



Money for Marvelous Behavior!



Second grade students have the opportunity to earn punches on coin cards throughout the year to reward his or her marvelous behavior!

Why earn money for marvelous behavior? Paired with the Love and Logic philosophy, students earn logical consequences for the behaviors he or she exhibits in the classroom. We want to reward the positive behaviors second graders exhibit in the classroom. In the second grade math curriculum students need to be able to identify and count coins. Using coins on the punch card is a way to integrate this study.

How does a punch card work? Each second grade student will receive a punch card with 20 coins printed around the outside of the card. Each coin is an opportunity for a student to earn a punch. Students can earn a maximum of 3 punches each day.

How do I earn a punch on my card? Following the classroom rules, completing work, and exhibiting "ON FIRE" behavior will help students to earn a punch on his or her card. Remember, ON FIRE, stands for Being **F**air, Showing **I**ntegrity, Being **R**espectful, and Being **E**xceptional.

How do I earn a reward? Once a student has earned all 20 punches on the card he or she can turn in the punch card for a reward of his or her choice. Then a new punch card will be issued.

What types of rewards can I earn? Eating lunch with a friend, bringing in a fuzzy buddy (stuffed animal), and visiting the treasure box are just a few of the rewards students have the opportunity to earn. Students are not able to use rewards during instructional time and will lose the reward if it becomes a disruption to his or her learning or to other student's learning.

What happens if I lose my punch card? Responsibility is an important part of second grade! If a student loses his or her punch card he or she will receive a new punch card and start earning punches all over again. Punches on the previous card will not be transferred to the new card.

