

# BRING IT ON!

## THE **A** GAME

NINE STEPS TO BETTER GRADES

### A-Game faculty tool kit –

#### Tool kit includes:

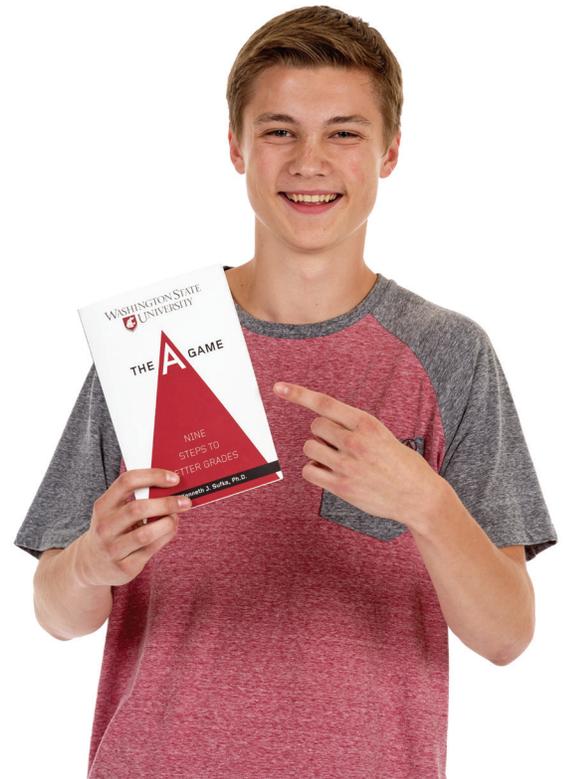
1. 9 PPT slides for each week on each theme.
2. Tips for implementing

#### Books are available:

1. All freshmen and transfer students should have received a copy at ALIVE!
2. Transfer clearinghouse
3. Registrar's office for faculty check-out
4. Library check out

#### Ideas for implementing into the curriculum

1. Display the weekly slide as students are coming into the classroom.
2. Simply talk about how these rules promote student success, each week.
3. Discuss how to apply some of the Rules in your specific class and discipline. For example, demonstrate mind mapping a concept.
4. Prior to the first exam, review Rule 9 “Be Exam Savvy”
5. When you meet with students who are struggling and not sure why, refer them back to the book and specific Rules that might be helpful.
6. Create a reflective assignment (or extra credit). Ask students to evaluate their behavior and preparation for an exam or assignment in relationship to the 9 Rules. What are they doing well, where could they improve. This can be extra credit, or a means of earning back points on an assignment or exam.



#### Collect data on your own course

1. Which of the A-Game rules make the most difference for students, in your class?

Consider collecting statistics. For example, once the first tests have been handed back, via clickers, short paper surveys, etc., ask students where they had been sitting in the room and maybe a few other A-Game strategies. Then analyze the data to see if there was a correlation between following the strategies and getting higher grades in that particular class. You can then use the results to encourage students to apply the strategies that really matter in your class.

More information as to how others are using the A-Game can be found at <https://teach.wsu.edu/>