

*REFLECTION*  
*INSTRUCTIONAL DESIGN - CLASS DOJO*  
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**Description:**

This website is one that I utilize for parent communication and behavior tracking. The students can earn points for positive behavior and vice versa. However, one of the main benefits is a "Class Story" for announcements and the Message feature to chat with a parent directly. Many parents download this application to their cell phone and can communicate instantaneously. In addition, in recent updates, the website has also began to do a "Student Story" where the students can respond to prompts by typing or can record a video of themselves. They can also take photos of classwork they are proud of to show to their parents/teachers.

**Impact:**

I communicate with parents through technology. We use an app, Classroom Dojo, where the teachers can track behavior, the parents can send messages to the teachers with any questions, and the teachers can either send individualized messages or post an announcement to all parents. It is almost like a social media due to the fact that you have a "story" where all the announcements are posted and parents can "comment." In addition, the students can share their individual story their own work from in class that day so that the parents can view it almost immediately.

**Intent:**

Class Dojo allows me to communicate effectively with parents and share work with them daily. It is also a great tool in the classroom for behavior management. When you award positive or negative points, the application makes a sound for the students to hear. They're unaware what student is receiving the point, but they are all aware of the change in points. This immediately makes the student check in and see whether they are off task or doing what they should be doing. In addition, I plan to award various prizes when the students reach a certain benchmark of points. This will keep the students motivated to earn points throughout the day.