

Race Car Challenge Teacher Notes:

- I use the Race Car Challenge with the Whole Brain Teaching method (Power Teaching). Visit their website at <http://www.wholebrainteaching.com/> for more details. They offer many wonderful resources for classroom management and learning strategies!
- During the first quarter, I use a weekly "Smiley" chart to keep track of each class' behavior. Go to <http://www.wholebrainteaching.com/Table/First-Steps/> and click the link for the Scoreboard Game for more details.
- At the start of the second quarter, I set up race tracks for each of my science classes that will span the entire quarter instead of one week. The race tracks (1 to 100 points on the front and 101 to 200 points on the back) are displayed on my blackboard, which is magnetic. I cut out and laminate the race cars (see next page), attach a magnet to the backs, and then assign one for each class. All the race cars are set back to zero at the end of a quarter.
- During class I keep track of points earned or lost. At the end of class, I move the race car based on the number of points the class has earned or lost that day and record that number in my agenda (just in case someone tries to add points!) I don't take off or add more than 5 points per day (try to balance the good with the bad) and always let them know why they have earned points or lost them. When a class reaches a reward, I try to grant the reward the next day. My rewards are based on the things my students have enjoyed earning in the past few years. You will want to tailor your rewards to match your students' interests.
- Classes can earn points for being ready for class to start, completing all homework on time, and following the class rules. Classes can lose points for not being ready for class to start, not listening while I am talking, not completing all your homework, not raising your hands when needed, and wasting class time (especially at the end of class!)

NOTE: Depending on the behavior issues I'm having in a specific class, I will emphasize specific rules more than others and make sure the kids know why they are earning (or losing) points. For example, one of my classes last year had a horrible record of completing homework on time, so I focused on homework as one of the main factors for earning points. In another class, they did a great job with homework, but liked to waste time at the start and end of class. In their case, I focused on those two areas for a week or two and saw a big improvement in their behavior for the rest of the quarter.

- This method seems to work the best for me; however, you will want to tailor it to best fit your classroom situations. I don't try to keep track of individuals, but rather the class as a whole. If I have issues with a specific student, I use other strategies to get them to be a "team player" to help their class earn points. The Whole Brain Teaching website provides resources with ideas for difficult students.

THE RACE CAR CHALLENGE

How far will your class go?

50 Points = Gum Chewing Day

100 Points = Free Time Friday

150 Points = Enjoy A Snack Day

200 Points = U-Pick Reward Day



Race Car Templates

