

PING PONG GAME

DESCRIPTION/RULES:

MATERIALS NEEDED:

1. **Group Numbered Seating Charts** Printed on Magnetic Paper.
2. **PING BALLS** and **PONG BALLS** printed on Magnetic Paper.

GAME SET-UP:

1. Arrange the magnetic charts on the magnetic whiteboard in classroom.
2. Explain "PING" and "PONG" 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 place a "**PONG BALL**" over their number.
2. When a student does something good during the lesson, you can place "**PING BALL**" over their number. Students can earn "**PING BALLS**", until all "**PING BALLS**" are placed on student numbers.
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 "**PING BALL**" 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: "PONG BALLS" Follow-up!** It is very important at the end of class that you make sure to follow-up with the "**PONG BALLS**". 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!!!

PING BALLS:

- a. There ping-pong balls labeled "**PING**". Students can earn a "**PING BALL**" 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 "**PING BALL**" 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 lose the "**PING BALL**" if they get the "**PONG BALL**", otherwise they get to keep the "**PING BALL**" for points and/or privileges...
- d. Students will sign the "**Sweet Seat Tracker**" Period List at the end of class, that is in front of the classroom.

PONG BALLS:

- a. There are balls labeled "**PONG**"
- b. THE "**PONG BALLS**" are BAD NEWS. If a student's number gets a "**PONG BALL**" over it, that means that they have broken one of the class rules, and it counts as a warning for MISBEHAVIOR...
- c. The "**PONG BALL**" will stay over their number until one of the following things happens:
 - i. All three "**PONG BALLS**" have been claimed, and Someone else breaks a rule. Then "**PONG BALL**" will be shifted, by removing the first offenders "**PONG BALL**" to the new rule breaker's number.
 - ii. If they do something to earn a "**PING BALL**" it can remove the "**PONG BALL**" from their number.
At teachers discretion...
- d. Students dinged with a "**PONG BALL**" will be required 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...