



## **Marble-ous Process**

Martin Luther King Elementary School, New Jersey

**Topic: Reducing Behavior Problems** 

Practice: Teach Skills

Martin Luther King Elementary School uses a multi-level system for reinforcing good behavior of individual students and whole classes, which can be useful to other schools as they consider designing a similar approach. The school puts an emphasis on creating rules that are meaningful to students. In order to promote a sense of ownership, students participate in the process of creating classroom rules. To help reinforce these rules and promote positive behavior, the school has adopted the "Marble-ous" process, which is demonstrated in this picture gallery.

Whole classes receive rewards once they reach their behavior goals, measured by the number of marbles in the marble jar. The good behavior of individual students contributes to the number of marbles in the jar. Once the class has reached a predetermined goal (e.g., 100 marbles), they are entitled to a predetermined reward. Students identify rewards such as a pajama day, extra free reading time, no-homework certificates, teacher-student exchange day, a special snack, extra outside play time, free choice learning centers, and choices of seats.

This project has been funded at least in part with Federal funds from the U.S. Department of Education under contract number ED-PEP-11-C-0068. The content of this publication does not necessarily reflect the views or policies of the U.S. Department of Education nor does mention of trade names, commercial products, or organizations imply endorsement by the U.S. Government.



## PICTURE GALLERY OF MARBLE-OUS PROCESS























