

WHERE'S WALDO GAME

Description/Rules:

MATERIALS NEEDED:

1. **Waldo Tickets** - Small Equally sized 1"x2" papers
2. **Waldo Warning Cards** – a few cards larger than the tickets of another color marked Waldo Warning.
3. **Waldo Reward** – for the student who finds Waldo. This can be anything that the teacher would like to give 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 **"Waldo Tickets"** in your hand, including the **"Waldo Warning Cards"**
2. On the back of the **"Waldo Tickets"** There is one card that has a **"WALDO"** printed on it. This is the ticket the students are trying to find.
3. Hold the tickets so they can be seen easily by the students.
4. Once you begin your lesson, students will be expected to be quiet.
5. As students answer questions they get to choose a **"Waldo Ticket"**.
6. At the end of class, students who have a **"Waldo Ticket"** can sign the **"Sweet Seat Tracker"** list which will go towards participation points at the end of the quarter or trimester.
7. **VERY IMPORTANT: "Waldo Warning Card" Follow-up!** It is very important at the end of class that you make sure to follow-up with the **"Waldo Warning 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 WARNING CARDS!!!!**
IF YOU DON'T FOLLOW-UP YOUR DISCIPLINE WILL GO OUT THE WINDOW!!!

WALDO TICKETS:

1. Students may receive a **"Waldo Ticket"** when they participate in class discussions or have some other exceptional behavior.
2. Each time they answer a question, they get to trade their ticket in and try again to find **"WALDO"**. The original ticket goes back into the deck. If they get a **"Waldo Warning Card"**, then they lose their **"Waldo Ticket"**, and have to earn it back.

WALDO WARNING CARDS:

1. If a student is misbehaving or breaks a class rule, they will receive a **"Waldo Warning Card"**.
2. If they have already earned a **"Waldo Ticket"**, they will lose all the **"Waldo Ticket"** when they receive the **"Waldo Warning Card"**.
3. In order to lose the **"Waldo Warning Card"**, they will have to do one of the following:
 - A. Student must do something that would earn another **"Waldo Ticket"**. Instead of receiving a **"Waldo Ticket"**, they will lose the **"Waldo Warning Card"**.
 - B. To get another **"Waldo Ticket"** they will have to do another good behavior to get the **"Waldo Ticket"** back.
4. Students who have a **"Waldo Warning Card"** at the end of class will have to stay after class to help the teacher with a clean-up job or whatever the teacher chooses.
4. **VER IMPORTANT!!! --- FOLLOW-UP WITH THE WARNING CARDS!!!!**
IF YOU DON'T FOLLOW-UP YOUR DISCIPLINE WILL GO OUT THE WINDOW!!!