

# REAL WORLD DISCIPLINE

dis•ci•pline: training expected to produce a specific skill, behavior, or character.



Mr. Batson says, "You are not my enemy and I am not your enemy. If I discipline you, I will NOT hurt you or humiliate you. You are not a bad kid. You are not disgraced. You ARE corrected. Learn from it. Move on. Know that I will never lose faith in you. If I discipline you, it is simply to steer you in the right direction, to be the best you can be so that WE can be the best we can be. To succeed in the real world, you need persistent hard work, intelligence/common sense, integrity, and respect.

Ever heard a teacher or parent say something like "You think this is hard; just wait until you get into **the real world**"? I used to say that kind of thing. But honestly, you are in the real world right now. Your life matters, and the things that happen to you feel just as real to you as the things that happen to adults feel to them.

What we really mean is that right now, as a kid, you have most of your needs given to you. You get food, clothes, shelter, entertainment, love, transportation, and safety with very little cost to you. But when you leave college, that changes. All of the above (with the exception of love) comes with a pricetag and requires your time, your mind, your effort, and your attention. Your whole life is the real world, but the post-college stage of life is more demanding than you can imagine.

And make no mistake, this stage of the real world does NOT reward laziness, stupidity, disrespect, or law-breaking. Therefore, I have a very simple classroom discipline system, designed to mirror the demands, rewards, and consequences of the real world. There are four rules to follow. Just four. Learn them. Live them. Love life.

- 1) Hard Work-----Rule: Begin immediately and work until the finished product is the very best you can do.
- 2) Intelligence-----Rule: Learn all you can and make sure you understand.
- 3) Integrity-----Rule: Know what's right and do it--even when no one is watching you.
- 4) Respect-----Rule: Treat yourself, others, and the environment as irreplaceably valuable.



**Just four rules**, but as you no doubt suspect, these four areas cover just about everything necessary for a fun, safe, and productive classroom. Imagine for a second that you could control the weather. Sunny days whenever you want them. Sound like a fantasy? The truth is, you can completely control the climate of the classroom. You have a **choice**: do what's right and enjoy endless sunny days with maxed-out benefits.

Or, do what's wrong and accept responsibility for the stormy weather.



- **Soaring to New Heights Card:** Like a Raffle ticket but with multiple ways to win.
- **X-Points:** Expectation points toward Jeopardy or Pizza!
- **Bat Bucks:** extra credit points.
- **Mystery Coupons:** worth many possible prizes.
- **Libris:** for use during **The Quest**.
- **MASH Cash:** to buy things in our Mash Mart.
- **No-HW Passes:** Gives student a night off from my HW.

- **Venture Card:** eliminate one Quest task from your list.
- **Time Machine Ticket:** collect 10 of these and retake a test bomb.
- **50/50:** narrow a quiz answer down to just two choices.
- **Zap Coupons:** blast a question off of a test or quiz.
- **Jeopardy Tokens:** pool these with classmates to earn Jeopardy.
- **Rent -a- Coach:** hire Mr. B to coach you through a BCR.

Reflection,  
Think about the  
mistake

Restitution,  
Make ammends,  
make it right

Restoration  
Be welcomed back...  
to work

- |                              |                    |                   |
|------------------------------|--------------------|-------------------|
| <b>1st</b> √:R1=HD 10,       | R2=Fine,           | R3= Back to work  |
| <b>2nd</b> √:R1=HD 30,       | R2=Fine,C-Slip,    | R3= Deliver Slip  |
| <b>3rd</b> √:R1=HD 60,       | R2=Fine,Reboot,    | R3= Parent Sign   |
| <b>4th</b> √:R1=Seat Change, | R2=Fine,PosPgph,   | R3= Return Pgph   |
| <b>5th</b> √:R1=Seat Change, | R2=Fine,ParentConf | R3= Behavior Plan |

**Note 1:** all fines go in the Bonus Cans. **Note 2:** all checks vanish after 3 blocks. **Note 3:** Severe Behaviors earn office referrals. **Note 4:** Fines increase w/each √. **Note 5:** Additional behavior specific consequences are at teacher's discretion.