

POINT BALL SYSTEM INSTRUCTIONS

SUMMARY

The point ball system rewards, and encourages positive behavior, promotes involvement and creates a fun atmosphere.

SUPPLIES

- Bucket of approx. 100 point balls to be kept on the stage/at the front of the classroom. (The children are not allowed to play with these.)
- Two point receptacles able to contain at least 50 point balls. These should be kept at the front of the room, 1 in front of each team.

INSTRUCTIONS

1. When the children exhibit positive behavior i.e. good listening, quiet when someone is talking, winning games, winning competitions, answering questions, etc. reward this positive behavior by throwing out a point (or two)
 - a. If you are rewarding someone for responding to a question throw it directly to the person who answered - no one else is allowed to touch the point.
 - b. If you are rewarding an entire team, throw the points randomly into the crowd. It's nice to throw the points out as fast as you can so you can to make it exciting and avoid wasting time. Doing this with your back turned to the crowd is a good way to be objective and truly random.
 - i. 1-3 point for a question, good behavior, good listening, etc.
 - ii. 3-5 points for winning a group game
 - iii. 5-10 Points for memory verse challenge.
2. When you throw a point ball into the crowd, they have 10 seconds to get the point balls into their bucket and be back in their seats, completely quiet. Count down from 10 aloud. If reasonable, adjust your count so that the kids make it to their seats on time but just barely.
 - a. Any points not in the bucket after the teacher counts down from 10 go back into the main point bucket.
 - b. Any kids still standing or talking when you finish your count down costs that team 1 point per person. This will help you to regain control of the room after throwing out points.

Obviously when you throw points into the crowd, the kids will go a little nuts scrambling for the points. Counting down from ten will increase this positive tension. This adds excitement and fun to your classroom! The countdown insures that you regain control 10 seconds later. It's a win/win!!