

Classroom game plan

Education



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room game plan al affiliation room game plan An elegant room game plan includes rules, room organization plan, procedures and housekeeping routines. Marzano, Marzano and Pickering (2003) indicate that rules and procedures communicate the teacher's expectations. Examples of rules are, lock the lockers when going for breaks and recess, as well as maintain silence in class. Procedures are step by step instructions on how to do activities like handing in assignments. Such a procedure can have steps like; after getting in class in the morning, learners must place assignment books on the teacher's table. Good classroom procedures can also be good housekeeping routines.

Hand signals can be visual or audio. For example, raising the left hand or placing the index finger of the right hand in front of closed lips to signal the students to keep quiet. Classroom organization refers to the arrangement of furniture and materials. For instance, in a class of fifty learners, arranging the furniture in three straight columns is ideal so that the teacher can easily spot all the students.

Marzano, Marzano and Pickering (2003) further say that consequences are measures used to show a student that a certain behavior is unacceptable. Behavior like noise making can be reinforced in several ways. Writing the learner's name on board the first time the crime is committed shows the learner that the teacher has noticed the behavior. If the behaviour persists, the learner can be asked to go out of class for a few minutes. A teacher's physical appearance is also crucial. There is a need to dress decently and appropriately, have neat hair, standing straight when addressing the students and maintaining eye contact with them.

In conclusion, teachers should involve the learners in making effective game
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plans since they are also part of the system.

Reference

Marzano, R. J., Marzano, J. S., & Pickering, D. (2003). Classroom management that works: Research-based strategies for every teacher. Alexandria, VA: Association for Supervision and Curriculum Development.