

THE POPCORN GAME

Description/Rules:

MATERIALS NEEDED:

1. **Good Behavior Coupons** and a container to hold the coupons.
2. **Popcorn Tickets** - Small Equally sized 1"x2"papers
(*pre-cut from scratch paper or can be a certain color for the day*)
3. **Burnt Kernel Tickets** – a few papers of another color marked Burnt Kernel.
3. **Containers labeled A,B,C,D,E** – for **“QUESTION OF THE DAY”** multiple choice questions.
4. **SWEET SEAT TRACKER** – Period List. One for each Class period.

GAME PLAY:

1. When you begin class, have a handful of Popcorn Tickets in your hand, including the burnt kernels.
2. Hold the tickets so they can be seen easily by the students.
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 be quiet.
5. Throughout the lesson, you will hand out **“Popcorn Tickets”** and **“Burnt Kernel Tickets”** as desired to manage student behavior.
5. At the end of class, students who have a **“Popcorn Ticket”** can sign the **“Sweet Seat Tracker”** list, which will go towards participation points at the end of the quarter or trimester. In addition, they will get to enter the drawing by answering the **“Question of the Day”** with their ticket. This will put their name in a drawing to win a **“Good Behavior Coupon”**.
6. **VERY IMPORTANT: “BURNT KERNEL” Follow-up!** It is very important at the end of class that you make sure to follow-up with the **“BURNT KERNEL” TICKETS**. 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 BURNT KERNELS!!!!**
IF YOU DON'T FOLLOW-UP YOUR DISCIPLINE WILL GO OUT THE WINDOW!!!

POPCORN TICKETS:

1. Students may receive a **“Popcorn Ticket”** when they participate in class discussions or have some other exceptional behavior. Students can only receive one **“Popcorn Ticket”** per day unless they lose it because of a burnt kernel, then they can receive it again.
2. **“Popcorn Tickets”** will be used at the end of class to answer the **“Question of the Day”** for Good Behavior Coupons.

BURNT KERNEL TICKETS:

1. If a student is misbehaving, they may receive a **“Burnt Kernel Ticket”**.
2. If they have already earned a **“Popcorn Ticket”**, they will lose the **“Popcorn Ticket”** when they receive the **“Burnt Kernel Ticket”**.
3. In order to lose the **“Burnt Kernel Ticket”**, they will have to do one of the following:
 - A. Student must do something that would earn another **“Popcorn Ticket”**. Instead of receiving a **“Popcorn Ticket”**, they will lose the **“Burnt Kernel Ticket”**. To get another **“Popcorn Ticket”** they will have to do another good behavior to get the **“Popcorn Ticket”** back.
 - B. They could also lose the **“Burnt Kernel Ticket”** if another student breaks a class rule, then the **“Burnt Kernel Ticket”** to the new rule breaker.
4. If a student has the **“Burnt Kernel Card”** at the end of class, they will be expected to do an additional clean-up job at the end of class, or other consequence, at the teacher's discretion.

QUESTION OF THE DAY:

1. At the end of class students will write their name on the back of the **“Popcorn Ticket”**.
2. The multiple choice **“Question of the Day”** will be written on the board.
3. The containers marked A,B,C,D,E will be in the front of the classroom.
4. Students can put their **“Popcorn Ticket”** in the container that they believe is the correct answer to the **“Question of the Day”**.
5. Then a student will be selected to draw a name out of the container that correlates with the correct answer to the **“Question of the Day”**. A,B,C,D,E....
6. The name of the student who is drawn from the bucket will get to draw from the **“GOOD BEHAVIOR COUPONS”**
7. That student will be able to keep the coupon and use it as desired.