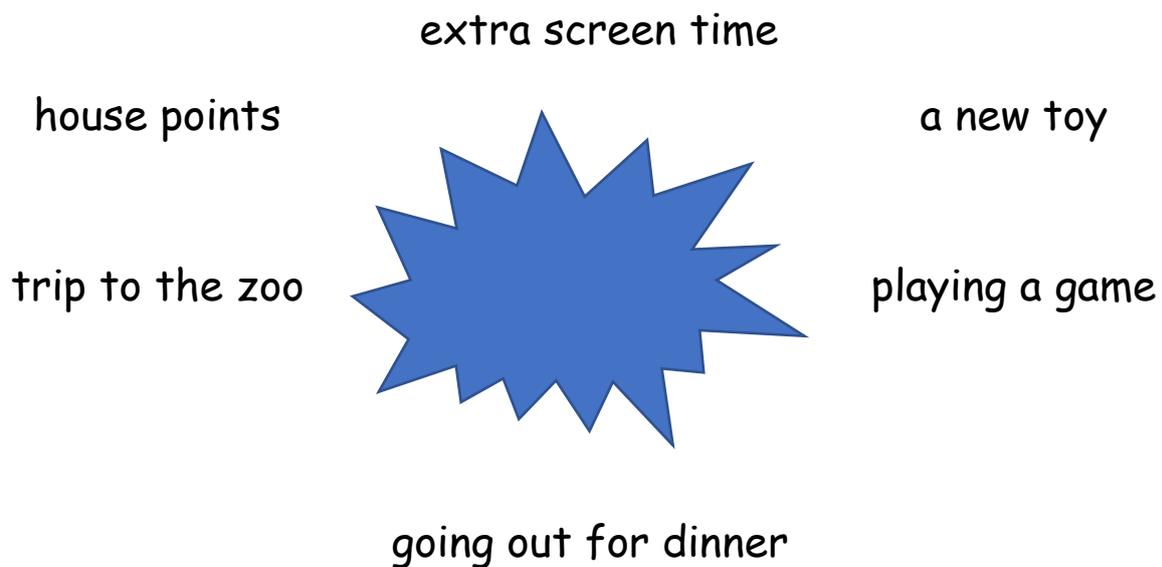


Rewards and Consequences

Think about the rewards that you have been given by your family or your teacher. What did you do to earn them? Write your answers around a cloud burst like the example below:

My Rewards



CHALLENGE



Make a list of as many games as you can. You could ask your family to help you too.

Questions

- How often do you play board games?
- What does it feel like if you win?
- Are you a gracious loser?
- Do you always stick to the rules?

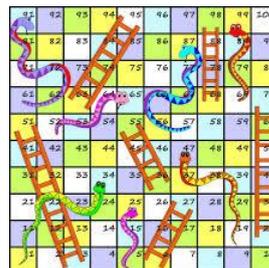
Look at the items below and choose one of them:



You are going to make up a game for 4 players based upon the item that you have chosen. It can be as simple or as complicated as you like. Write down a set of rules so that others know how to play your new game. You have 15 minutes to do this. Remember to give your game a name!

Rewards and Consequences

When you play Snakes and Ladders, the rules state that if a player throws a six on the die, they have an extra throw - a reward. If a player lands on a snake's head, they have to move their counter back to the space where the snake's tail is - a consequence.



Think about the rules of your new game.

- Which rewards did you include?
- Did you allow players an extra turn for being successful?
- How about the consequences?
- Did players miss a go if they didn't achieve a task?

Rules in the classroom

Think about your class rules and decide which ones are easy to keep. Having been away from the classroom for a while, are there any extra rules that you think that your teachers should add?

Now think about the rules that you find difficult to follow. What could you do to stick to those rules when you return to school?

When you play games with our family or friends, there are not always the material rewards that you thought about earlier. Sometimes rewards can be a smile, kind words or a hug. Think about the rewards that you can offer others and try to give them to your family and friends...



*One kind word
can change
someone's
entire day*



What would
our lives be
like without
rewards or
consequences?