Name/Title: Panther Mania

Purpose of Event: To encourage students to work together as a class to achieve the goal of good behavior.

Prerequisites: Students should have a clear understanding of what the established rules are of the teacher and class.

Suggested Grade Level: K-2

Materials Needed: Giant laminated Panther (or other mascot), dry erase markers, tape or sticky putty.

Description of Idea

Explain to the students that the class with the best behavior for the week gets the **Panther** for the next week. By earning the Panther, each student from the winning class gets to write their names on the Panther. The Panther is then placed on the wall outside the gym, or it can be given to the classroom teacher for display outside their classroom. It will remain on display until Friday of the following week, when the new class will be announced.

Variations:

Once you win the Panther, you could get a miniature panther sticker (or poster) to keep in the classroom as a reminder of the win. That way, the teacher can see how many times each class has been able to win the Panther.

Submitted by **Richard Havner** who teaches at Meadow Heights Elementary School in Patton , MO . Thanks for contributing to PE Central! **Posted on PEC: 5/17/2000**.

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