

Coach Card: The Good Behavior Game

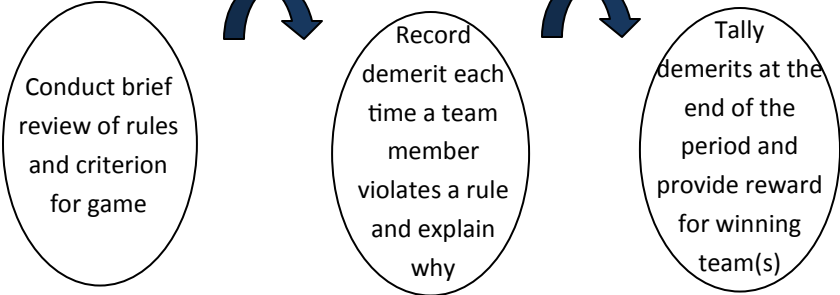
Use: to increase on-task behavior and decrease inappropriate behavior

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



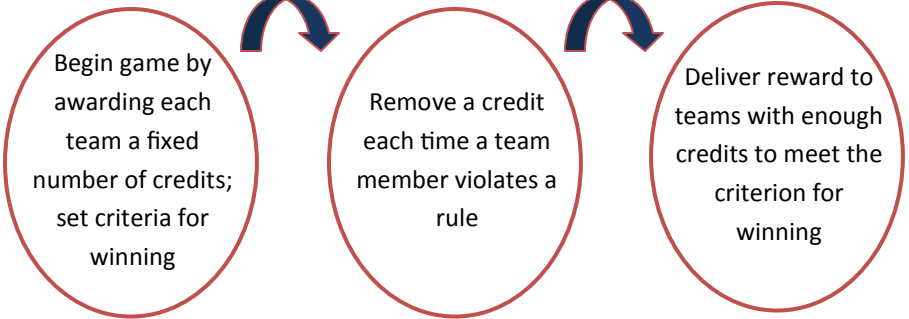
Tips and Next Steps:

- 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

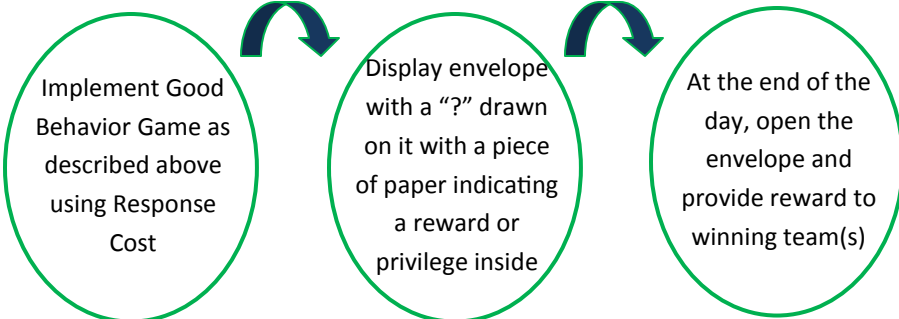


Coach Card: The Good Behavior Game Variations

Using Response Cost



Using Mystery Motivators



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

