Data Project Findings

Report

The 2013-2014 has made major changes with the implementation of a comprehensive counseling program. The program this year has had one distinct goal, decrease behavior incidences. Through the implementation of the Good Behavior Game we have 7 more teachers interested in completing the training and implementing it in their classrooms. The average number of students who are sent to the principal’s office, sent out in the hallway for disruptive classroom behavior, and detentions has decreased from 10 at the onset to 5 at the end of the school year. The implementation of the counseling groups and classroom guidance lessons on motivation have showed positive effects by addressing not only the school climate, but some underlying issues the students were struggling with which resulted in poor behaviors and acting out. Individual counseling could see and increase as the need arises. The implementation of counseling groups as well as guidance lessons related to study skills has helped improve student’s outlook on homework. The most important element to the overall program is implementation and follow through of the Good Behavior Game. Having the consistency of the teachers, counselors, staff, and students involved increased the chances of the program being a success.

 Further evaluation is needed to see the effectiveness of the Good Behavior Game. To see this implemented for several years to follow would be most beneficial to gather the data needed to show there was a difference in school climate, behaviors, and principal referrals.