

# TeacherTools-at-a-Glance

The image displays a comprehensive set of 36 classroom management tools, organized into a grid. Each tool is a form designed to help teachers address various behavioral and instructional challenges. The tools include:

- TeacherTools™**: A central graphic showing a triangle with levels: Crisis Support (Intervention Tools), Student Planning Tools (Teacher Planning Forms), and Avoids and Coping (Classroom Rules).
- Step-by-Step Rules**: A flowchart for handling rule infractions.
- Response Plan**: A flowchart for behavior after teacher direction.
- Crisis Support Plan**: A flowchart for dangerous behavior.
- STAR Plan**: A form with icons for Stop, Think, Act, and Results.
- Bully Action Plan**: A form with icons for Stop, Walk, and Review.
- Behavior Support Plan**: A form with sections for Setting Event, Antecedent, Problem Behavior, Replacement Behavior, and Consequences.
- Action Plan**: A form with sections for Tasks, Parameters, and Success/Failure.
- Teaching Skills Lesson Plan**: A form for planning skill instruction.
- Generalization Plan**: A form for planning generalization.
- Social Skills Lesson Plan**: A form for planning social skills instruction.
- Anger Control Lesson Plan**: A form for planning anger control instruction.
- Behavior Observation Planning**: A table for tracking behavior over time.
- Conflict Resolution Lesson Plan**: A form for planning conflict resolution instruction.
- A, B, C Choices**: A table for planning antecedent, behavior, and consequence choices.
- Turtle Plan**: A form for planning a turtle plan.
- Thinking...Feeling...Doing Plan**: A form for planning thinking, feeling, and doing.
- Costs/Payoffs Card**: A form for planning costs and payoffs.
- Picture Rules**: A form for creating picture rules.
- Classroom Rules**: A form for creating classroom rules.
- Following Rules**: A form for planning following rules.
- Steps for**: A form for planning steps for a task.
- Expectations Matrix**: A grid for planning expectations.
- WALLS**: A form for creating WALLS (Wants, Abilities, Likes, Thoughts, Wants).