

Your first successful week can be *small*.

Classroom Currency does not need a full classroom economy on day one. Create one class, choose one routine, and learn what makes the next conversation easier.

01

Create one class

Choose one period or class to start. Give it a clear name and keep the first experiment small enough to finish in a normal week.

Try this: Before students arrive, decide which one class will be your first test.

02

Choose one routine

Pick one earn, save, or spend moment that already exists in your teaching. You are adding a visible place for the choice, not a new curriculum.

Try this: Write one sentence: Students can earn currency when _____.

03

Let the app carry the bookkeeping

Award or adjust currency from the teacher workflow, then let students see the consequence. Keep the story and judgment with you; let the app hold the arithmetic.

Try this: Notice where students look next: a balance, goal, store choice, or question.

04

Reflect before you expand

Take two minutes at the end of the week. Ask what felt useful, what felt like extra work, and which choice students remembered.

Try this: Finish the sentence: Next week, I would keep _____ and change _____.

BEFORE YOU CALL THE WEEK A SUCCESS

Use these prompts for your own reflection. They are about the teacher routine, not collecting student data.

- ☐ I started with one class or period.
- ☐ I chose one earn, save, or spend routine.
- ☐ Students could see a consequence or choice.
- ☐ I spent no more than a few minutes on administration.
- ☐ I wrote down one thing to keep and one thing to change.

END-OF-WEEK REFLECTION

What became easier to *talk about*?

You do not need a perfect result. A useful first week gives you one concrete observation: a choice students remembered, a routine that saved you time, or a place where the product needs to get better.

Start with one class. Keep the routine visible. Let the next week earn its own changes.