

# Daily Behavior Tower

## Rules:

1. Comes into class and sits down quietly. (1 square)
2. Begins classwork right away. (1 square)
3. Stays on task. (4 squares)
4. Raises hand. (2 squares)

## Rewards:

1. Point
2. Phone call/note home
3. Extra center time (LeapPad, library, etc.)
4. Special treat

## Consequences:

1. Warning
2. No point
3. Time out
4. Phone call/note home


Student Name \_\_\_\_\_