**Classroom Contract**

A clear set of rules and procedures are important components of classroom management, and binding those guidelines in a contract can further transparency in expectations. The classroom serves as a collaborative network, and the classroom contract can enhance that framework for behavior expectations. Students and teachers work together to design an agreement for classroom norms, rules and consequences. To achieve ultimate student ownership, contracts should be developed and agreed upon by all class members. The Classroom Contract can be frequently amended as situations arise.

**How to use:**

1. Ask students’ opinions. Allow students to brainstorm problems that they face in class.

2. Ask for students’ ideas. Outline the problems, ideas and opinions from the brainstorm activity.

3. Analyze the information. Teachers and students collaborate to create solutions. Record these solutions and provide clear ideas of how to react to the problems

4. Summarize the information. Teacher facilitates a class discussion and gathers feedback. Ensure the summary has all the behavior objectives necessary to complete the contract. Close the conversation having students think about what could be removed from the list.

5. Convert the ideas to rules. Create a poster or anchor chart to display the final rules.

6. Sign the contract. Allow each student to sign their name to the completed contract. The teacher should sign the contract as well. Place the contract in a prominent position in the classroom.

**When to use:**

- At the beginning of each school year.

- To begin each activity, new unit, or new semester

- When returning from a long break in the calendar.

- Use the contract at any time during a lesson to encourage the desired behavior.

**Variations:**

**Individual Contracts**. Create an individual contract with students that need one. This contract does not need to be shared to the entire class, but serve as a starting point of a structured relationship needed with an individual student.

**Team Contracts.** Use the same process when assigning team projects or doing work as a group.