

# HOT POTATO/SWEET POTATO GAME

## DESCRIPTION/RULES:

### MATERIALS NEEDED:

1. **About 10 – 15 SWEET POTATOES** printed on colored cardstock and cut out.
2. **About 1-3 HOT POTATOES** printed on black cardstock and cut out.
3. **SWEET SEAT TRACKER** – Period List. One for each Class period.

### GAME SET-UP:

1. Have the **HOT POTATOES** and the **SWEET POTATOES** printed and cut out.
2. Explain **“HOT POTATO”** and **“SWEET POTATO”** to your students.
3. The **“Sweet Seat Tracker”** will be placed at the front of the classroom for students to sign at the end of class.

### GAME PLAY:

1. When a student breaks a rule or misbehaves continue your lesson, and quietly walk over and place a **“HOT POTATO”** in front of them.
2. When a student does something good during the lesson, you can place **“SWEET POTATO”** in front of them. Students can earn **“SWEET POTATOES”**, until all **“SWEET POTATOES”** are given out.
3. I begin class by raising my hand, then all students raise their hands to signal they are ready to begin.
4. Once you begin your lesson, students will be expected to follow the rules and be respectful.
5. At the end of class, students who have a **“SWEET POTATO”** can sign the **“Sweet Potato Tracker”** list which will go towards participation points at the end of the quarter or trimester. They could also have a day where they get to pick from the **“Coupon Bucket”**, or the treat can, whatever reward you choose for the day.
6. **VERY IMPORTANT: “HOT POTATO” Follow-up!** It is very important at the end of class that you make sure to follow-up with the **“HOT POTATOES”**. Students will get trained to this procedure, and it will be very easy to maintain order in your classroom, if you make sure to **FOLLOW-UP WITH THE PONG BALLS!!!!**  
**IF YOU DON'T FOLLOW-UP YOUR DISCIPLINE WILL GO OUT THE WINDOW!!!**

### SWEET POTATO:

- a. A **“Sweet Potato”** is a colored football shaped piece of paper that says **“Sweet Potato”** on the back of it. There are several **“Sweet Potatoes”** that can be passed out during a class period.
- b. Students can receive a **“Sweet Potato”** if they are doing exceptionally well in class, or if they do something noticeably outstanding, including showing improvement from a previous day in class, participating in class discussions, or being exceptionally well behaved, etc...
- c. A **“Sweet Potato”** will be worth points on their participation for the day, or an additional privilege of some kind... hall pass, treat bucket, etc... mostly it will be a feel good recognition that they are doing well at the moment and it will motivate them to continue to do well...
- d. A student can only lose the **“Sweet Potato”** if they get the **“Hot Potato”** otherwise they get to keep the **“Sweet Potato”** for points/privileges...

### HOT POTATO:

- a. THE **“Hot Potato”** is a black football shaped piece of paper that says **“Hot Potato”** on the back of it. There is only one or two **“HOT POTATOES”**
- b. THE **“Hot Potato”** is BAD NEWS. If a student receives a **“Hot Potato”** that means that they have broken one of the class rules, and counts as a warning for MISBEHAVIOR...
- c. The **“Hot Potato”** sits by them at their desk until one of the following things happens:
  - i. Someone else breaks a rule and the **“Hot Potato”** is passed to the new rule breaker.
  - ii. If they earn a **“Sweet Potato”** it can cancel out the **“Hot Potato”**.
- d. The **“Hot Potato”** will require the student to do something additional during or after class...
  - i. **Sewing Students:** An additional clean up before they get signed off, if they don't do it, they WILL NOT get signed off for the day, thus losing 5 points of their daily participation.
  - ii. **CCA Students:** Additional participation required in an activity, or an additional clean up after class, or other privilege loss, at teacher's discretion...