# GOOL TOOL OF THE WEEK

School wide Expectation: Be Ready to Learn

Name of the Skill: Be Ready to Learn in the cafeteria

Staff Responsible for Teaching: Gina, Thuy, & Cafeteria Monitors

# <u>Purpose of the Lesson/Why is it important:</u>

- 1. To establish a positive, safe and caring environment in the cafeteria.
- 2. To promote healthy eating habits

# Teaching Scenarios:

- 1. You are sitting at the lunch table with 2 of your close friends and talking about the birthday party you are all going to this weekend. You remember that you need to stay focused and on task. You quickly eat your lunch before finishing your conversation.
- 2. You have finished your lunch and are so excited to go outside to play. Ms. Terry tells your table to clean up and line up for recess. You want to jump out of your seat and start running to be first in line. You remember that you are supposed to clean up your area quickly and walk quietly to the line.
- 3. Ms. Kathy tells your class that your teacher will be picking up your class soon and you need to line up. You remember to clean up quickly and walk quietly to the line. Your teacher is running late and you are still waiting in line after a few minutes. Other students start talking loudly while they are waiting. You remember to wait quietly and decide not to join any conversations.

## Student Activities/ Role Plays:

#### Discuss/Model/Practice:

- 1. The importance of eating your food before socializing and/or playing
- 2. How to clean up quickly in order to line up quickly
- 3. How to line up quietly
- 4. How to wait in line quietly for your teacher

## Follow Up/Reinforcement Activities:

- 1. Teacher compliments the class.
- 2. Ask students to report others who follow the rules.
- 3. Staff increases rewards (STARS and tokens).
- 4. Pre-correct expected behaviors (Reminders before behaviors are expected).
- 5. Correct inappropriate behaviors and then quickly reinforce the positive behavior

# BE READY TO LEARN

# <u>Cafeteria</u>

\*Stay focused and on task

\* Line up quickly and quietly when called