

HOT SEAT/SWEET SEAT GAME

DESCRIPTION/RULES:

MATERIALS NEEDED:

1. **Hot Seat Chart** and **Sweet Seat Chart** printed on Magnetic Paper
2. **Group Names** and **Student Numbers** printed, and cut out on magnetic paper.
3. **Group Seating Charts** Printed on Magnetic Paper.

GAME SET-UP:

1. Arrange the magnetic charts on the magnetic whiteboard in classroom.
2. Explain "Hot Seat" and "Sweet Seat" to your students.
3. Each student has already been assigned a number, so student's classroom number will correlate to the chart.

GAME PLAY:

1. When a student breaks a rule or misbehaves continue your lesson, and quietly walk over and move the student number to the "**Hot Seat**" position.
2. When a student does something good during the lesson, you can move their "**Student Number**" to the "**Sweet Seat**" position. Students can earn "**Sweet Seat**" positions, until all "**Sweet Seats**" are filled up.
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 number in the "**Sweet Seat**" position can sign the "**Sweet Seat 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 SEAT" Follow-up!** It is very important at the end of class that you make sure to follow-up with the "**HOT SEAT**" positions. 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 HOT SEATS!!!!**
IF YOU DON'T FOLLOW-UP YOUR DISCIPLINE WILL GO OUT THE WINDOW!!!

SWEET SEAT:

- a. There is a chart labeled "**Sweet Seat**". Students can earn a position on the "**Sweet Seat Chart**" by doing something 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...
- b. A "**Sweet Seat**" position 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...
- c. A student can only lose the "**Sweet Seat**" position if they get the "**Hot Seat**" position, otherwise they get to keep the "**Sweet Seat**" position for points and/or privileges...
- d. Students will sign the "**Sweet Seat**" Period List at the end of class, that is in front of the classroom.

HOT SEAT:

- a. There is a chart labeled "**Hot Seat**"
- b. THE "**Hot Seat**" is BAD NEWS. If a student's number is moved a "**Hot Seat**" position, that means that they have broken one of the class rules, and it counts as a warning for MISBEHAVIOR...
- c. Their number will sit in the "**Hot Seat**" position until one of the following things happens:
 - i. All four "**Hot Seat**" positions are filled, and Someone else breaks a rule. Then "Hot Seat" will be shifted, by removing the first offenders number back to the original seat, and the new rule breaker's number will fill the "**Hot Seat**".
 - ii. If they do something to earn a "**Sweet Seat**" it can remove their number from the "**Hot Seat**". *At teachers discretion...*
- d. A "**Hot Seat**" position 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. **Non-Sewing Students:** Additional participation required in an activity, or an additional clean up after class, or other privilege loss, at teacher's discretion...