SCARF Classroom Environment Planning Tool - List of Strategies

The five domains of SCARF can be supported to provide a sense of safety and access to learning for all students. The following tool can be used to plan for the routines, environmental supports and community and relationship building practices you intend to use to build a positive classroom environment.

This example includes some of the teacher moves we will be using over the next two days in addition to some of the environmental supports you will see around our school and in our classrooms; it is by no means exhaustive.

Domain of Human Social Experience	How do I structure my classroom environment and community to support the five domains?		
	Classroom Routines (e.g. Do Now and agenda, chunking of time)	**Classroom Environment** (e.g. environmental supports like timers, anchor charts)	**Community and relationship building practices** (e.g. greeting at door, circles)
Status: *Sense of being valued Refers to one's sense of importance relative to others.*	● Do Now/Opening routine (name tags) ● Application of Norms ● Community circle ● Think-Pair-Share ● Turn and talk ● Talk to the text ● Connect-Extend-Challenge ● Gallery walk/Carousel ● Exit ticket ● Positive behavior narration and stars ● Appreciations and shout outs	● Name tags for new seating arrangements ● Flexible seating arrangements ● Student thinking displayed on walls ● Stars ● Alternative reading places ● Student classroom roles board ● Group roles chart	● Greet at door (high five, fist bump, handshake) ● Share out of Do Now ● Creating norms as a class ● Community circle ● Think-Pair-Share ● Turn and talk ● Gallery walk / Carousel ● Positive behavior narration and stars ● Appreciations and shout outs

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Certainty: *Pattern recognition- ability to predict the near future*	- Daily use of Powerpoint - Do Now / Opening routine - Daily agenda and LO - Application of norms - Think-Pair will be followed by share! - Turn and talk - Talk to the text - Exit ticket	- PPT - Timers - Anchor charts - Noise level reminder - Essential Question displayed - White board set up - Student thinking displayed on walls - Seating chart - Missing work systems	- Greet at door (high five, fist bump, handshake) - Reading corner - Small group table
Autonomy: *Feeling of having choices and input*	- Do Now / Opening routine - Name tags - Think-Pair-Share - Turn and talk - Connect-extend-challenge - Gallery walk / Carousel - Exit ticket - Appreciations and Shout outs	- Student thinking displayed on walls - Reading recommendations - Classroom library - Student roles pocket chart - Group roles pocket chart - Peace corner - Preferred Activity Time	- Name tags - Creating norms as a class - Community circle - Think-Pair-Share - Turn and talk - Gallery walk / Carousel - Appreciations and Shout outs

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Relatedness: *Social group belonging*	- Think-Pair-Share - Turn and talk - Gallery walk / Carousel - Positive behavior narration and stars - Appreciations and shout outs	- Student thinking displayed on walls - Stars - Reading corner - Small group work area - Student roles board - Group roles pocket chart - Peace corner	- Greet at door (high five, fist bump, handshake) - Share out of Do Now - Name tags - Classrooms norms - Community circle - Think-Pair-Share - Turn and talk - Gallery walk / carousel - Positive behavior narration and stars - Appreciations and shout outs
Fairness: *Sense of just and non biased exchanges between people*	- Think-Pair-Share - Turn and talk - Gallery walk / Carousel - Exit ticket - Appreciations and shout outs	- Equity sticks - Inclusion posters - Social skills posters - Sign out systems - Missing work system - Bathroom & office sign out sheets - Reflection sheets - Peace corner	- Greet at door (high five, fist bump, handshake) - Community circle protocol - Think-Pair-Share - Turn and talk - Gallery walk / carousel - Appreciations and shout outs