

Standard 7

Manage
behaviour
effectively



Understanding Behaviour Management

Behaviour management involves creating a learning environment that promotes positive behaviour, minimizes disruptions, and ensures that all students can engage effectively.

Choice Theory by William Glasser

“ We simply cannot expect students to work and behave properly in school **unless** they believe that if they do some work, they will be able **to satisfy their needs for security, belonging, power, fun , and freedom**”

-William Glasser

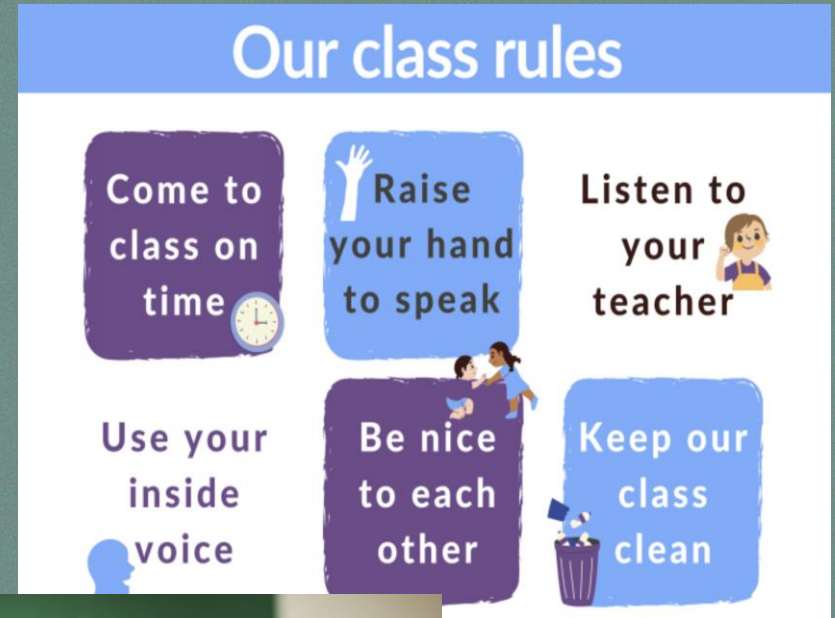
Dr William Glasser's *Basic Needs*

				
<i>Love & Belonging</i>	Power	FUN	Survival	<i>Freedom</i>
<ul style="list-style-type: none">✓ belonging✓ being loved✓ being respected✓ friendship✓ sharing✓ cooperation	<ul style="list-style-type: none">✓ recognition✓ success✓ importance✓ achievement✓ skills	<ul style="list-style-type: none">✓ enjoyment✓ laughter✓ learning✓ change	<ul style="list-style-type: none">✓ health✓ relaxation✓ sexual activity✓ food✓ warmth	<ul style="list-style-type: none">✓ choices✓ independence✓ freedom from✓ freedom to

01

Survival: Ensure a Safe and Secure Classroom Environment

- Students are asked to reflect on their behaviours by asking: **“How do you feel if ...?”**
- Secondary students are asked to **research the consequences of their behaviour** (racism, body shaming, etc.)



02

Love and Belonging: Foster Positive Relationships

- Approach students with **kindness and empathy**
- Use phrases like "How can I help you?" and "**I understand how you feel.**"
- Spend time explaining the reasons behind rules or tasks



03

Power: Provide Opportunities for Students to Achieve and Feel Competent

- **Reverse roles** by asking students to help explain lesson content, increasing student involvement and understanding.
- Plan lessons that cater to diverse learning needs



04

Freedom: Offer Choices

- Allow **students to choose consequences for their actions** (e.g., wiping the floor vs. losing phone privileges).
- Allow students to choose the rewards (5 minutes of playing Blooket, 3 minutes of leaving early, etc.)



05

Fun: Incorporate gamification, creativity, and rewards.

- Integrate **game-based learning** and friendly competitions to enhance engagement and motivation in lessons.
- Use humor and **creative activities** such as art, music, or drama to make learning enjoyable and memorable.



Top 5 tips

- Behaviour is communication
- Build a positive relationships with your colleagues
- Some students follow rules, some students follow people
- Don't be afraid to ask for help
- Be patient with yourself

THANK YOU!

Do you have any questions?