

Whole class: if the whole class can go without getting 3 strikes (an out) in one week, they get a “base hit.” When the runner reaches home, (signifying 4 weeks without an out) the class scores a run and gets a treat (popcorn party, cookies, movie, etc.) If the class gets 3 outs before scoring a run, they must clear the bases and start another inning.

Most things you do in life will be team-oriented—working with another person or group of people to achieve common goals. This will help the class realize that they have to help each other out in order to reach their goal and will create a team spirit within our classroom.

Rewards: Besides the whole class working towards a large reward, students can earn personal rewards. Throughout the week as we do some learning games or I see exceptional work on an assignment, students may receive points. When they have received 10 points, they may draw a coupon. Also, at the end of the week, the students who have no strikes will receive a coupon that will allow them to have a special privilege when they choose to redeem it. These coupons will allow students to:

Choose a book for Mrs. Basinger to read to the class

Sit on Mrs. Basinger’s ball for ½ day

Homework pass

1 Free test answer

Write in pen for a day

Take home a note to brag about them

Eat a snack

Chew gum for a day