

Reward Sticks

Item #17534

What are the Educational Applications?

The Reward Sticks are colorful wooden sticks that provide a perfect way to reinforce positive performance for all kinds of activities, exercises, and games. They can be given out to students as they run around each lap on the track, shoot a successful basketball shot, or dribble a soccer ball between cones. The set includes 120 sticks, 20 each in red, blue, green, yellow, orange, and purple.

How can I use this Product with my students?**Activity #1 Lap Counters**

The Reward Sticks can be used to count laps. Every time a student completes a lap during a running activity, the student receives a Reward Stick. When the student has collected the correct number of Reward Sticks, he/she brings them to the teacher to show completion of the running activity. Upon successful completion of an activity, a student would receive a Reward Stick from the teacher. This helps the teacher and student keep track of results.

Activity #2 Tabulate Results

Reward Sticks can be used to tabulate results of a skill activity. Students receive a different color stick for each different level of success of that they achieve. For example, in a basketball unit a student might collect a yellow stick for shooting a dominate hand lay-up and a red Reward Stick for successfully making a non-dominate hand lay-up.

- Red for level 1
- Blue for level 2
- Green for level 3
- Orange for level 4
- Purple for level 5
- Yellow for level 6

Example: Basketball shooting activity

Red Reward Stick – successful lay-up
Blue Reward Stick – 2 successful lay-ups in a row
Green Reward Stick – dribble from half court and make a lay-up
Orange Reward Stick – full court dribble and successful lay-up
Purple Reward Stick – non-dominant hand lay-up
Yellow Reward Stick – reverse lay-up

Activity #3 Marking Outcomes

Reward Sticks can be used to help teachers and

students keep track of the outcomes of activities. Students receive a different color Reward Stick for each activity completed. Teacher selects the activities and student receives a Reward Stick for each activity completed.

Example:

Red Reward Stick – beanbag toss and catch
Blue Reward Stick – hula-hooping
Green Reward Stick – hopscotch
Orange Reward Stick – scarf juggling
Purple Reward Stick – playground ball dribbling
Yellow Reward Stick – foam pin bowling

ADDITIONAL ACTIVITIES**Reward Stick Balancing**

- Count the number of Reward Sticks you can balance on your partner
- Balance a Reward Stick on another stick and walk forward and backward
- Balance as many Reward Sticks as you can on another Reward Stick

Reward Stick Passing

- Pass a Reward Stick from one Reward Stick to another
- Hold one stick in your hand. Balance another across that stick. Now pass that stick (the balanced one) to a teammate that is also holding a Reward Stick. This becomes a Reward Stick passing relay and the team keeps track of how many Reward Sticks they can get to the end of the line.

Skill and Spell

- For every skill you complete, you receive a Reward Stick. With the Reward Sticks you must spell words from the spelling list.
- Put all the Reward Sticks in the center of the room and use a locomotor skill to move to the middle and bring back a Reward Stick. With the gathered sticks, spell a word from the spelling list.

How do I make this product developmentally appropriate for my students?

Reward Sticks encourage success and challenge students to try higher-level skills. Activities that reward students with the Reward Sticks should be ones that test appropriate student levels. More challenging activities can be added once the beginner-level activities

are mastered. Instructors should use their discretion for picking activities based on student performance.

How does this product relate to current educational thinking?

Students get rewarded which encourages further physical activity. They develop an appreciation for and excitement for games and activities because they can track their progress and success using the Reward Sticks.

How Do I Make this Developmentally Appropriate for My Kids?

The ideas and activities presented in this Activity Guide provide a foundation for developmentally appropriate play for children. The product, Reward Sticks, provide positive motivation and simple developmentally appropriate activities for all ages.

How Does this Product Relate to Current Educational Thinking?

The Council on Physical Education for Children (COPEC) and the Middle and Secondary School Physical Education Council (MASSPEC) have each developed position statements related to appropriate practices. In each document, components of a physical education program have been identified and developmentally appropriate and inappropriate examples are provided as guidelines for recognizing best practices (appropriate) and counterproductive practices (inappropriate). These guidelines are useful as a decision-making tool for developing quality physical education programs. The following document guidelines are helpful.

COPEC Document Guidelines

Development of Movement Concepts and Motor Skills - Appropriate Practices

Children are provided with frequent and meaningful age-appropriate practice opportunities that enable individuals to develop a functional understanding of movement concepts (body awareness, space awareness, effort, and relationships) and build competence and confidence in their ability to perform a variety of motor skills (locomotive, non-locomotive, and manipulative). Reward Sticks also offer immediate feedback for accomplishments during activities as well as creative activities themselves.

Games - Appropriate Practices

Games are selected, designed, sequenced, and modified by teachers and/or children to maximize the learning and enjoyment for children.

Rules Governing Game Play - Appropriate Practices

Teachers and/or children modify official rules, regulations, equipment, and playing space of adult sports to match the varying abilities of the children.

MASSPEC Document Guidelines

Cooperative Play - Appropriate Practices

The program includes experiences that encourage students to learn the process of working and cooperating with others to achieve a common goal. Appropriate student behaviors that make goal attainment possible include communicating effectively, accepting individual differences, cooperative problem solving, and working within the framework of rules.

Team and Individual Activities - Appropriate Practices

The program includes a wide variety of team and individual activities with ample practice time provided to ensure a sense of student accomplishment. Lead-up and modified versions of the game, as well as the game itself, are all used.





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Please direct your questions or concerns regarding this product to the appropriate office listed below between the hours of 8AM-6PM Eastern Time

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