## 7 UP: iCHAMPS Checklist

School:	Date:	Time:	Behavior II
Activity:	Observer:		BROWARD ST

This checklist is intended to help teachers become more aware of effectively implementing the 7 iCHAMPS modules. It is not to be used for evaluation purposes.

Observe	the c	lass fo	r at l	east	15 minutes.	Check all	boxes th	at apply:		indicates '	ves.	observed"
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1. Structure:	<ul> <li>Structure level needed (circle one): low med high Structure level provided (circle one): low med high</li> <li>□ Physical layout of room matches structure level needed</li> <li>□ All main activities and transitions are "CHAMPed" out</li> <li>□ Routines and procedures are posted and apparent</li> <li>□ Transitions are completed in timely and efficient manner OR □ n/a</li> </ul>				
2. Signal:	<ul> <li>Prior to observation, ask teacher to use signal during visit</li> <li>□ Used when needed to bring whole group together</li> <li>Signal is: □ visual □ auditory □ kinetic □ portable □ has physical student response</li> <li>□ 100% students responded in 5 seconds. If not, approximate % responded:</li> </ul>				
3. Expectations:	<ul> <li>School-wide expectations are clearly posted</li> <li>Referred-to during visit to correct misbehavior OR In/a</li> <li>Referred-to during visit to encourage/reinforce positive behavior</li> </ul>				
4. Rules:	<ul> <li>Rules are clearly and prominently posted</li> <li>3-5 rules positive observable specific</li> <li>Referred-to during visit to correct misbehavior OR n/a</li> <li>Referred-to during visit to encourage/reinforce positive behavior</li> </ul>				
5. Corrective Consequences:	<ul> <li>Class-wide discipline system is clearly posted</li> <li>Teacher uses either a menu system, hierarchy system, or combination</li> <li>Teacher follows system <i>as posted</i></li> <li>Negative consequences are defined and posted (i.e. loss of points, time out, etc.)</li> <li>Referred-to during visit to correct misbehavior OR In/a</li> </ul>				
	<ul> <li>Verbal corrective consequences used OR In/a Teacher used: I calm tone I private correction I instructional redirection</li> <li>Seamless behavior management within academic instruction OR In/a Consequences were consistent: I across time I across students, I immediate</li> <li>Immediate praise was provided for displaying positive behavior after correction OR In/a</li> </ul>				
6. Motivation	<ul> <li>Class-wide reward system is clearly posted</li> <li>Rewards/reinforcements are defined (i.e. earn points, free time, incentives, etc.)</li> <li>Teacher follows system <i>as posted</i></li> <li>Referred-to during visit to correct misbehavior OR In/a</li> <li>Referred-to during visit to encourage/reinforce positive behavior</li> </ul>				
System	Count interaction Positive Tally	ns for 10 min: Negative Tally	□ 4:1 ratio of positive to negative		
		<u> </u>	<ul> <li>1:1 ratio of positive to negative</li> <li>Less than 1:1 ratio</li> </ul>		
7. Engagement Strategies	Total number of OTRs used during 10 minutes:		<ul> <li>□ no OTRs</li> <li>□ 1 OTR</li> <li>□ ≥ 2 OTRs</li> </ul>		
	<ul> <li>Teacher used two or more types of OTRs</li> <li>Teacher used at least 1 Marzano Engagement strategy:</li> </ul>				

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## Broward County Public Schools iCHAMPS "Looks like, Sounds Like" Chart

**Looks like, Sounds like:** This chart lists observable and measurable indicators of effective implementation of each module of iCHAMPS. The indicators in red font are also found on the 7 Up Checklist.

Module	"Looks Like"	"Sounds Like"
module	<ul> <li>increased space between desks (physical</li> </ul>	<ul> <li>all main activities and transitions are "CHAMPed"</li> </ul>
<b>1.</b> STRUCTURE (high structure indicators)	<ul> <li>layout matches structure)</li> <li>desks face single direction</li> <li>word wall and visual stimuli behind students</li> <li>routines and procedures posted around room</li> <li>one-way traffic patterns</li> <li>active learning, no down time</li> <li>assigned seating</li> <li>more individual work than team work</li> <li>limited, if any, movement</li> <li>clean, well-lit, odor-free</li> <li>accessible, organized materials</li> <li>increased individual attention</li> <li>clearly posted scheduling</li> </ul>	<ul> <li>out</li> <li>visual cues are given for seamless redirection</li> <li>students know and follow routines and procedures without having to ask questions</li> <li>more than 80% students are on task, following the activity or transition directions without having to ask questions</li> <li>high frequency of opportunities to respond</li> <li>high frequency of responding to academic questions</li> <li>transitions are completed in a quiet and timely manner</li> <li>specific, single-step (not complex) directions</li> <li>directions given in various learning styles</li> <li>limited choices for students</li> </ul>
2. SIGNAL	<ul> <li>used to bring class together as whole group</li> <li>includes 5 criteria:         <ul> <li>visual</li> <li>auditory</li> <li>kinetic</li> <li>portable</li> <li>has a physical student response</li> </ul> </li> <li>stops momentum of class</li> <li>earns 100% participation within 5 seconds</li> <li>students look to teacher for further directions</li> <li>students self-regulate behavior</li> <li>teacher provides individual strategies for students consistently not responding to signal</li> </ul>	<ul> <li>signal is loud enough for all to hear</li> <li>teacher uses calm, even-toned voice for signal</li> <li>within 5 seconds, all student noise has stopped</li> <li>teacher provides verbal and other reinforcement for students responding to signal</li> <li>students are listening to teacher for further directions</li> <li>teacher provides new directives immediately and clearly</li> <li>specific, single-step directions are provided</li> </ul>
3. EXPECTATIONS	<ul> <li>school-wide expectations are posted in prominent location(s) in the classroom</li> <li>expectations come from the SPBP and are consistent with those around the entire school</li> <li>students can operationalize expectations into observable and measurable behaviors</li> <li>student behavior reflects the outlined expectations</li> <li>clearly posted in prominent locations in the</li> </ul>	<ul> <li>students at all grade levels can state school-wide expectations</li> <li>students can operationalize each expectation into classroom behaviors</li> <li>teachers use expectations in redirecting misbehavior</li> <li>teachers use expectations when reinforcing positive behaviors</li> <li>students at all grade levels can state classroom</li> </ul>
<b>4.</b> RULES	<ul> <li>classroom</li> <li>3-5 specific rules</li> <li>measurable and observable</li> <li>positively stated: "do" or "start" statements, not "don't do" wording</li> <li>teacher uses "withitness" to catch all rule breaking</li> <li>rules match the prominent misbehaviors in the classroom</li> </ul>	<ul> <li>teacher uses rules when redirecting misbehavior</li> <li>consequences are attached to rule breaking</li> <li>redirection is provided in calm and low tone</li> <li>redirection is given privately, whenever possible</li> <li>teacher uses rules when reinforcing positive behaviors</li> </ul>

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<b>5.</b> CORRECTIVE CONSEQUENCES	<ul> <li>consequences are pre-planned &amp; posted clearly in classroom</li> <li>teacher uses a combination of menu (for low level) and progressive consequences (for moderate level misbehaviors)</li> <li>office-managed misbehaviors are clearly depicted</li> <li>students have a way to "earn back" on a progressive scale</li> <li>teacher uses "withitness" to apply consequences consistently <i>across</i> time and students</li> <li>there is a system for teaching and practicing appropriate behaviors</li> <li>data is collected on minor behaviors to determine patterns</li> </ul>	<ul> <li>teachers refer to rules and expectations when correcting behavior</li> <li>consequences are provided privately and in calm tone</li> <li>teacher uses consequences system as posted</li> <li>consequences do not interfere with the flow of instruction</li> <li>earned rewards are not threatened or taken away</li> <li>consequences are delivered consistently across time and student</li> <li>immediate praise is provided for displaying positive behavior after correction</li> <li>verbal interactions are instructional in nature, encouraging positive skills and strategies</li> </ul>
<b>6</b> . MOTIVATION SYSTEM	<ul> <li>a positive reward system is pre-planned and posted clearly in classroom</li> <li>students have a way to "earn back" on progressive scale when appropriate</li> <li>teacher uses "withitness" to apply positive consequences consistently <i>across</i> time and students</li> <li>data is displayed showing classroom performance</li> </ul>	<ul> <li>teacher follows reward system, as posted</li> <li>4:1 positive interactions to negative interactions</li> <li>public recognition, when appropriate</li> <li>refers to system to shape behavior with reinforcements for progress</li> <li>more attention to positive behaviors than negative behaviors</li> <li>students can state exactly what they need to do to gain recognition and rewards (specific criteria)</li> <li>rewards are age appropriate and sought-after by students</li> </ul>
7. ENGAGEMENT STRATEGIES	<ul> <li>10-40 Opportunities to Respond (OTRs) per learning hour</li> <li>high rate of student participation</li> <li>high rate of required student response/interaction</li> <li>frequent formative assessment and recalibration of teaching content/style, if needed</li> <li>variety of teaching styles to reach different learning styles</li> <li>flexible teaming</li> <li>choice of work levels and expression</li> <li>academic games</li> <li>Social Emotional Learning (SEL) is integrated into academic teaching</li> </ul>	<ul> <li>frequent student verbal interaction</li> <li>students asking questions</li> <li>structured debates/discussions</li> <li>deeper level questioning</li> <li>cooperative work</li> <li>challenging opinions</li> <li>empowering statements</li> <li>soft-competition</li> </ul>