

SWISHBASKETBALL

A PROACTIVE BEHAVIOR MANAGEMENT STRATEGY FOR THE CLASSROOM TEACHER

By its very nature, SWISHBASKETBALL positively acknowledges the appropriate classroom and playground behavior of students.

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SWISH

BASKETBALL

A PROACTIVE BEHAVIOR MANAGEMENT STRATEGY FOR THE CLASSROOM TEACHER.

By its very nature, SWISHBASKETBALL™ positively acknowledges the appropriate classroom and playground behavior of students FOR BEING ON TASK, FOLLOWING DIRECTIONS and a variety of desired classroom and playground behaviors.

SWISH has been used by many classroom teachers in Western Australia and is now available for electronic download. SWISH is considered good fun by students and is quite simple to set up. SWISH is a positive recognition process, which is very easy to run in the classroom.

It is best suited for grades 3-8. Swish is based on basketball shooting. SWISH recognizes rule following behavior in a visible, tangible way.

Included in this Color Line Master Book are 20 different types of cards which acknowledge ON TASK and appropriate class and playground behavior

The basic equipment needs are:

Mini basketball hoop / backboard and / or shoot at outside basketball court hoop for variety and exercise activity

#Score book - see Line Master in book.

#Shot cards from this book PHOTOCOPIED ONTO STURDY CARD OR PAPER (and LAMINATED IF POSSIBLE) & CUT TO SIZE - See examples

#Card Holders in room - see example

#Envelopes or plastic sleeves so that each student can safely store their own cards - see example

Children are divided into teams (4 -6 in a team) for the duration of the SWISH competition (usually a school term).

Team members are able to gain shot cards by completing work, following class rules, as acknowledged on the shot cards.

Set aside 10-15 minutes each day to have a Swish shoot-out. Those who have earned cards come out and shoot for their team. Successful shots are recorded in the SWISH SCOREBOOK and at the end of each week the highest scoring team wins.

Each member of the team receives a winner's certificate (and a small reward if appropriate). A new game commences each week (OR FORTNIGHT) of the term with a term winner (the team with the most weekly wins) also receiving some form of REWARD recognition.

Some tips:

- Don't take back cards for misbehavior (use the class negative consequence system)
- Keep the high score cards for special occasions. If you give out high scorecards too freely it takes a lot longer than 15 minutes to get through the shoot out.
- Students who disrupt (or are behavior problems) should be acknowledged and reinforced when they are on task and compliant.
- Keep in mind the quiet, well-behaved students when giving out cards as they can be easily overlooked.

Linking desired classroom and playground behavior to the SWISH positive reinforcement game, helps consistently reinforce acceptable behavior and social skills. The above cards represent a tangible backup to the class and playground requirements for students at school in the area of behavior. Catch students demonstrating appropriate behavior and social interaction and acknowledge their efforts with the appropriate card. When giving them a card let them know what it is for.

The teacher might say,

"I like the way you played at recess time, you deserve a SWISH card for you're efforts-well done" or "You followed directions, GREAT, have a SWISH card".

The style of behavior management the teacher chooses will determine the atmosphere of the entire classroom. The teacher who establishes a positive climate can then work with the students to set the conditions under which they can develop their own sense of responsibility.

Cooperative classrooms foster individual responsibility by allowing students to have choices and be accountable for their work and their behavior. Students' behavior must be motivated by a sense of their own pride rather than a fear of punishment. Students should be allowed to participate in the formation of classroom rules, and they should be expected to conform to those rules. Proactive teachers focus on generating higher levels of work involvement and lower levels of misbehavior in a cooperative classroom environment.

Swish - Student Testimonials

Simon - 3rd grade: Swish Basketball is all about behavior, and teamwork. The best card I like is the wild and the extra points one. It's a group effort if you do it in class and it encourages us to be good.

Mitchell - 5th grade: Swish Basketball is a behavior game. It's helped me with behavior in and outside the classroom. Swish has made me also be more of a team player not just an individual.

Talia - 3rd grade: My favourite card is wild card because you can shoot till you miss! I like Swish Basketball because it is fun.

Tara - 6th grade: Swish Basketball is a fun game. How you get cards and then at the end you try and get a ball in the hoop. Most of the cards are worth 3 points. The card that is the best is the wild card because if you are getting them in you keep on going. Swish Basketball is a good game for good sportsmanship and good behavior.

Janina - 4th grade: Swish Basketball encourages children to behave better. It's also a team game because you get points for your group. I like Swish Basketball because it's fun and you can practice your skills.

David - 5th grade: Swish Basketball is a fun and rewarding game. Every time you are being good or completing work you get a card. Each card you get is a shot at throwing a small ball into a hoop.

Brooke - 4th grade: Swish Basketball is a great sportsmanship game. You take shots shooting a ball into a hoop by getting cards. My favourite card is the wild card, you can keep shooting till you miss.

Ben - 5th grade: Swish Basketball is a game that requires teamwork and skill and still it makes you behave better and nicer to other students. I like Swish because it is fun to play and you get prizes at the end of the week.

Reece - 6th grade: Swish Basketball encourages good behavior and can also be fun. If your group wins you would be rewarded with prizes.

Marnee - 6th grade: Swish Basketball is a fun reward game for good behavior. You get certain cards for good kinds of behavior. The best part is we get to play basketball in the class!

Shane - 4th grade: Swish Basketball is a fun way to get rewards. It also teaches kids about sharing and team work. It helps your good behavior by letting you have a shot at a basketball hoop. If you get it in you get a point for your team.

Erin - 2nd grade: Swish is fun. It helps us because we want to have a go at shooting. You have to help each other and have good work.

Sian - 2nd grade: Swish Basketball is a competition game. It is fun for kids. You use a small hoop and ball and shoot in goals to get points and win for your team.

Robbie - 6th grade: Swish Basketball is a good cooperative game with strategies. My favourite card is the wild card because you get to shoot until you miss which can go for ages.

Jessica - 6th grade: Swish Basketball is a basketball card game that helps with your behavior. I like it because it is fun and makes your group have good teamwork.

Tyler - 5th grade: I like Swish Basketball because it is challenging and I'm good at shooting. It encourages me to do more work and work harder because our team can win the competition.

SWISH BASKETBALL



ON TASK
3 Pointer

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SWISH SCORESHEET

Week _____ Week Commencing _____

TEAM..... 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100	TEAM..... 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100	TEAM..... 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100	TEAM..... 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100
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