GMM Ticket Reward Lesson Plan getMoremath!

Goal:

Motivate students beyond earning points. Some students work slower than others but always put forth their best effort. This idea creates an equal playing field for all students.

Materials:

- Devices (Chromebooks/iPads/computers)
- Tickets: either the GMM tickets attached or a roll of tickets purchased to use
- Criteria for earning a ticket

Lesson:

- 1. Create a list of ways that students can earn a ticket during class. Get students involved in creating this list, allowing for students' sense of ownership and control.
- 2. This list could include:
 - · exceeding the daily goal
 - helping other students
 - being prepared for class
 - improving a follow-up exam by 10%
 - increasing their proficiency changing the colors of their squares to green, silver star or gold star
 - being respectful of classmates
- 3. When a student completes an item on the list, they will receive a ticket.
- 4. Have the student put their name on the ticket, and place it into a ticket jar or box.
- 5. At the end of the week, month, marking period, etc., select a ticket from the jar. This student will receive an award. These can be anything; a homework pass, sit by a friend, choose a place in line, snack, listen to music, a gift card, etc.
- 6. The more items they complete on the list, the more tickets they will receive; this provides them them a greater chance of being selected.

Classroom Ticket Criteria

1_

2.

3.

4.

5.

getMoremath!

Reward Tickets

GMM	GMM	GMM	GMM
TICKET	TICKET	TICKET	TICKET
GMM	GMM	GMM	GMM
TICKET	TICKET	TICKET	TICKET
GMM	GMM	GMM	GMM
TICKET	TICKET	TICKET	TICKET
GMM	GMM	GMM	GMM
TICKET	TICKET	TICKET	TICKET
GMM	GMM	GMM	GMM
TICKET	TICKET	TICKET	TICKET
GMM	GMM	GMM	GMM
TICKET	TICKET	TICKET	TICKET
GMM	GMM	GMM	GMM
TICKET	TICKET	TICKET	TICKET
GMM	GMM	GMM	GMM
TICKET	TICKET	TICKET	TICKET
GMM	GMM	GMM	GMM
TICKET	TICKET	TICKET	TICKET
GMM	GMM	GMM	GMM
TICKET	TICKET	TICKET	TICKET