Really Good Stuff® Activity Guide

Classroom Management Rainbow Clothespins

Congratulations on your purchase of the Really Good Stuff® **Classroom Management Rainbow Clothespins**— colorful and convenient tools to help you organize your classroom.

> **This Really Good Stuff® product includes:**
> • 36 Clothespins, 3" by ⅝"
> • This Really Good Stuff® Activity Guide

Displaying the *Classroom Management Rainbow Clothespins*

Write each student's name on a clothespin with a fine-tipped permanent marker. Students will be able to find their names quickly by remembering the color of their clothespins.
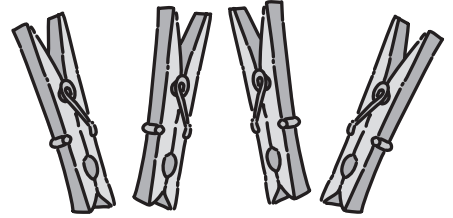
Classroom Management Rainbow Clothespins

Clothespins are useful tools to track student behavior in your classroom. Decide on consequences for inappropriate behavior and in which sequence they should occur (such as warning, time out, missed minutes of recess, phone call to parents). Divide a piece of poster board into sections; you'll need one more section than you have consequences. Write a positive message or draw a smiley face in the top section where all the clothespins will be clipped until needed. Make this section large enough to hold all of your students' clothespins on top or along the side. Write the first consequence in the second section of the poster board and so on, with the final consequence in the bottom section.

Display the poster board where all of your students can see it. Explain that this display will keep track of their actions, so that you and they will know exactly how their day is going. Hold up a clothespin and point out that you've written each student's name on a clothespin. Explain that every student will begin each day in the top section with the positive message or smiley face; clip a clothespin in that section to demonstrate. Each time a student breaks a classroom rule, that student or you will move the student's clothespin to the next consequence. Demonstrate by unclipping the clothespin from the top section and moving it to the next section. Continue moving the clothespin down the side of the poster board, explaining each consequence as you come to it. Make sure that students are aware of how each consequence will be applied. If students will be allowed to move their clothespins back up the poster board based on positive behaviors, explain that at this time as well. Tell students that their clothespins will be moved back to the top of the display at the end of each day to begin the following day with a clean slate.

Consistent use of the classroom management poster board will give students a clear path of consequences and will help you to keep track of each student's behavior every day.

Lunch Choice Clothespins

Classroom Management Rainbow Clothespins are fast and easy tools for determining your lunch count every day. Divide a piece of poster board into sections; you will need one more section than you have lunch choices. In the first section, write *What's for Lunch?* with a permanent marker. Be sure that this section is large enough to hold all of the clothespins at the start of each day. Write a lunch choice in each of the remaining sections with a permanent marker if the choices remain the same throughout the year, or with a dry erase marker if the choices change daily.

Explain to students that they will indicate their lunch choices each day by clipping their clothespins on the edge of the appropriate section. You will be able to see their choices at a glance, which makes your lunch count quick and easy. At the end of the day, assign a student to move the clothespins back to the top section to prepare for the next day.

Job Chart Clothespins

Classroom Management Rainbow Clothespins make your job chart easy to create and use for reference. Create a job chart on a piece of poster board. Determine how many sections you will need on your chart by deciding how many jobs you will have in your classroom. If you choose to have fewer jobs than you have students, you will need to create one section to hold the extra students' clothespins. Write the name of a job in each section on the chart using a permanent marker. If two students will hold the same job, make sure the section is big enough to hold two clothespins.

Explain to the class that you will assign responsibilities to students, and you will indicate which job by attaching a clothespin or two to each section of the job chart. Tell students that you will change the assignments regularly (daily, weekly, or monthly) by moving the students' clothespins. You can make changing assignments one of the jobs on the chart and give the responsibility of rotating the clothespins to a student. It will be the students' responsibility to look at the chart to find their assigned job. Be sure to explain the requirements of each job, so that students will know how to accomplish their assigned tasks.

Centers Clothespins

Designate centers for your students with the **Classroom Management Rainbow Clothespins.** On a piece of poster board or cardboard pizza round, mark sections for each center in your room. If all will not be participating in centers at the same time, be sure to mark a section to hold the clothespins of the non-participating students.

Post the display in a place where all of the students can see it during center time. Clip students' clothespins to the centers where you would like them to work during this time. Students then find their clothespin to see which center they should attend.

You can allow students to choose their own centers and use the clothespins to keep track of how many students are at each center. Tell students the maximum number of students that can be at each center at one time. Write these numbers on the board. Explain that centers will be filled on a first-come, first-served basis. If a center is full (it has the maximum number of students allowed), then students must choose a different center. If students are allowed to change centers during the designated time, they can move their clothespin to a center that is not full.

Student Locator Clothespins

Classroom Management Rainbow Clothespins are an easy way to determine where your students are. Mark off sections on a piece of poster board with a permanent marker. In each section, write a place where students might go when they leave your classroom (library, nurse, office). Be sensitive to students' confidentiality by not placing labels such as speech or occupational therapy;

instead, write a teacher's name or room number. Mark a large section on your poster board to store the clothespins of the students who are in the classroom. Post the display near your door.

Explain to students that it's important for you to know where they are at all times. Point out that sometimes it's necessary for you to know where they are at a moment's notice, such as during a fire drill. Explain that this display will help everyone know where each student is. Tell them that every time they leave the room individually or in a small group, they must move their clothespin to the section that tells where they are going. Mention that it is not necessary to move their clothespins when the whole class is leaving, as it would be time-consuming for all of them to move their clothespins.

Once students are used to this routine, it is easy for them to remember to move their clothespin when they leave the room and when they return. At a glance, you will know where all of your students are.

Clothespin Matching Games

Use the **Classroom Management Rainbow Clothespins** and cardboard pizza rounds or poster board to create a variety of matching games. For a multiplication matching game, use a permanent marker to create sections in the shape of wedges on the pizza round or poster board. Write a multiplication problem in each section of the board and write the matching answers on the clothespins. For an added challenge, create extra clothespins with answers that do not match the problems. Make the game self-checking by printing the answers on the back of the board, near the edge of each section where the clothespin will attach.

Use the above format to create matching games for many skills, including:
• Basic math operations
• Equivalent fractions
• Uppercase and lowercase letters
• Fact and opinion
• Living and non-living things
• States of matter
• Inventors and inventions
• States and capitals