



Project MALE 2016-2017 Points Earned System

NOTE: Points that students earn during the six-month period (November – April) will be used in the Financial Literacy session in January and/or the Closing Ceremony in May to purchase items that they want or need. Thus, students will have the option of purchasing the desired items at the January session, or opting to wait until the Closing Session in May to purchase the higher-dollar value items. The maximum points/values allowable are basically \$275 per each three-month session.

See separate Perpetual Inventory List of Incentives for particular items and point values.

Dollar Value	Activity	Description
\$5	Actively Involved	Works actively on project at hand. NOTE: This opportunity may not be made available at each session. Each student can earn this point when the opportunity is available.
\$3	Answers Question	The first to correctly respond to the questions presented. NOTE: A student may earn no more than three at each session to allow others to participate in responding.
\$10	Parent/Guardian Attendance	Arrives on time and attends session for duration of discussion and activities.
\$5	Student Attendance	Arrives on time with related items (wallet, bucks, and other materials); attends session for duration of discussions and activities.
\$5	Offers Idea, Suggestion, Recommendation	Input must be related to item(s) of discussion and demonstrate responsible thought. Only one can be earned by each student at each session.
\$10	Finds a New Friend	Know the name, school, classification, and other personal information of another student (friend). (NOTE: Friendship starts within the first two sessions and continues to the end of program.) Points awarded at the end of the program.
\$10	Demonstrates Leadership	TBD by Instructor of each session by the end of session; no more than one may be awarded for each session.
\$10	Surprise	Available without prior announcement, may be at any session.

Dollar Value	Activity	Description
\$10	Read a Book or Article	Writes a paper talking about what you read.
\$10	Do an Extra-Curricular Service Project on Their Own	
\$10	Introduce Themselves to an Adult	
\$10	Bring a Parent or Hero to a Session	
\$10	Participates in Community Service Project	Bring socks for veterans (\$5) Writes a card for veterans (\$5)
\$5	Defining the Problem	Work in team to provide a good solution to a problem; Each student on the team to get \$3.