

Listening To Adult Directions

The Chip Game

Once upon a time there was a girl named Amber who didn't like to listen to grown-ups or follow their rules. At home, Amber would do exactly what she wanted to do. When her mother said it was dinnertime, Amber would say, "I don't want to eat." When her mother said "It's time to go to bed," Amber would say "I'm not going to bed."

At school, when her teacher said "Everyone take out your books," or "Everyone get in line," Amber would never listen. She would make a face, or act like a monkey, or just ignore her teacher. All day Amber did exactly what she wanted.

The problem was, everyone was mad at Amber all the time. All Amber heard were comments like: "Amber, sit down," or "Amber, stop that," or "Amber, pay attention!" or "AMBER WHY DON'T YOU LISTEN?" Amber was tired of hearing her own name. She didn't know why the adults kept getting angry with her.

Then one day, her teacher had a new idea. She brought a bunch of round plastic chips to class. The teacher said "Every time I see a student doing something helpful I am going to put a chip into this box. If the box is filled up by lunchtime on Friday we are going to have a party with cookies and milk, and music and dancing. But, if the box isn't filled up by lunchtime on Friday, then we won't have a party." Everyone was so excited. They loved parties. Amber loved parties (and cookies) more than almost anything in the world.

That day, everyone was quiet and paid attention. The teacher said that this was a big help, and she put five chips in the box. Amber thought of all the ways she could be helpful and win chips for the class party. She took out her work as soon as she was asked. She got in line quickly and didn't fool around. She even volunteered to clean the blackboard after school! The other children in the class were helpful, too, and every day the chip box got more full. By lunch time on Friday, the box was filled to the top with chips. Guess what happened next?

MORAL: When you concentrate on being helpful, it is much more fun.

Tell a Story

Tell a story about a boy or girl who had a problem but learned to behave better by earning points and a special reward.

Use What You Learned

Would you like to have a chip box at home or at school? What behavior do you want to work on? What would be a good reward if you do this behavior all of the time?