Resource:	'Stop and Go Cards'

Explanation

'Stop and Go Cards' are a very simple management tool. One card is green showing the word 'Go' on one side and is plain green on the other and the other card is red showing the word 'Stop' on one side and is plain red on the other. These cards can be used to start and stop children during activities and can also be used to prevent bad behaviour. The children need to recognize the importance of the cards and to immediately stop what they are doing and face the practitioner/teacher or begin/continue with a task when shown the cards. The red side of the stop card can also be used in whole-class teaching and can be shown to particular children who are making the wrong choices to manage behaviour. The green side of the go card can be used in a similar way to show recognition of positive behaviour.

The cards can also be used outside of the classroom to manage behaviour, for example during PE lessons and assembly time, and could easily be used on trips away from your setting.

Handy Hints

- Make the cards large enough for the children to be able to see.
- Choose a child who has impressed you with their behaviour to be in control of a reduced size set of the cards that they can wear around their neck. Involve this child in choosing when to use the cards alongside you.
- Perhaps use a flashlight or try saying 'Stop' or 'Go' with the stop or go card if the children struggle to notice.
- The cards can be used as part of a wider reward scheme, for example if the children are shown the go cards as a reward then you may award them a sticker or a house point.

Advantages

- The cards can be an excellent way to manage low-level disruptions.
- During whole-class buddy chatting, the cards are very effective in controlling the length of discussion.
- The cards can resolve behavioural problems quickly before they get out of hand.
- The cards can be used to praise positive behaviour and warn children who are showing poor behaviour.
- The children easily associate stop and go with the colours of the cards.

Adaptations

In an open-plan setting, the stop and go cards could be simultaneously flashed onto multiple interactive whiteboards. In this large version, they could also initiate tidying away.

A coloured light could be used instead of the cards for older children, or perhaps even a gesture or action.

The cards can be used for many reasons; to manage noise, to prevent low-level disruptions, to initiate or end an activity, or to praise children.

Questions for Consideration

Can you think of a situation in your setting where the stop and go cards might be particularly effective?

What noise could you use to accompany the cards in a busy situation?

Linked Resources

Referee Cards – See page 33
Traffic Lights – See page 102