



# GAME PLAN FIDELITY LOG



**Success Sequence**

School: \_\_\_\_\_ Teacher's Name: \_\_\_\_\_

Name of Class Period: \_\_\_\_\_

Setting of Game Plan Implementation: ☐ Elementary/Middle School ☐ High School ☐ Alternative School ☐ Other

## EXPERIENCE IN TEACHING GAME PLAN

**Before you taught Game Plan for this class, had you:**

Received training in the last ten years for the program? ☐ YES ☐ NO If yes, did you receive training ☐ In Person ☐ Online

Reviewed all the activities (*found in the Teacher Guide*) before teaching this program? ☐ YES ☐ NO

Taught or practiced teaching most of the activities? ☐ YES ☐ NO

## COMPLETING THE FIDELITY LOG

### **Overview:**

Program author, Scott Phelps, has designated portions of each lesson that are considered to be most important or essential for effectiveness of Game Plan. These identified sections are referred to as “CORE COMPONENTS”. Completion of all the core components and activities in each lesson is strongly recommended.

### **Directions:**

For **each lesson** delivered, please record the following:

1. Indicate if the Core Component was completed.
2. If the Core Component was not completed, please provide a brief explanation in the space provided.

## Game Plan

### Lesson 1: I Got Game

Lesson Taught    ☐ YES    ☐ NO                      Date Lesson Taught \_\_\_\_\_                      Length of Class \_\_\_\_\_ Minutes

Core Component	Completed	If not completed, please explain why?
1. A.C. Green Intro Page: I Got Game (p6)	<input type="checkbox"/>	
2. TEACHER'S GUIDE: (p6) ACTIVITY: Where is Your Focus?	<input type="checkbox"/>	
3. What are your future goals? (p7)	<input type="checkbox"/>	
4. TEACHER'S GUIDE: (p7, p8) Chalkboard: Students' Goals and Dreams	<input type="checkbox"/>	
5. Getting There (8p)	<input type="checkbox"/>	
6. Tom's Story (with questions) (p8, p9)	<input type="checkbox"/>	
7. TEACHER'S GUIDE: (p9) Have AC quote read	<input type="checkbox"/>	
8. Sex is good (p10)	<input type="checkbox"/>	
9. Steve and Tina (with questions) (p11)	<input type="checkbox"/>	
10. TEACHER'S GUIDE: (p11) ACTIVITY: Sex is like Fire!	<input type="checkbox"/>	
11. Steve and Karen (p12)	<input type="checkbox"/>	

## Game Plan

### Lesson 2: Media Madness

Lesson Taught    ☐ YES    ☐ NO                      Date Lesson Taught \_\_\_\_\_                      Length of Class \_\_\_\_\_ Minutes

Core Component	Completed	If not completed, please explain why?
1. TV Time-Out (with questions) (p14, p15)	<input type="checkbox"/>	
2. In the Movies (p15)	<input type="checkbox"/>	
3. Media Influence (p16) > TV > Internet > Magazine > Phone > Movies	<input type="checkbox"/>	
4. The Media's Game (p16)	<input type="checkbox"/>	
5. Remember! The Media's Magic Formula: Sex Sells! (p17)	<input type="checkbox"/>	

## Game Plan

### Lesson 3: Rules of the Game

Lesson Taught    ☐ YES    ☐ NO                      Date Lesson Taught \_\_\_\_\_                      Length of Class \_\_\_\_\_ Minutes

Core Component	Completed	If not completed, please explain why?
1. Rules of the Game (with questions) (p24, p25)	<input type="checkbox"/>	
2. Rules of Life (p25)	<input type="checkbox"/>	
3. Think Ahead (p26)	<input type="checkbox"/>	
4. It Won't Happen to Me (p27)	<input type="checkbox"/>	
5. The Good News (p27)	<input type="checkbox"/>	

## Game Plan

### Lesson 4: Avoiding the Penalties

Lesson Taught    ☐ YES    ☐ NO                      Date Lesson Taught \_\_\_\_\_                      Length of Class \_\_\_\_\_ Minutes

Core Component	Completed	If not completed, please explain why?
1. Understanding Sexually Transmitted Diseases (p32)	<input type="checkbox"/>	
2. Is It Really Safe (p34)	<input type="checkbox"/>	
3. Did You Know (p34)	<input type="checkbox"/>	
4. What Do You Think (p35)	<input type="checkbox"/>	
5. Abstinence Insert Box (p35)	<input type="checkbox"/>	
6. Figuring it Out (p39)	<input type="checkbox"/>	
7. Did You Know? (p39)	<input type="checkbox"/>	

**Game Plan**  
**Lesson 5: Half – Time**

**Lesson Taught**    ☐ YES    ☐ NO

**Date Lesson Taught** \_\_\_\_\_

**Length of Class** \_\_\_\_\_ **Minutes**

Core Component	Completed	If not completed, please explain why?
1. The Second Half (p43)	<input type="checkbox"/>	
2. Facts (p44)	<input type="checkbox"/>	
3. Starting Over . . . A New Beginning (p46)	<input type="checkbox"/>	
4. Getting Back into the Game (p48)	<input type="checkbox"/>	

**Game Plan**  
**Lesson 6: Building Your Team**

**Lesson Taught**    ☐ YES    ☐ NO

**Date Lesson Taught** \_\_\_\_\_

**Length of Class** \_\_\_\_\_ **Minutes**

Core Component	Completed	If not completed, please explain why?
1. Choosing Your Friends (p50)	<input type="checkbox"/>	
2. Character Counts (p51)	<input type="checkbox"/>	
3. Winning Relationships (p53)	<input type="checkbox"/>	

## Game Plan

### Lesson 7: Winning the Prize

Lesson Taught    ☐ YES    ☐ NO                      Date Lesson Taught \_\_\_\_\_                      Length of Class \_\_\_\_\_ Minutes

Core Component	Completed	If not completed, please explain why?
1. Winning the Prize (p58)	<input type="checkbox"/>	
2. The Dream (p58)	<input type="checkbox"/>	
3. Best Friends (p59)	<input type="checkbox"/>	
4. TEACHER'S GUIDE: (p59) Idea Box: best friend qualities	<input type="checkbox"/>	
5. Go for the Gold (p59)	<input type="checkbox"/>	
6. Marriage Matters (p60, p61)	<input type="checkbox"/>	
7. Dreams Come True (p61)	<input type="checkbox"/>	
8. Willing to Wait (p62, p63)	<input type="checkbox"/>	
9. Together Forever (p64, p65)	<input type="checkbox"/>	
10. Legacy of Love (p66, p67)	<input type="checkbox"/>	
11. I Will Wait for You (p68)	<input type="checkbox"/>	

## Game Plan

### Lesson 8: Game Time

Lesson Taught    ☐ YES    ☐ NO                      Date Lesson Taught \_\_\_\_\_                      Length of Class \_\_\_\_\_ Minutes

Core Component	Completed	If not completed, please explain why?
1. Game Time (p70)	<input type="checkbox"/>	
2. Don't trade what you want most (p71)	<input type="checkbox"/>	
3. Offensive Strategy (p72)	<input type="checkbox"/>	
4. Like a track runner - Insert Box (p72)	<input type="checkbox"/>	
5. Self Control (p73)	<input type="checkbox"/>	
6. Staying on Your Game (p73)	<input type="checkbox"/>	
7. Go for the Win (p76)	<input type="checkbox"/>	