

# RCMS Behavior Pyramid System

Reward Students for doing the right thing

Motivate students on the border of being successful to make good choices

Identify students who need interventions to be successful in school

Each student starts the school year on Level 4 - Green. During each two week period students can accumulate points based on their behaviors.

**Points are accumulated as follows:**

**TARDY**

**1 PT**

**MISSING WORK**

**2PTS**

**ISS OR OSS**

**11 PTS**

**MINOR INFRACTION**

**3 PTS**

**OFFICE REFERRAL**

**6 PTS**

**2 CYCLES ON LEVEL 2 OR 1**  
Grade level teachers will meet with parents and student to develop an action plan to address specific behaviors

**4 CYCLES ON LEVEL 2 OR 1**  
Teachers, parents, students and administrator meet again to review action plan and implement additional interventions

**6 CYCLES ON LEVEL 2 OR 1**  
Modification to school program will be considered. This includes alternative school, shortened school day or recommendation for suspension pending expulsion.

Levels are determined on the following point totals:

Level 4 **Green** 0-5 pts  
Level 3 **Blue** 6-10 pts  
Level 2 **Red** 11-15 pts  
Level 1 **Black** 16 or more pts

Teachers record point data into a computer program. At the end of two weeks each student's points are totaled. Based on these totals, students are assigned a level. Students stay on this level for the next two week period. However, point totals start over every 2 weeks.

At the end of the 2 week period, each student will receive their Pyramid level notification and a pyramid level sticker. Each sticker is color coded and requires a staff member signature AND a student signature. Stickers are placed on the corresponding page in each student's agenda. **IT IS EACH STUDENT'S RESPONSIBILITY TO KEEP TRACK OF THEIR AGENDA AND TO BE ABLE TO PRESENT THEM FOR VERIFICATION.**

## LEVEL 4 - GREEN

- Participate in all extra-curricular activities.
- Choose seat at lunch
- Use electronic devices at lunch
- Attend convocations & field trips
- Free lunch time outside or in gym
- Treats, prizes, other rewards

## LEVEL 3 - BLUE

- Participate in all extra-curricular activities
- Assigned table at lunch
- Free time at lunch
- No electronic devices at lunch
- Attend convocations & field trips

## LEVEL 2 - RED

- Participate in limited extra-curricular activities
- Assigned lunch table
- No extra privileges at lunch
- Can practice with athletic team but may not play in contests or games
- One Wednesday night school for two hours

## LEVEL 1 - BLACK

- No extra-curricular activities
- No athletic practices or contests
- Assigned lunch room
- Two Wednesday night school for 2 hours each