Level 2/ Mild Consequences

Level 3/ Moderate Consequences

Level 4/ Extreme Consequences
