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Domain 2D: Managing Behavior

Below is the classroom cash that I offer for students which is an example of a reward plan we offer.

Reflection: Students receive classroom cash for meeting—or exceeding—expectations. I am conscious of giving all students cash and use this as a reward plan, allowing them to pick from a chart of options depending on their value. I use this in combination of positive dialogue and words, which emphasizes appropriate behavior in the classroom.

