

## 5.9 Classroom Climate

An open and non-threatening atmosphere is essential for all students. It is important that teachers treat all students with respect and encourage students to respect each other by modelling good behaviour and manners in the classroom.

### **Begin each lesson by welcoming students into the classroom.**

Use inclusive language. Say 'our classroom' instead of 'my classroom'. Give positive feedback to students without being patronising.

**Be supportive.** Real learning cannot take place if students do not feel accepted and safe. One way to achieve a safe environment for students is to recognise their experience and abilities by emphasising every student's strengths.

**Be firm.** It is important to always be firm and fair especially when dealing with discipline issues. Students respect fairness and want to learn in a safe and ordered atmosphere. If you treat one student unfairly, you risk losing other students' support and it will be more difficult to establish a good learning environment.

**Be a good leader.** Keep students informed of your actions. If you want to spend time attending to another matter, e.g. disciplining a student, answering a query at the door, ask the rest of the class to continue the task and tell them you'll be back to them shortly. Emphasise respect.

**Be inclusive.** Show interest in all of your students. Greet them by name. Encourage all of your students to participate in the lesson by engaging in whole-class discussion, co-operative learning or any other activity that promotes inclusion.

**Be peaceful.** Set aside time in each lesson (at least five minutes) where students are quiet and work independently (with no questions

or interruptions). It may involve reading, highlighting material, drawing diagrams or writing. It allows students to work at their own pace and reflect on what they are learning about. It is also very useful for focusing students particularly after a noisy activity.

**Be humorous.** Use humour as appropriate but never use sarcasm.