

Coach Card: The Good Behavior Game

Use: to increase on-task behavior and decrease inappropriate behavior

Materials: Classroom rules, team chart, list of rewards and privileges and necessary materials for rewards

Procedure: Introduction

1. Decide when the game will be played and teach students how to play the game.

2. Divide students into teams and create a chart for keeping track of rule violations.

3. Review classroom rules and model how students should respond to receiving demerits.

Procedure: Implementation

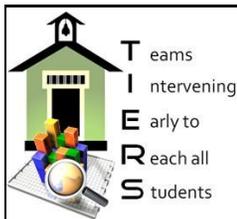
Conduct brief review of rules and criterion for game

Record demerit each time a team member violates a rule and explain why

Tally demerits at the end of the period and provide reward for winning team(s)

Tips and Next Steps:

- Start by playing the Good Behavior Game 3 times a week for 15 minutes. Increase playing time by 10 minutes each game (up to a max of 3 hours)
- Adjust criterion slightly, but eventually reduce to allowing only 4 or 5 violations
- Fade rewards to once a week for teams meeting criterion 4 of 5 days during the week



Coach Card: The Good Behavior Game Variations

Using Response Cost

Begin game by awarding each team a fixed number of credits; set criteria for winning

Remove a credit each time a team member violates a rule

Deliver reward to teams with enough credits to meet the criterion for winning

Using Mystery Motivators

Implement Good Behavior Game as described above using Response Cost

Display envelope with a "?" drawn on it with a piece of paper indicating a reward or privilege inside

At the end of the day, open the envelope and provide reward to winning team(s)

Using a Better Behavior Booster

Use this variation to help prevent increased rule infractions after a team has exceeded the infraction criterion limit and can no longer receive a reward

Implement Good Behavior Game using any variation

Provide a group reward for teams with 5 or fewer "extra" rule Violations for the week

