

The Behaviour Game

Make Classrooms Joyful for Learning & Teaching

What is it?

The Good Behaviour Game is an approach of managing classrooms. It teaches students self-regulation, self-control, and self-management while collaborating with others.

The aim is to reduce general classroom disruption, aggression, and shyness of early grade children.

The game is not a curriculum and does not take away teaching time.

How it works?

A team competition for prizes, privileges, and special activities. Points are recorded on the blackboard for a team when disruptive behaviour from any team member occurs. The team with the lowest bad behaviour in Game wins. Depending on the curriculum structure the game is played 3-4 times a day.

The History & Science

Originally Invented by a 4th Grade Teacher—The program was first tested in 1969; several research articles have confirmed that the Game is an effective means of increasing the rate of on-task behaviours while reducing disruptions in the classroom (Barrish, Saunders, & Wolf, 1969; Harris & Sherman, 1973; Medland & Stachnik, 1972).

The underlying principles of the Good Behaviour Game stem from studies that have been done in behaviour theory and behaviour observations over the past thirty years. Concepts such as positive reinforcement (rewards) and behaviour modification have been in use as early as the 1920's.

Key Benefits

- Major improvement in engaged learning by students.
- More time to teach and learn each day.
- Fewer disruptions in classes.
- Improved benchmark scores on standardized tests.
- Reduction in mental health difficulties (e.g., ADHD and conduct symptoms).
- Reduction in injuries or stress related complaints (from Teachers and Students).

The Cost Benefit

Common Prevention Programs in Schools	+ = Net benefit; - = Net loss
Good Behavior Game	+ \$13,050
Youth mentoring programs (taxpayer costs only)	+ \$9,673
Quantum Opportunities Program	+ \$5,341
Youth mentoring programs	+ \$4,393
CASASTART	- (\$11,564)
Children's Aid Society--Carrera	- (\$11,702)
Fast Track prevention Program	- (\$87,105)

Savings are the return on investment in terms of less teacher and student stress, more time for teaching and learning, costs averted for the school, the district, families and society. Above cost savings are per child/student per lifetime.

Reference from Washington State Institute for Public Policy's cost effectiveness study (S. Aos, S. Lee, E. Drake, A. Pennucci, T. Klima, M. Miller, L. Anderson, J. Mayfield, M. Burley, *Return on Investment: Evidence-Based Options to Improve Statewide Outcomes*. 2011.)

What they say

- The behaviour game has changed the feel of our campus. The noise levels have come down and students are more mindful of speaking in English. The best part is it has happened so smoothly it feels like magic!

Minal Desai, Director, GEMS Genesis International School (GGIS), Ahmedabad, India

- Because of the new game we play, maintaining discipline when Ma'am is not around, is very easy. All I have to do is stand with a marker in my hand near the board and mark those who are breaking the rules. There is pin-drop silence and also everyone speaks in English!

Rianna Desai, Grade 2 student and class monitor

- The behaviour game is going on pretty well in my class. Children make the table on the board all by themselves. We play the game twice in a day, but children play more than that. The voice level has definitely decreased compared to before. Now, they have also started being more patient and wait for their turns to talk. All in all the behaviour game is a great initiative and is leading to positive results in the class.-

Khushali Modi, Grade 2 teacher

What they say

- Hello, The behaviour game is really helping in my class. We generally play for two sessions in a day due to which noise level has decreased than before. Now my class is disciplined and everyone raises their hand before speaking and always makes a queue if they all have to show their books for any queries.

Divya Nathwani, LKG teacher

- I'm the teacher for Grade 1, which is a class of 15 children. During the last three quarters, I've tried various Classroom Management Strategies, but the Behaviour Game introduced in class a month ago has proven to be the best by far. This 30 minute game is played every day in class during the assigned class period. Ones who engage in rule breaking behaviours get marked down by the end of each session. And by the end of the day, the child who gets the least marks gets the reward. Children strive to be at their best behaviour in class during these sessions and maintaining classroom decorum has become a lot easier, with drastic reduction in instances of talking out of turn and general disruptions as such. More time is now productively utilised for better engagement, teaching and learning; thanks to the Behaviour Game.

Leena Kamath, Grade 1 teacher

- I start it off by thanking you to give us this genius idea. The Good behaviour game is a super hit in our UKG class. We play it without putting in any extra efforts during our regular class. The children are becoming more informed and responsible towards their behaviour. We do not over do it and play only two games each lasting 1 to 1.5 hrs. The children are more conscious about the way they are in the class which is also helping us to manage our classrooms more effectively.

Priyanka Talati, UKG teacher

What they say

- The Good Behavior Game helps teachers keep focused on managing their classrooms and helps children take ownership for their own behavior. I know that if there is good behavior in the classrooms then I'm not going to have to worry about disciplining children outside of the classroom.

Principal- Baltimore City Public Schools

- The Good Behavior Game had a huge impact on my students' work ethic. Through the implementation of the Good Behavior Game, I saw my students become more independent in their work and they were more productive because of the structure put in place. I'm excited to continue with it this year!

Second Grade Teacher, Truesdell Education Campus, Washington, DC

In The Real World

See	Hear <small>MORE</small> Feel	Do	
			
<ul style="list-style-type: none">• funny things• playtime• happiness• homework done• good reactions• work - games• math - challenging• kindness• smiles• appropriate clothes• coloring math sheets• fun work	<ul style="list-style-type: none">• laughter• nice and kind words• good comments to teams• people asking to be friends• teachers giving compliments• kids cheering• friend making• happy teachers• a happy principal• kids saying "good morning" to others• happy sounds	<ul style="list-style-type: none">• excitement• happiness• surprised• hopeful• safe• loved ♥• <u>proud</u> of our school• <u>proud</u> of ourselves• happier when you wake up before school• people being nice• proud of each other• proud of our teacher	<ul style="list-style-type: none">• play outside more in nicer weather• kind actions like helping others in need• friendliness• raising hands instead of calling out• not asking for things over and over• more PE• more exercise• being on time• following directions• computer time

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In The Real World



In The Real World

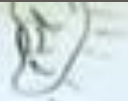
The image shows two pages of handwritten notes. The left page is titled 'Fax Behavior' and the right page is titled 'HEAR'. Both pages have a central vertical line. On the left page, under 'SEE' (with an eye drawing), are two columns of behaviors. On the right page, under 'HEAR' (with an ear drawing), are two columns of behaviors. Blue arrows point upwards from the top of each page, and red arrows point downwards from the bottom of each page.

Fax Behavior

SEE 

- students working hard
- sitting appropriately
- listening students
- students doing their job
- moving safely
- using quiet hands

- running
- shouting out
- students not doing their work
- pulling cords
- students making messes

HEAR 

- quiet reading
- people not being interrupted
- respectful talking
- classroom signals for GIBG

- yelling out
- crying
- silly noises
- nasty talking
- ~~mess~~ • bad bathroom behavior

The Execution

- Know the Game
- Identify and Prioritise the challenges
- Observing & Collecting data
- Defining Behavioural Goals
- Define Good & Bad Behaviour (By Teachers)
- Plan Implementation Strategies
 - The strategies to use
 - Define Rewards & Punishment
 - Number of times to play
- Educating Kids
 - Define Good & Bad Behaviour (By Students)
 - Vision of Wonderful Class
 - Creating a language of common goal
- Define Review & Reporting Strategies
- Introduce improvement and new interventions

Are you willing to enable your
students & teachers live wonderful
lives?



contact@manageyourmind.co