Rules to Mr. G’s classroom video game:

1. Randomly, Mr. G will check during a test or quiz to make sure student is using their correct ability. Students found using incorrect ability will receive a zero on the assessment.
2. If you are unsure what level you are, check IC or with Mr. G.
3. Points will be determined by adding up: test, quiz, and classwork scores.
4. Once you level up you retain all the powers of the previous levels
5. There are tiers in addition to levels. The tiers are noted by shading below. Once any student in the class reaches the next tier, the whole class will receive a bonus 10 participation points. So cheer for the go-getters. Also, the whole class receives 10 points of extra participation points when every student clears a tier. So, make sure all students are achieving and rising the ranks.
6. Mercy, Bathroom and Homework passes can be cashed in at the end of the semester for 1 point of extra credit for each returned slip.
7. Points will reset the start of each quarter

|  |  |  |
| --- | --- | --- |
| Level Name | Points Needed | Ability |
| Grand Master | 271+ | Move my seat pass (one time) |
| Master | 252-270 | Free test point (one time) |
| Jedi | 212-251 | Move my friend’s seat pass (one time) |
| Ace | 142-211 | Homework pass once a month |
| Journey Man | 111-141 | Use a comfy seat (one time) |
| Artisan | 93-110 | Independent time music pass |
| Apprentice | 68-92 | Mercy Card given once a month |
| Tyro | 36-67 | Allowed to use calculators |
| Neophyte | 11-35 | Use notes on quiz |
| Young Padawan | 0-10 | The right to be in Mr. G’s Classroom |