

PLAY BALL GAME

Description/Rules:

MATERIALS NEEDED:

2. **PLAY BALL TICKETS** - Small Equally sized 1"x2"papers with different sports balls printed on them.
3. **PENALTY TICKETS** - Tickets printed on a different color paper to represent unwanted behavior
4. **REWARD COUPONS** - For the student or the group of students with the most Play Ball Tickets. students as the "**GRAND PRIZE**"
4. **SWEET SEAT TRACKER** - Period List. One for each Class period.

GAME PLAY:

1. When you begin class, have a handful of "**Play Ball Tickets**" in your hand, including the "**Penalty Tickets**"
2. Hold the tickets so they can be seen easily by the students.
3. Once you begin your lesson, students will be expected to be quiet.
4. Throughout the lesson, you will hand out "**Play Ball Tickets**" and "**Penalty Tickets**" as desired to manage student behavior.
5. At the end of class, students who have more "**Play Ball Tickets**" than "**Penalty Tickets**" can sign the "**Sweet Seat Tracker**" list which will go towards participation points at the end of the quarter or trimester.
6. The student or group of students with the most "**Play Ball Tickets**" at the end of class get to pick from the "**Reward Coupon Bucket**". *NOTE: Each penalty ticket is a negative point, and reduces the total number of "Play Ball Ticket" points by one point.*
6. **VERY IMPORTANT: "Penalty TICKETS" Follow-up!** It is very important at the end of class that you make sure to follow-up with the "**Penalty Cards**". 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 PENALTY TICKETS!!!!**
IF YOU DON'T FOLLOW-UP YOUR DISCIPLINE WILL GO OUT THE WINDOW!!!

PLAY BALL TICKETS:

1. Students may receive a "**PLAY BALL TICKET**" when they participate in class discussions or have some other exceptional behavior. Students can receive as many "**PLAY BALL TICKETS**" as they can earn. If they get a "**PENALTY TICKET**" it will count as one minus point against each of the "**PLAY BALL TICKETS**" they have earned.
2. "**PLAY BALL TICKETS**" will be counted at the end of class to determine the winner/s.

PENALTY TICKETS:

1. Each time a student is misbehaving or breaks a class rule, they will receive a "**PENALTY TICKET**".
2. "**PENALTY TICKETS**" will be totaled against the total score at the end of class.
3. The winning student or group of students will be determined by the total number of "**PLAY BALL TICKETS**" they have, after the "**PENTALTY TICKETS**" have been deducted from the total.