

Teacher Points	Student Points
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Minutes	5

Students get points for behaving, if they misbehave, teacher gets points.

Whoever has the most at the end of the day wins 5 minutes – choice time or learning time. If teacher gets no points all day, they get 10 minutes.

The Good Behavior Game

THE GOOD BEHAVIOR GAME		
Goal: Raising your hand before speaking		
Team 1	Team 2	Team 3

Divide class into groups. Record a point for each time the desired behavior is observed. Can be for a set amount of time.

Team with the most points wins.

OR any team with more than 5 points wins.