

Increasing the Buzz Around Behavior Through Buzz Bucks



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Purpose:

This session will show the positive impact a token economy has made at Center Middle School. Discover how the system was started, which targeted behaviors were chosen, how staff buy-in was obtained, and how much interest students have shown in the token economy.

SESSION OUTCOMES:

- Learn how to use a token economy to achieve expected behaviors**
- Consider which unwanted behaviors to change and how to facilitate that change**
- Experience the recognition of expected behaviors during a presentation**

About Center School District

Located in south Kansas City

1 High school

1 Middle School

1- Alternative School

1 Early Childhood Center

4 Elementary Schools

**Total Student
Enrollment 2358**



Center Middle School

Total Students- 489

Black- 281

Multiracial- 50

White-82

Asian/Pac. - 1

Hispanic- 74

Native American-1

504- 16

SPED/ IEP-78

Gifted- 21



ELL-47

FRPL- 349

McKinney Vento- 23



Behavior Data

'24-'25

Minor- 796

Major-536

Location- Classroom

Behavior- Defiance

'25-'26

Minor- 1068

Major- 341

Location-Classroom

Behavior-

Disrespectful or

Disruptive Behavior

How did we come up with Buzz Bucks?

We realized that our students needed motivation to show the expected behavior we were looking for.

Middle School Students like tangible rewards!

Behaviors to change

Schoolwide Expectations

**Hung in all Classrooms
and in the main hallway**

**All Behaviors explicitly
taught regularly**

Center Middle School Matrix

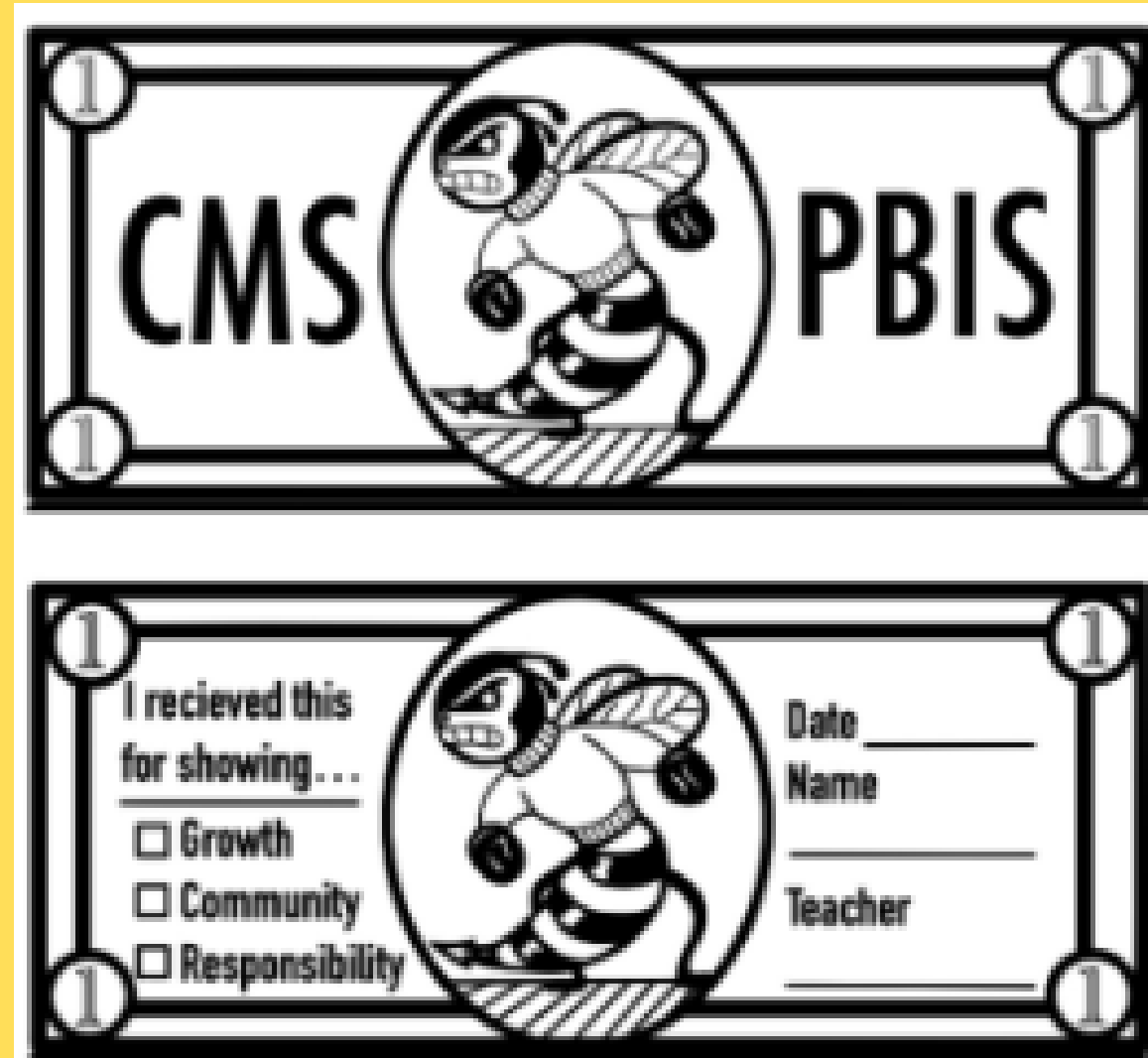
Yellowjackets	Growth	Community	Responsibility
Courage	Classroom- Hallway- Refrain from talking about others negatively Lunchroom- Follow rules the first time	Classroom- Hallway- Lunchroom- Use school appropriate language	Classroom- Hallway- Lunchroom- Ask permission to get up
Achievement	Classroom- Hallway- Use passing time for personal needs. Lunchroom- Sit at correct lunch table	Classroom- Hallway- Walk with purpose Lunchroom- Stand in single file lines	Classroom- Hallway- Walk directly to class Lunchroom-
Resilience	Classroom- Hallway- Accept redirection appropriately Lunchroom- Raise hand	Classroom- Hallway- Learn from redirection Lunchroom- Walk to/from/in the lunchroom	Classroom- Hallway- Practice safe behaviors Lunchroom- Keep hands to self
Empathy	Classroom- Hallway- Say "Excuse Me" and "Sorry" Lunchroom- Respect others' choices	Classroom- Hallway- Keep hands and feet to self Lunchroom- Use quiet voice	Classroom- Hallway- Be aware of your surroundings Lunchroom- Follow lunchroom procedures and rules
Service	Classroom- Hallway- Help others Lunchroom- Throw your trash away	Classroom- Hallway- Walk on one side of the hallway and stairs Lunchroom- Leave table clean	Classroom- Hallway- Put trash in trashcan Lunchroom- Food in Lunchroom only

All about the Bucks!

- Bucks can be given by any staff member to any student**
- Each Buzz Buck is worth \$1 at the store**
- Bucks cannot be taken away for negative behavior**
- Bucks may not be traded, sold, or given to another student**
- Extra bucks are kept in the office for teachers to access when needed.**
- PBIS prints all Buzz Bucks to prevent forgery**

Students receive specific feedback when given a Buzz Buck

Students receive a Buzz Buck for exhibiting one of the 3 Traits through their behavior.



Growth

Community

Responsibility

Teacher must sign the Buzz Buck and the student's name must be on it in order to be redeemed.

How to Earn Buzz Bucks

Meet Expectations **Be On Time**

Show Initiative **Be a Role Model**

Don't give up **Follow the Matrix**

Follow Directions **Exhibit CARES traits**

How do Teachers give out Buzz Bucks?



It is the teachers' discretion when to hand out Buzz Bucks. What behavior are you looking to change or reinforce?

Now that the students have Buzz Bucks, how do they spend them?



Buzz Buck Store Dates

Bring your Buzz Bucks to lunch on these dates:

September 5	January 9
September 19	January 23
October 3	February 6
October 17	February 20
November 7	March 13
November 21	April 3
December 12	April 17
	May 1
	May 15



Buzz Store Today!



**The Buzz Store is open during lunch on 2
Fridays/month.**

**Students bring their BuzzBucks to lunch with
them. They may not return to their classroom to
get them.**

**Students must have the opportunity to go
through the lunch line before going to the store.**



Buzz Store Menu

All Chips \$4 each



\$3 each



Blind Bag
Glow in the Dark



Croc Charm



Buzz Store Menu

\$2 each



Rice Krispie Treat



Vinyl Stickers



Large- \$1 each



Small 2/\$1



3/\$1



\$1 each



3/\$1



\$1 each



3/\$1



JAZZ 2

GAME ON!

Cereal Bar \$2.99

Drink Mix \$1 limit 2

Fruit Snack
Sour Patch Kids
Swedish Fish \$1

Candy 2/\$1

Sour Patch Straws

Multi-color Pen \$5

Limit of 1 Hot Cheez
Chips \$1
Cheez-its \$3
Popcorn \$3
Fun Dip \$3
Rex Krave Treats \$2

Blind B

- Where do we buy our products for the store?
Amazon and Sam's Club mainly
- How do we know what to buy?
Previous experience and asking students what they
want
- Where does the money for the store come from?
The Principal allocates money from the building budget

How many Buzz Bucks are redeemed each time?

The first semester had over 10,000 Buzz Bucks redeemed!

We now average about 1200 Buzz Bucks redeemed at each store.

Results from the Buzz Bucks

Lower incidence of ODR's

Classmates become peer models

Increased student focus on exhibiting desired behavior

Consistency through the building

All students can be recognized for something

helps students learn appropriate behavior

Questions?????????

Who has Buzz Bucks?

Who wants to shop??

Thank you for attending and for your participation.

Please complete the survey before you begin your
journey home!