



BRMS CUB UP



Respect, Responsibility, and Personal Best

Monthly Character Trait/Behavior Rewards and Recognition

August - Attendance

- Recognize students who do not miss a day w/out Dr. Note
- Drawing for rewards on Friday, August 28
Locker Passes & Cafeteria Coupons
First In Lunch Line (FILL)

September - Preparedness

- Honor Wall for 0 missing assignments
- Drawing from those names for
paper and pencil sets

October - Punctuality

- Recognize and Reward 0 tardy weeks and months
- School Wide Celebration - 9 weeks rewards for Honor Roll, tardies, and Cub Up drawings
- Fall Athletic Recognition
- Club and organizations recognition
- Honor Wall for Honor Roll and Tardies
(9 week celebration/party for students who had perfect attendance,
0 Tardies, and 0 missing assignments)

November -Attentiveness

- Cub Up Bucks - Catch them doing something good!
- Friday/Monday drawings

December - Tolerance

- Cub Up Bucks - Catch them doing something good
- Honor Wall for tardies and 0 missing assignments
- Semester Celebration - 0 Tardies, 0 missing assignments, perfect attendance
- Guest Speaker – McGowan(?)
- Winter Sports Recognition – Boys Basketball



BRMS Cub UP



Respect, Responsibility, and Personal Best

Monthly Character Trait/Behavior Rewards and Recognition

January - Politeness

- Teacher Nominees for prizes
- Monday/Friday Drawings
- 2nd 9 weeks Honor Roll on Honor Wall
- Free Tardy Passes
- 1st Semester Honor Roll Breakfast

February - Dependability

- Monday/Friday Drawings

March - Authenticity

- Teacher Nominations for Authentic assignments and projects
- 3rd 9 weeks Honor Roll and No Tardy Honor Wall
- 3rd 9 weeks School Wide Celebration
- Winter Sports Recognition – Girls Basketball and Wrestling
- Free Tardy Passes

April -Honesty

- Monday/Friday Drawings
- Recognize Spring Sports

May - Reflective

- Monday/Friday Drawings (Cub Up Bucks for all traits)
- Weekly contest for no tardies and no missing assignments,
- End of Year Celebration – ISTEP Recognition (if we have scores) Recog