





Short Form 1.3 (Assuming instructor uses videos)

Materials	Room/Space
<ul style="list-style-type: none"> - Cardboard Computer - Drawing Materials - Out of This World Behavior Chart - Space Donkey Bob's Box of Wonder - Space Bucks Envelopes - Computer Parts Model Sheet 	<ul style="list-style-type: none"> - The Out of this World behavior chart ready to display - Space Donkey Bob's Box of Wonder ready for use

Lesson Theme: First, you will take a deeper dive into the Space Bucks Behavior Management system. You should show students some of the prizes they can win and explain the behaviors they'll need to display to win them. The other focus is to compare and contrast their own body parts to the parts of a computer.

Space Bucks Payout Focus- **Communication, Being a Helper, On Task, Teamwork**

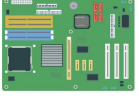





	
<p>Key Resources: Cardboard Computer, Computer Parts Model Sheet (See Model)</p> <p>Debrief Video:</p> <ul style="list-style-type: none"> ● Break students into groups of 4 ● Students will discuss the relationship between human body parts and specific computer parts <p>Activity:</p> <ul style="list-style-type: none"> ● Point at a computer part and have students refer to the computer parts sheet. ● Groups will have 30 seconds to raise their hands and tell you which human body part is similar to the computer part and why <p>Instructor Cues:</p> <ul style="list-style-type: none"> ● Circulate to give Space Bucks 	<p>Key Resource: Out of This World Behavior Chart (See Model)</p> <p>Debrief Video:</p> <ul style="list-style-type: none"> ● Reveal and review the Out of This World Behavior Chart and items from Space Donkey Bob's Box of Wonder <p>Activity:</p> <ul style="list-style-type: none"> ● Model the Out of This World behavior chart to track their money <p>Instructor Cues:</p> <ul style="list-style-type: none"> ● Circulate to give Space Bucks
	
<p>Key Resources: Out of This World Behavior Chart (See Model), Cardboard Computer, Drawing Supplies</p> <p>Debrief Video:</p> <ul style="list-style-type: none"> ● Break students into groups of 2. ● Each group will have 9 minutes at each station <p>Activity:</p> <ul style="list-style-type: none"> ● Station 1 students will count and record their Space Bucks on the Out of This World behavior chart; students can personalize their Space Bucks envelopes ● Station 2 students are sketching out on paper the cardboard computer with labels, save sketches for a later lesson <p>Instructor Cues:</p> <ul style="list-style-type: none"> ● Circulate to give Space Bucks 	<p>Key Resources: Prizes/Space Donkey Bob's Box of Wonder</p> <p>Activity:</p> <ul style="list-style-type: none"> ● Students will look at and purchase prizes from Space Donkey Bob's Box of Wonder <p>Instructor Cues:</p> <ul style="list-style-type: none"> ● Students who are not finished with their Out of This World behavior chart should do so before looking at and purchasing prizes.

Models 1.3



Computer Parts Model Sheet

COMPUTER PARTS

	MOTHERBOARD A motherboard is one of the most important parts of a computer. It is the place where all computer parts talk to each other to make the computer work.
	POWER SOURCE Where the computer and its parts get energy.
	HARD DRIVE The long-term memory of a computer.
	RAM The short-term memory of a computer.
	CPU A small square found on the motherboard that does what the computer's programs tells it to do and decides how fast the computer can do it.
	PORTS Where different parts of the computer connects.




Out of This World Behavior Chart

STUDENT NAME: _____ TEACHER NAME: _____

EXAMPLE

DATE January 1st	AT THE START OF THE DAY I HAVE 0 SPACE BUCKS	TODAY I EARNED 5 SPACE BUCKS	TODAY I SPENT 0 SPACE BUCKS	I HAD 5 SPACE BUCKS AT THE END OF THE DAY.
DATE	AT THE START OF THE DAY I HAVE	TODAY I EARNED	TODAY I SPENT	I HAD
DATE	AT THE START OF THE DAY I HAVE	TODAY I EARNED	TODAY I SPENT	I HAD
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TRAITS YOUR TEACHER WILL BE LOOKING FOR

- Communication
- Teamwork
- Positive Attitude
- On Task
- Doing their Best
- Ask for Help
- Helping Others
- Respect
- Creative
- Independence

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