

Gracie® GAME DAY

CHAPTER 6: CARING

It takes courage to care. Live so that when people think of fairness, integrity, and gratitude, they think of you.

STUDENT NAME:

PARENT SIGNATURE:

TOTAL POINTS:

TOTAL BONUS POINTS:

YOUR AGE X 100 = MINIMUM POINTS REQUIRED TO QUALIFY FOR GRACIE GAME DAY!

Fairness

- Treat people fairly, even when it's not convenient.
- Lend a helping hand, even if they don't ask for it.

Giving

- Give a toy to a child or friend.
- Give a small gift or flower to your teacher or parents.

Sharing

- Share your toy or game with another child.
- Share your time with someone who is sad.

Gratitude

- At least once a day, thank someone for helping you.
- Congratulate someone for trying their best.

Service

- Teach an adult about caring.
- Teach a child about caring.

Each checked Gracie Triangle is worth 10 Game Day Points

Score **'YOUR AGE X 100'** Points to qualify for Gracie Game Day
Bonus Points = All points beyond your age points!

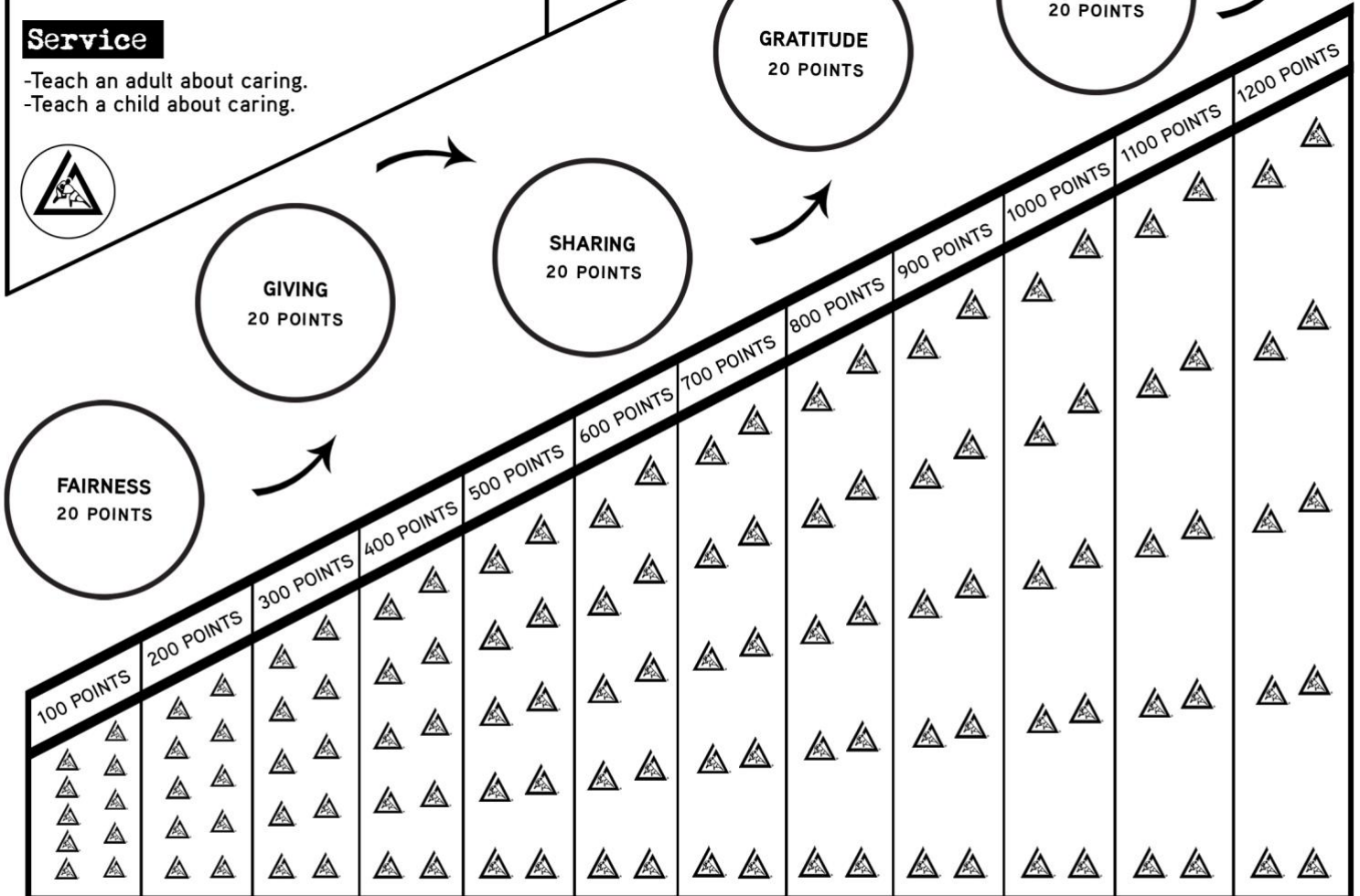
HOW TO EARN GAME DAY POINTS:

- 10 Points** will be awarded to you if **someone has to tell you** to do it!
- 20 Points** if you do something good **without being told!**

GRAND PRIZE

SPECIAL PRIZE AT GRACIE GAME DAY!

Any points you score beyond the minimum qualification amount (Your Age X 100 Points) are considered **Bonus Points**. If you score the most Bonus Points in the class, you will be **recognized in front of the entire group and qualify for a special prize at Gracie Game Day!**



Please continue tracking on a separate sheet of paper.