Logical Consequences Scenarios

Scenario #1:

A student bumps into a classmate's desk and knocks some books onto the floor.

Applicable Rule(s)?

_____

Logical Consequence?

_____

Scenario #2:

Two students are whispering and giggling while working together on a social studies assignment.

Applicable Rule(s)?

_____

Logical Consequence?

_____

Scenario #3:

A student yells out ideas during a class discussion instead of raising their hand.

Applicable Rule(s)?

_____

Logical Consequence?

_____

Scenario #4:

A student is playing games on the computer instead of using it for research.

Applicable Rule(s)?

_____

Logical Consequence?

_____

Scenario #5:

Two students have a side conversation while a classmate is sharing.

Applicable Rule(s)?

_____

Logical Consequence?

_____

Scenario #6:

A student mishandles a microscope and damages it, causing their group to be unable to complete their science project.

Applicable Rule(s)?

_____

Logical Consequence?

_____

Scenario #7:

A student is distracting tablemates instead of working.

Applicable Rule(s)?

_____

Logical Consequence?

_____

Scenario #8:

A student is running in the hallway on the way to lunch.

Applicable Rule(s)?

_____

Logical Consequence?

_____

Scenario #9:

A student is working at another classmate's desk and makes marks on the desk with a pencil.

Applicable Rule(s)?

_____

Logical Consequence?

_____

Scenario #10:

Two students are talking while the principal is making morning announcements over the loudspeaker.

Applicable Rule(s)?

_____

Logical Consequence?

_____

Learn more about Logical Consequences at responsiveclassroom.org