





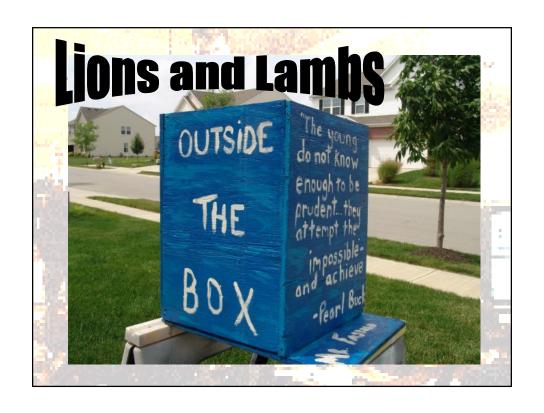
Glasser's Needs

- 1. Fun
- 2. Freedom need to make one's own choices and accepting responsibility
- 3. Power (Empowerment) need to gain fulfillment by controlling one's life, developing personal identity, and feeling capable
- 4. Belonging
- 5. Survival

Developing Glassroom Gulture

- 1. Common Jargon (vocabulary for you English-y types)
- 2. Shared Experiences
- 3. Unique Conversation Pieces
- 4. Fulfilling the "Need to Belong"





Use the "Classroom Jargon" space on the handout to write down things you say that are unique to your class.

If you want to include items for your team or school, that is fine, too

Being lied to

Make a Difference

Losing your Desk

Getting your lamb card torn

Speeches

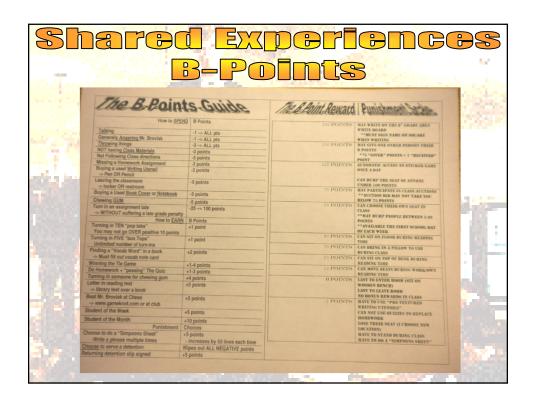
Drinking Poison

EARNING TO BREATHE

Standing on Desks

Yellow Sheet

8TH GRADE BOARD









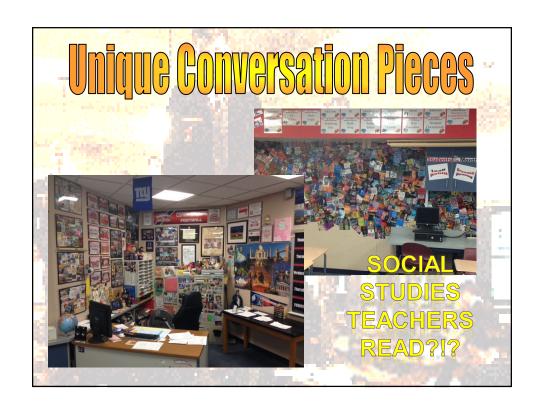
Shared Experiences

Use the "Shared Experience" space on the handout to write down unique assignments/lessons your students encounter.

Where in your current lessons could you add an experience, or emphasize an experience more strongly to create a lasting impression?





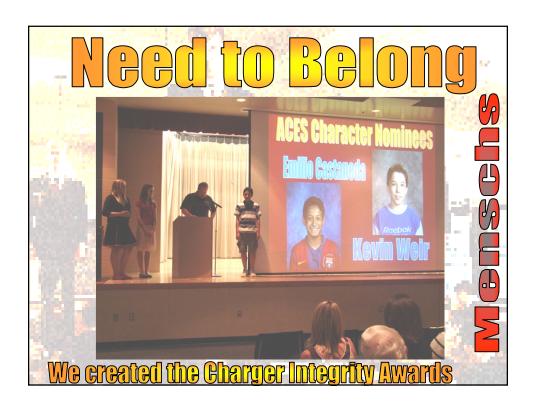


Unique Conversation Pieces

Use the "Unique Classroom
Conversation Pieces" space on
the handout to write down things
about your room that allow
students to get to know you.

What could you add to your room that would enhance the teacher/student relationship?



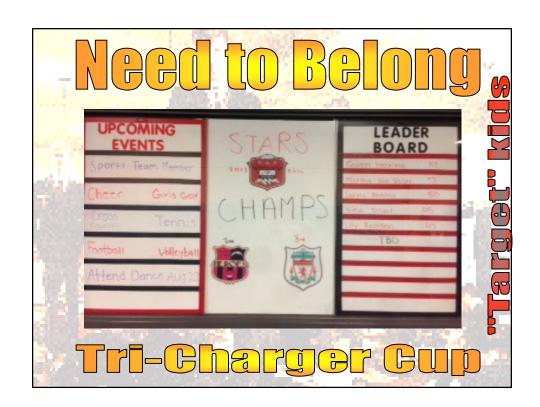








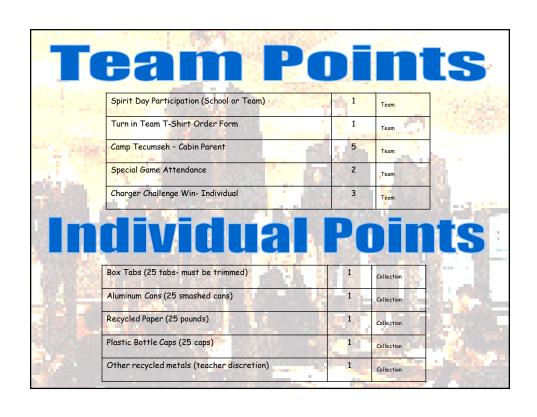




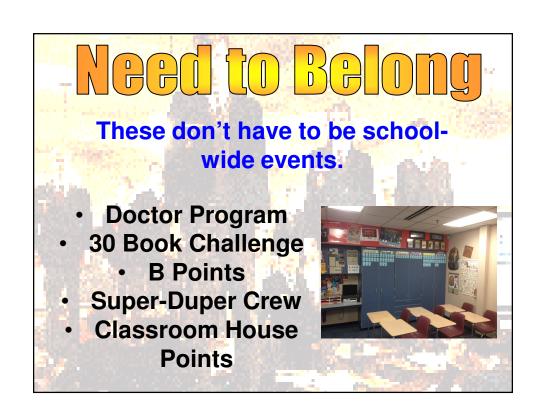
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Action	Points	Comment	186
Academic Team	5	Academic	-
Academic Team - High Scorer	5	Academic	
Honor Roll (7 th and 8 th) - 9 weeks	2	Academic	
High Honor Roll (7th and 8th) - 9 weeks	5	Academic	
Math Counts Team	5	Academic	
Math Counts - High Scorer	5	Academic	
Science Fair (LGI Display Level)	5	Academic	М-
Science Fair Winner (Each Level)	10	Academic	
Spelling Bee Participant	5	Academic	, T
Spelling Bee Runner-Up	5	Academic	
Spelling Bee Winner	10	Academic	
St. Jude Math-a-Thon Participation	3	Academic	
St. Jude Math-a-Thon - Top 5	5	Academic	
St. Jude Math-a-Thon - Top Earner	10	Academic	
Geography Bee - Team Winner	5	Academic	
Geography Bee - School Winner	10	Academic	



		1			44
School Musical/Play Members	5	Club	NJHS Acceptance	2	Club
Net Literacy Club	3	Club	NJHS Officer Election - Non-President	5	Club
Scrapbook/Card making Club	3	Club	NJHS Officer Election - President	10	Club
Kaleidoscope Club	3	Club	NJHS House Points Winner	10	Club
Energy Action Patrol	3	Club	NJHS Hours Award	10	Club
Rook & Roll Club	3	Club	NJHS Scholarship Award	10	Club
Best Buddies	3	Club	NJHS Service Award	10	Club
Fitness Council	3	Club	Make Athletic Team	5	Sport
Chef's Club	3	Club	Set Athletic School Record	15	Sport
Student Council	3	Club			T
Holocaust Garden	3	Club	建		

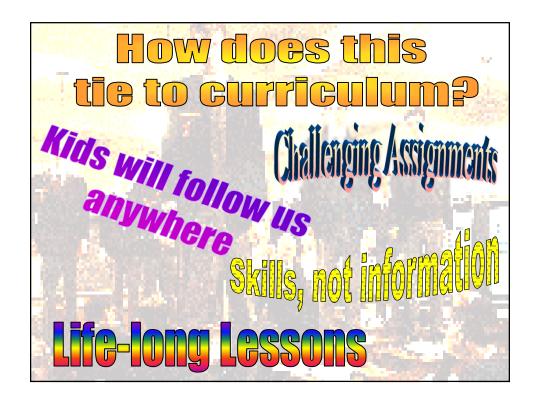


Action	Points	Comment
Expulsion	-20	Maximum Penalty
Suspension	-4	Per Day
In School Reassignment (ISR)	-2	Per Day
Athletic Team Removal (For Cause)	-10	
Overdue Library Books - 50¢ Mark	-2	1 1
Overdue Library Books - Every 25¢ After 50¢	-1	100
*Students may only go to -20	2.50	TO P. S

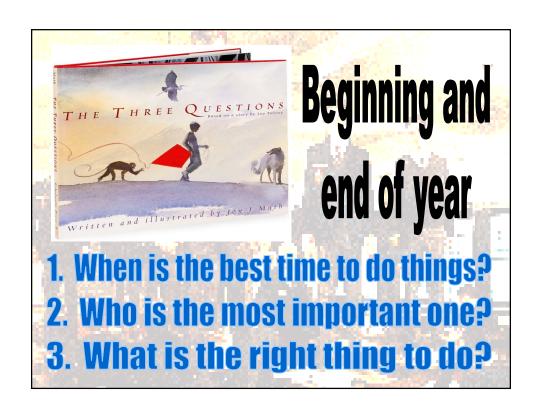


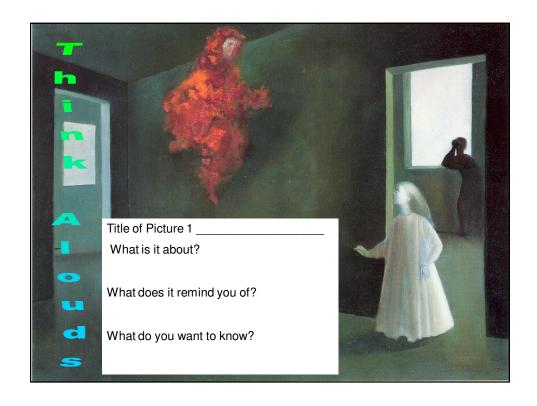
Need to Belong

Use the "Opportunities to Belong" space on the handout to write down what opportunities outside of standard sports or clubs that your school or class uses to fulfill the need to belong.















This is not your mother's homework Four Options

- Choose from answering questions about the material (straight up left brain)
- Do the "letter phrase descriptions"
- Create "I wonder" questions about what happened
- Do "background connections" for the material

Take Aways

1. Develop a classroom jargon that identifies your classroom.

Take Aways

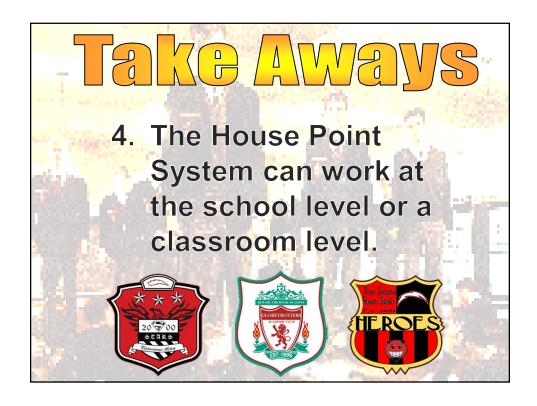
2. Create unique experiences and assignments for your students. Make a lasting impression.

Take Aways

3. Make your room an extension of your personality.

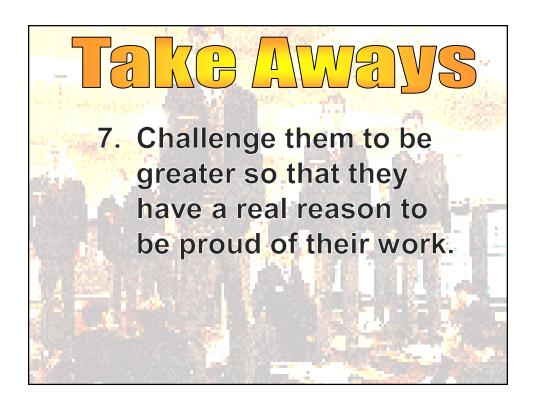






5. Work to create relationships with students. Support them and they will work for you.





Feel Free to Contact Us

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Go to icol.us for evaluation