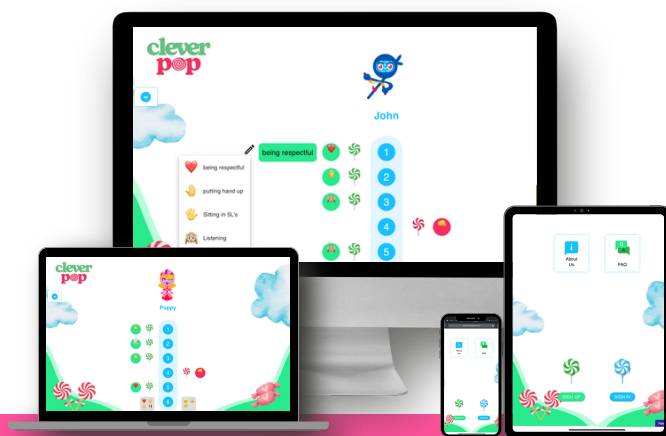




THE APP THAT SWEETENS EVERY CLASSROOM

Behaviour management that works



PERSONALISED

Customisable goals tailored to each students needs
Collaborative goal setting between teacher and student
Personalise to suit individual classroom dynamics

INSTANT FEEDBACK

Immediate, digital feedback keeps students accountable
Data automatically recorded for progress monitoring
Tracking to inform personalised plans and student reports

ENCOURAGES POSITIVE CHOICES

'Sweets' recognise positive choices, 'sours' address negative ones
Encourages reflection and goal ownership
Printable resources promote consistency and engagement



INDIVIDUAL LEVEL

Target individual behaviour needs in your classroom



CLASS LEVEL

Create common goals for every classroom within the grade



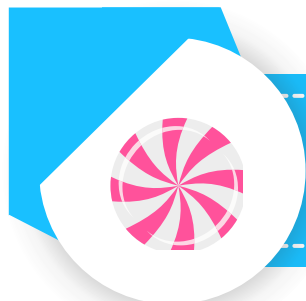
GRADE LEVEL

A whole-school approach to positive behaviour

CLEVERPOP.COM.AU



Teacher Manual



CLEVER POP® OVERVIEW

Clever Pop® is a digital platform designed to be used in primary aged classrooms by teachers and students to support student wellbeing and promote positive behaviour and goal-setting.

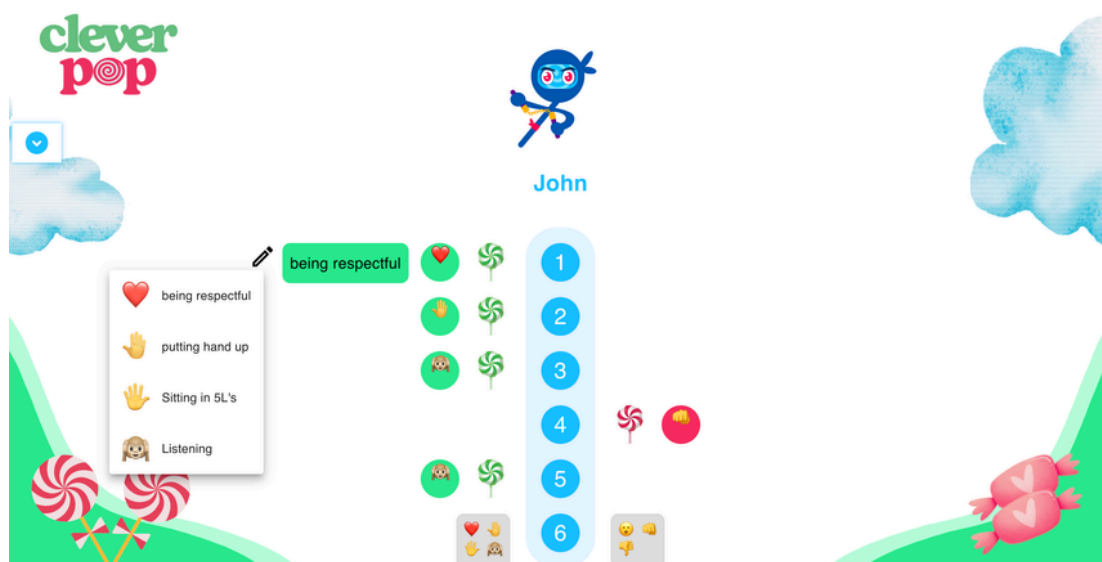
Teachers can target individual student needs by collaborating with students to input student goals (expected behaviours) into the app. Each time a student demonstrates these goals they are rewarded with a 'sweet'. Sweet descriptors are positive actions, attitudes or behaviours you want to encourage.

Totally digital and customisable, teachers provide immediate, convenient and trackable feedback when the student demonstrates target behaviours – particularly those they find challenging.

Accumulated sweets can be exchanged for meaningful, student-specific rewards to encourage ongoing engagement and success.

Teachers can also choose to add 'sours'. Sour descriptors are actions that are disruptive, unsafe or do not align with the agreed-upon rules, discouraging unexpected or negative behaviours.

Clever Pop® is supported by printable classroom resources for a holistic approach to behaviour management.

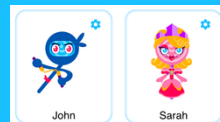


Teacher Manual

01.



INDIVIDUAL LEVEL

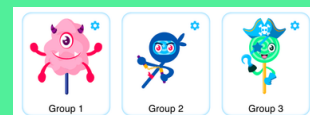


- Develop an individual behaviour support system using personalised points, 'sweets', to reinforce progress towards expected classroom behaviours.
- Provide immediate and consistent recognition when the student demonstrates target behaviours – particularly those they find challenging.
- Accumulated points can be exchanged for meaningful, student-specific rewards to encourage ongoing engagement and success.

02.



CLASS LEVEL

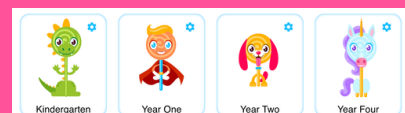


- Implement a behaviour support reward system for small groups (e.g., reading groups, table groups) by clearly identifying and agreeing upon expected behaviours as a group.
- Provide consistent positive reinforcement when the group collectively demonstrates these behaviours during structured activities throughout the day.

03.



GRADE LEVEL



- Establish a whole-class or whole-school behaviour reward system that reinforces expected behaviours during shared learning times (e.g., classroom lessons, assemblies, or playground activities).
- Recognise and reward classes or grades when they consistently demonstrate positive behaviours, such as cooperation, attentiveness, and respect, in a collective setting.

01.

SWEETS

Sweet descriptors are positive actions, attitudes, or behaviours that we want to encourage in students. They can come directly from a student's personal plan — like using kind words, staying on task, or asking for help appropriately — or reflect expected behaviours for everyone, such as showing respect, being responsible, and working cooperatively. By highlighting these, we reinforce what matters and support each student's growth in a positive way.



sharing



Completing work

02.

SOURS

Sour descriptors are actions or behaviours that are disruptive, unsafe, or don't align with agreed-upon expectations. These might include behaviours identified in a student's personal plan — like shouting out, leaving the learning space without permission, or refusing instructions — as well as general behaviours that impact others, such as being unkind or not following safety rules. By naming these behaviours clearly, we help students understand what needs to change and support them in making more positive choices.



calling out



hands on behaviour

Teacher Manual

01.



SIGN UP

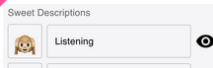
Type [Clever Pop®.com.au](https://CleverPop.com.au) into your internet browser and sign up

02.

TEACHER'S SETTINGS

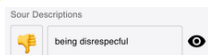
Click teacher settings to setup a passcode.
A passcode is a 4-digit code to switch between individual student dashboards.

03.



Add sweet descriptors - positive actions, attitudes or behaviours you want to encourage

04.



Add sour descriptions - actions that are disruptive, unsafe or do not align with the agreed-upon rules, discouraging unexpected or negative behaviours.

05.

+ NEW STUDENT

Add a student/group who requires individualised behaviour support