



Script: The Scoreboard

Teacher: Class!

Students: Yes!

Teacher: We're now going to play a game...a very fun game. The game is called Scoreboard. All you have to do to win is...KEEP THE SCOREKEEPER HAPPY! I'm the Scorekeeper! (Clap twice.) Teach!

Students: (Clap twice.) Okay! (Students teach their neighbor what the teacher has just said.)

Teacher: Class!

Students: Yes!

Teacher: Today we will be playing the Scoreboard Game for more or less recess time. As the year goes by, we will be playing for other rewards: more or less free time, more or less computer time, or best of all, more or less game time! (Clap twice.) Teach!

Students: (Clap twice.) Okay! (Students teach their neighbor what the teacher has just said.)

Teacher: Class!

Students: Yes!

Teacher: When I put a mark under the Smiley face that means you are doing something that makes me, the Scorekeeper, happy. When I put a mark under the Frowny face that means you are doing something that makes me, the Scorekeeper, unhappy! (Clap three times.) Teach!

Students: (Clap three times.) Okay! (Students teach their neighbor what the teacher has just said.)

Teacher: Class!

Students: Yes!

Teacher: This is a very important point. Give me an, "Oh, yeah!"

Students: Oh, yeah!

Teacher: At the beginning of the Scoreboard Game, what makes me, the Scorekeeper, happy is a class that follows our classroom rules. What

doesn't make me happy is a class that doesn't follow our classroom rules.

(Clap four times very fast.) Teach!

Students: (Clap four times very fast.) Okay! (Students teach their neighbor what the teacher has just said.)

Teacher: Class!

Students: Yes!

Teacher: Every Smiley face mark you earn is one minute *more of recess*. Every Frowny face mark you earn is one minute *less of recess*. (Clap twice.)
Teach!

Students: (Clap twice.) Okay! (Students teach their neighbor what the teacher has just said.)

Teacher: Class!

Students: Yes!

Teacher: Now, here is a very big point. Note that the Scoreboard is labeled Level One. If you do very well playing this game...*maybe I'll let you go to Level Two!!* (Clap three times, stomp foot three times and do a disco dance move.) Teach!

Students: (Clap three times, stomp foot three times and do a disco dance move.) Okay!
(Students teach their neighbor what the teacher has just said.)

Teacher: When you say or do something that makes the Scorekeeper happy, I'll put a mark under the Smiley face. When that happens, wait until I point to you and we'll celebrate with a One Second Party. Here's how we'll do it. (Clap hands quickly together one time, thrust them to the ceiling.) Shout, "Oh yeah!" Let's try. (Practice pointing to students.)

Students: (Repeat gesture.) Oh, yeah!

Teacher: When you say or do something that makes the Scorekeeper unhappy, I'll put a mark under the Frowny face. When that happens, wait until I point to you and we'll give a Mighty Groan. Here's how we'll do it. (Lift shoulders toward ears and give a vigorous groan.) Let's try. (Practice pointing to students.)

Teacher: Now we're going to review some of our classroom rules. Work hard to keep the Scorekeeper happy!

- Follow the Plus/Minus 3 Rule: never have 3 or more Frownies or Smilies because kids are motivated when the game is close.

- Don't let students earn extra recess on the first day or two of school! Near the end of the first week, when your students are having a good day, let them earn one minute more of recess.
- Never reward or penalize more than two or three minutes of recess.
- GIVE NO WARNINGS!!!