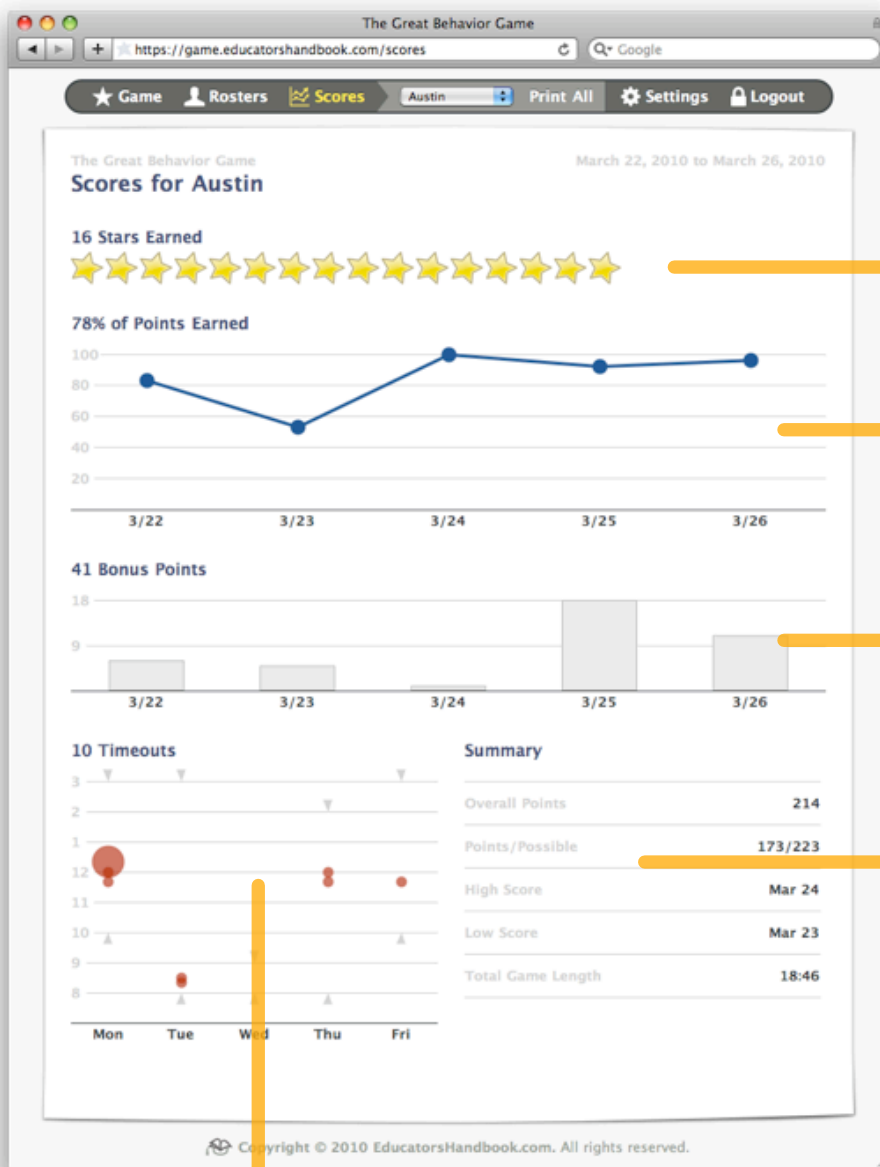




The Great Behavior Game from EducatorsHandbook.com helps students reach their maximum potential. During game play, points and stars are automatically awarded for on-task behavior. The teacher can provide additional reinforcement by delivering bonus points for positive behavior. The Great Behavior Game collects data about each student's performance, which is reported in the student score report.



The number of stars earned. Stars are awarded every ten consecutive points.

The percent of points earned over time. Does not include bonus points.

The number of bonus points earned over time.

Overall Points. Points + bonus points.

Points/Possible. Number of regular (non bonus) points over number of opportunities.

High/Low Score. Date of the student's highest and lowest scores.

Total Game Length. Amount of time the game was played in hh:mm format.

The weekdays and times when timeouts were delivered. The game start and end time is indicated by gray markers.

