

How to Use Positive Points

Positive points is one of the best discipline methods available to you. It is based on encouragement — encouragement to achieve as well as to be well-disciplined and kind.

If you use a positive points system, you can reward behavior in every segment of club. By rewarding proportional to importance, you will guide clubbers away from negative behavior and help them focus on doing the things you want them to do.

Positive points is a team discipline method. Some points are given for the whole team doing something, such as cheering loudly or being quiet quickly. Some points are awarded to individuals, for things such as passing sections or answering questions, but are tallied as team points.

Points can be awarded for almost anything, such as, the following:

Opening Ceremony

- The team that gets quiet and lines up first (or all teams that get quiet)
- The team that sings loudest
- Teams all in uniform

Game Time

- Winning games
- Participating in games (don't just give points to the winning team because, though it is somewhat competitive, it's also about participating)
- Cheering loudly
- Exhibiting good sportsmanship
- Listening well
- Following the rules (if some teams are not, this is a way to remain positive while sending a message)
- Leader participation

Large Group Time

- Attentiveness
- Participation
- Asking or answering questions

Handbook Time

- Finishing sections, extra credit, book reviews, etc.
- Bringing friends to club
- Helping others
- Paying attention
- Bringing Bibles and handbooks to club
- Bringing money for Adopt-a-Club®

Give points proportional to importance. Award the most points for memorizing Scripture and bringing friends, then award good behavior and, finally, winning games. Show the clubbers what's most important to you by how many points you give for things.

Each week, announce the winning team. You could give candy bars or other small tokens, or some small honor such as being dismissed first from Game Time the following week. Often the honor is important enough, and prizes are not needed.