

Generic Good Behavior Game Toolkit



There's an adult at this program who cares about me and acknowledges when I'm making safe and healthy choices.

Youth are more likely to respect one another when there are clear and predictable structures

I know the rules in this program and feel like I belong when I can be a part of a team or community

I can gain access to "brain breaks" or access to desired reward/activity in the presence of difficult, boring or frustrating academic tasks

How to Play

- Develop **clear and observable behavior expectations** with the class
- Identify the settings where the game can be played and **discuss examples of the expectations**, as well as the **NON-EXAMPLES** that would violate the expectation (ex. "If I'm talking to a friend, am I being quiet?")
- Identify the **reward or activity** that can be earned (ex. extra recess, 1st to supper)
- Identify how the game will be played (teacher versus class, class teams)
- **Set the length of time** that the game will be played (build the length of time of the game as they get better at the game)
- **Give feedback during the game** -- when points are earned (ex. "I like how Sara is sitting with hands in her lap" or "You guys earned a point because I like how Sam is keeping his feet in his square")
- When the game ends, **access to the reward/activity should be delivered immediately**



Ways to Play!

Teacher Versus Class:

- ⇒ Teacher earns a point/tally when she has to redirect or sees an violation of the expectation
- ⇒ Class earns a point/tally when the Teacher "catches" students demonstrating the expected behavior

Class Teams:

- ⇒ Teams earn points by demonstrating the expected behavior
- ⇒ Teams that meet a set criteria gain access to the reward/activity

TIPS

- ⇒ Adjust to fit the developmental level and culture of the youth you serve
- ⇒ Name the game something else other than "Good Behavior"
- ⇒ Build **BUY IN** by letting students suggest reward/activities