

BGC

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Gotta catch 'em all!

Objective:

Provide members with the opportunity to take a past and current trend and make a positive interaction with the Club by using similar actions from Pokemon and translating them into what we do on a daily basis at the Club.

How It Works:

Each Member begins the school year with a BGCdex. It is their goal to fill their BGCdex with as many BGCballs as possible. Each month there will be a specific character trait that will go with that month's BGCball:

September-Honesty
October-Confidence
November-Friendly
December-Compassion
January-Respectful
February-Humble
March-Energetic
April-Trustworthy
May-Champion!



The goal is that members would catch that characteristic by exemplifying what the characteristic of the month is. Once the member has received the BGCball, they should bring the BGCball (laminated "pokeball" with characteristic written on it with wet erase marker) along with a Member Recognition form, to support their actions in relation to the positive character trait, to the Program Director.

The Program Director will enter a check mark into the spreadsheet BGCdex tracker, to keep track of members who are "catching" the character trait. There will be 10 points awarded to their BGC Master Points for each BGCball that has a character trait written on it.

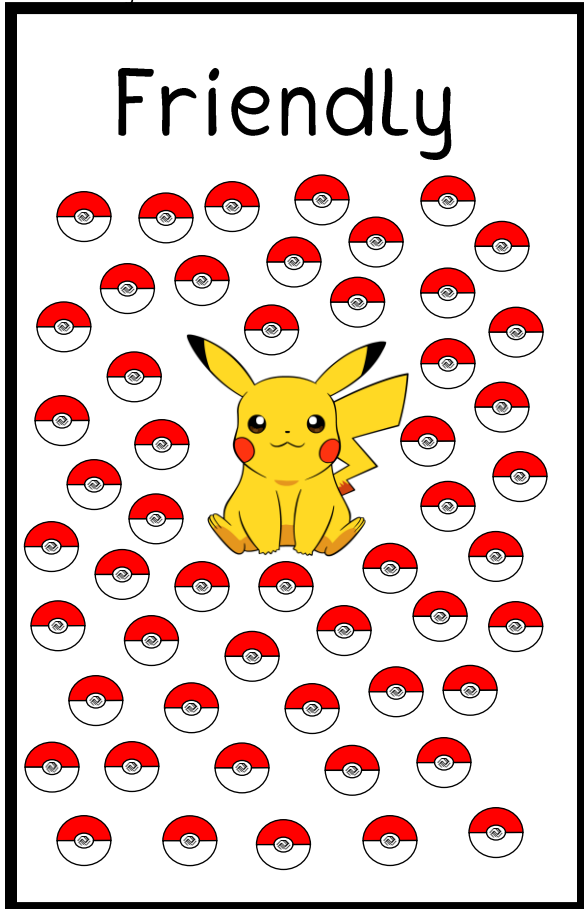
Once members have caught the character trait, they can earn BGC GO Master Points, by helping train other BGC GO members how to catch the trait (explaining to them how they got the trait and helping another member exemplify that trait).

At the end of the school year, members who have the top 10 highest Master Points will get special recognition at the Annual Banquet of Champions celebration.

There will be special occasions where additional BGCballs will be given out. These will be for things such as: members who are setting an example during assemblies, hidden BGCball hunt, member of the week, member of the month, perfect monthly attendance, etc. These points will be worth 10 points towards their BGC GO Master Points.

Each area will have a dually layered door. The bottom layer will consist of a Pokemon and a character trait written in big, bold lettering. The second layer will be a pokeball covering for the door. When the members earn their BGCball for that character trait, they will get a blank BGCball that they can decorate and put their name on. When they are done decorating it, they get to tape it to the door of the character trait that they exemplified. The doors will look like the example below. Each month the character trait will be revealed by opening the top layer (pokeball) and members will work to exemplify that trait that laid underneath the top layer.

Bottom Layer (each BGC ball should have a name)



Top Layer

