

# GMM Bucks Lesson Plan

## getMOREmath!

### Goal:

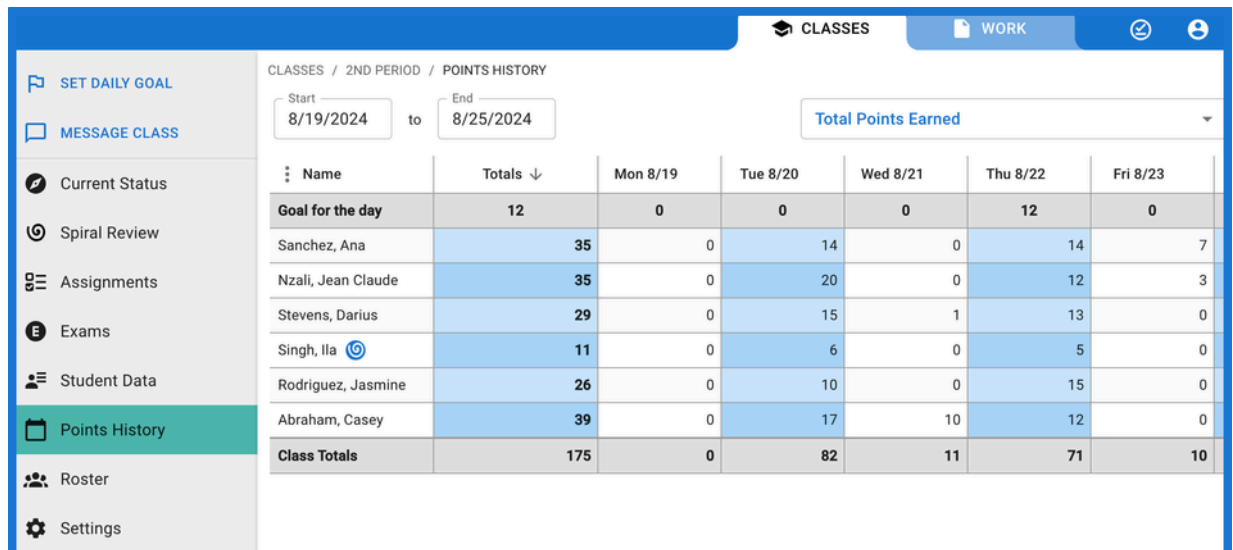
Motivate students to earn more points by rewarding them with GMM Bucks. More points = More opportunities to move to green or better!

### Materials:

- Devices (Chromebooks/iPads/computers)
- Printed GMM Bucks

### Lesson:

1. Reward students for points earned in GMM with GMM Bucks.
2. Once a week, check student points using Points History.



The screenshot shows the 'POINTS HISTORY' interface for the '2ND PERIOD' class. It includes a sidebar with navigation options like 'SET DAILY GOAL', 'MESSAGE CLASS', 'Current Status', 'Spiral Review', 'Assignments', 'Exams', 'Student Data', 'Points History', 'Roster', and 'Settings'. The main area displays a table with columns for 'Name', 'Totals', and daily points for Mon 8/19, Tue 8/20, Wed 8/21, Thu 8/22, and Fri 8/23. A 'Goal for the day' is set at 12 points. The 'Class Totals' row shows a total of 175 points earned across the period.

Name	Totals ↓	Mon 8/19	Tue 8/20	Wed 8/21	Thu 8/22	Fri 8/23
Goal for the day	12	0	0	0	12	0
Sanchez, Ana	35	0	14	0	14	7
Nzali, Jean Claude	35	0	20	0	12	3
Stevens, Darius	29	0	15	1	13	0
Singh, Ila	11	0	6	0	5	0
Rodriguez, Jasmine	26	0	10	0	15	0
Abraham, Casey	39	0	17	10	12	0
<b>Class Totals</b>	<b>175</b>	<b>0</b>	<b>82</b>	<b>11</b>	<b>71</b>	<b>10</b>

3. For every 5, 25, or 50 points in GMM (the amount of points is up to you), give students a GMM Buck. GMM Bucks can be used as cash in your class store for rewards.
4. Some items you could add to your store could include:
  - a. Sitting in the comfy chair
  - b. Candy or snacks
  - c. Music pass
  - d. Homework pass
  - e. Stickers

Good luck, have fun, and **getMOREmath!**

# GMM BUCKS

