



AMERICAN YOUTH ACADEMY

American Youth Academy's Positive Behavior Intervention and Support System





PBIS Summary Guidance

What is PBIS?

Positive Behavioral Interventions and Supports (PBIS) is an evidence-based three-tiered framework for improving and integrating all the data, systems, and practices affecting student outcomes every day. It is a way to support everyone especially students with disabilities to create the kinds of schools where all students are successful.

PBIS isn't a curriculum you purchase or something you learn during a one-day professional development training. It is a commitment to addressing student behavior through systems change. When it's implemented well, students achieve improved social and academic outcomes, schools experience reduced exclusionary discipline practices, and school personnel feel more effective.

Systems

The way schools operate are their foundational systems. In PBIS, these systems support accurate, durable implementation of practices and the effective use of data to achieve better outcomes. When it comes to systems, ask yourself: What can we do to sustain this over the long haul?

Data

Schools generate multiple pieces of data about students every day. Within the PBIS framework, schools use data to select, monitor and evaluate outcomes, practices, and systems across all three tiers. When it comes to data, ask yourself: What information do we need to make effective decisions?

Practices

Key to improving outcomes are the strategies to support students at every level. In PBIS, these interventions and strategies are backed by research to target the outcomes schools want to see. When it comes to practices, ask yourself: How will we reach our goals?



Outcomes

The outcomes from PBIS are what schools achieve through the data, systems, and practices they put in place. Families, students, and school personnel set goals and work together to see them through. In PBIS, outcomes might be improved student behavior, or fewer office discipline referrals. When it comes to outcomes, ask yourself: What is important to each learning community?



Improved Student Outcomes

academic performance
(Horner et al., 2009)

social-emotional competence
(Bradshaw, Waasdorp, & Leaf, 2012)

social & academic outcomes for SWD
(Lewis, 2017; Tobin, Horner, Vincent, & Swain-Bradway, 2012)

reduced bullying behaviors
(Ross & Horner, 2009; Waasdorp, Bradshaw, & Leaf, 2012)

decreased rates of student-reported drug/alcohol abuse
(Bastable, Kittelman, McIntosh, & Hoselton, 2015; Bradshaw et al., 2012)



Reduced Exclusionary Discipline

office discipline referrals
(Bradshaw, Mitchell, & Leaf, 2010; Bradshaw et al., 2012; Horner et al., 2009)

suspensions
(Bradshaw, Mitchell, & Leaf, 2010)

restraint and seclusion
(Reynolds et al., 2016; Simonsen, Britton, & Young, 2010)



Improved Teacher Outcomes

perception of teacher efficacy
(Kelm & McIntosh, 2012; Ross, Romer, & Horner, 2012)

school organizational health and school climate
(Bradshaw, Koth, Bevans, Ialongo, & Leaf, 2008; Bradshaw, Koth, Thornton, & Leaf, 2009)

perception of school safety
(Horner et al., 2009)

School-Wide Positive Behavior Interventions and Supports



Classroom PBIS Practices

Classroom PBIS practices are preventative and responsive. They are strategies you can implement with all students needing support at any tier. When implemented with fidelity, classroom PBIS practices lead to fewer disruptions, improved student behavioral and academic outcomes, and more time spent teaching,

Positive classroom practices include:

- An effectively designed physical classroom
- Predictable classroom routines
- 3-5 posted positive classroom expectations
- Prompts and active supervision
- Varied opportunities to respond
- Acknowledgements for expected behavior

Classroom PBIS Systems

For classroom PBIS to work effectively, school personnel need school and district leadership to put systems in place to support their effort. Specifically, leadership teams select and implement systems based on documented needs within their district and schools.

Systems supporting classroom PBIS include:

- Classroom PBIS implementation is a school and district priority
- Available district/school resources to support classroom PBIS implementation
- Alignment and integration with other school/district initiatives.
- Clear expectations and explicit training about classroom PBIS practices.
- On-going coaching and performance feedback

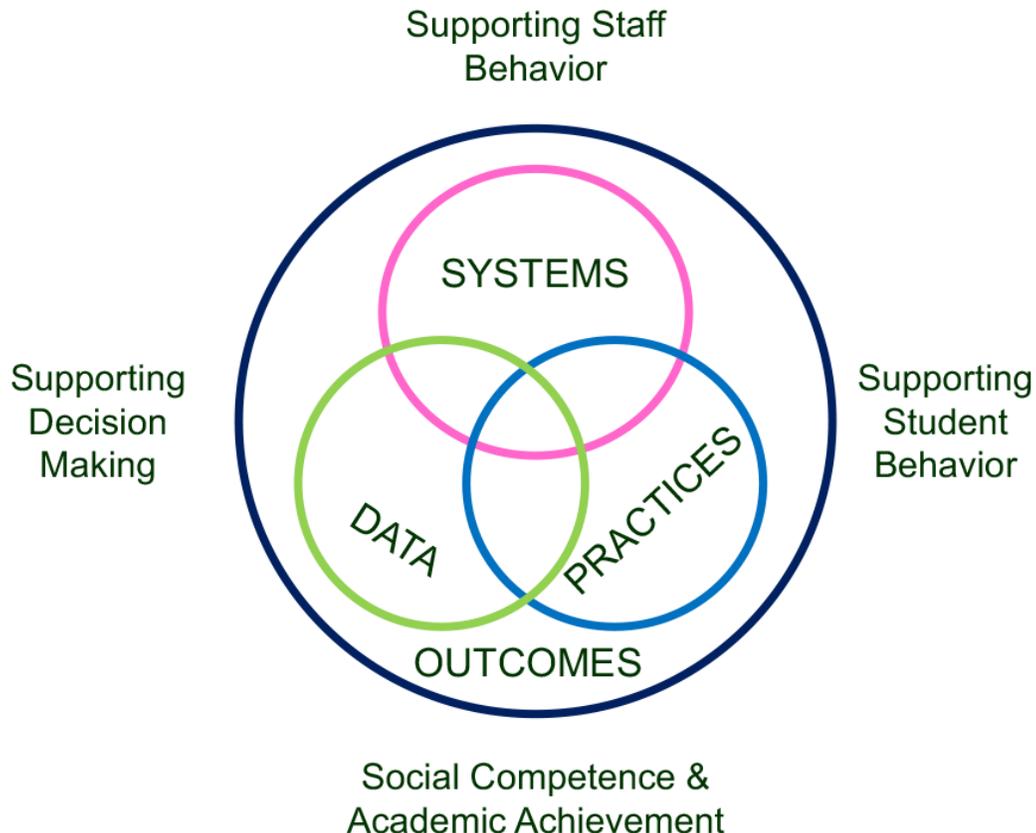


Classroom PBIS Data

Classroom PBIS requires on-going attention to improve upon the systems and practices you have in place. Data are an active, dynamic part of informing these decisions. Data are objective, observable, and measurable pieces of information about students, school personnel, and schools. All data should be valid, accurate, reliable, and efficient.

Data guide instruction and classroom PBIS implementation by:

- Assessing how well core features of a practice or system are implemented
- Evaluating progress toward desired goals
- Guiding a problem-solving process
- Informing an action plan for improvement
- Considering local norms and values when selecting and measuring strategies
- Ensuring strategies support all individuals





Eagle Store Incentives

Elementary: K-5

Price:

- | | |
|------------------------------------|-------------|
| • Candy Chest | 5 Tickets |
| • Colored Pencils | 20 Tickets |
| • Pens | 20 Tickets |
| • Chalk | 20 Tickets |
| • Coloring Book | 30 Tickets |
| • Library Visit | 100 Tickets |
| • Notebook | 30 Tickets |
| • Puzzles | 100 Tickets |
| • Treasure Chest | 20 Tickets |
| • Positive Phone Call Home | 50 Tickets |
| • Extra Recess | 50 Tickets |
| • Dress as your favorite Character | 150 Tickets |
| • I-pad Break | |
| • Stickers | |



Middle School: 6-8

Price:

- Extra Recess 60 Tokens
- First in Lunch Line 50 Tokens
- Positive Phone Call Home 50 Tokens
- Detention Pass 100 Tokens
- Late HW Pass 40 Tokens
- Remove Tardy 40 Tokens
- Skip a Class Assignment 60 Tokens
- Game Day 500 Tokens
- Hat Day 100 Tokens
- No Uniform 100 Tokens
- Movie Day 500 Tokens
- Snacks 20 Tokens
- Treasure Chest 20 Tokens
- Soccer Ball 100 Tokens
- Football 100 Tokens
- Basketball 100 Tokens
- Gift Cards 100 Tokens
- Retake Quiz / Test 500 Tokens
- Electronic Pass 200 Tokens



High School: 9-12

Price:

- Late HW Pass 60 Tokens
- Retake Test / Quiz 500 Tokens
- Lunch on the House 100 Tokens
- No Uniform Pass 200 Tokens
- Snacks 20 Tokens
- Electronic Pass 200 Tokens
- Detention Pass 150 Tokens
- Hat Day 100 Tokens
- Jersey Day 100 Tokens
- 5 Minutes Late to Class Pass 300 Tokens
- Get one answer from a teacher on a test 300 Tokens
- Gift Cards 100 Tokens
- Basketball 300 Tokens
- Soccer ball 300 Tokens
- Football 300 Tokens
- Sneakers 1000 Tokens

