



Student Incentive program

Action Tag Warfare has an incentive program for students to earn high grades. We'd like to share the program with your school.

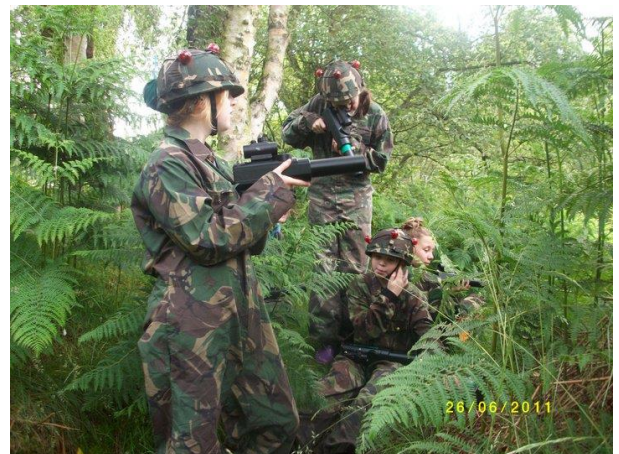
This is how it works: at the end of each term, we will take six students of your choice, who you perceive to have improved the most, had the best attendance, highest grades or whatever criteria you feel this would be the best incentive for to Action Tag Warfare for free game.

We ask that you inform your faculty of the program and that you lend your support. Please have your faculty send notification of the program home to parents, as well as explain the program to students.

We will provide attractive incentive posters for the classrooms to remind students of the program.

We at Action Tag Warfare enjoy advocating the virtues of getting a good education and grades, and we appreciate your support and cooperation.

Action Tag Warfare games promote, physical fitness, team building, pupil interaction, strategy and as we will take your six pupils and play them against the top six from another school, it will also promote school loyalty and teaches social skills



The emphasis is to teach individuals and groups a number of social and personal skills to allow them to feel confident in the outdoors and in social circles and peer groups.

The key social learning objectives are to give all a better understanding of:



1. Discipline
2. Self-control
3. Respect for one self and each other
4. Respect for the environment and nature
5. Self-worth
6. Being part of a team
7. Confidence enhancement

It is intended that these objectives are achieved through structured events conducted both indoor and outdoor with an emphasis on learning in a fun and constructive manner