Player Name	Avatar Name					
	51	tudent S	core Card	n Tilonia		
forgetfulhess, rude member has the res We do not leave a h behavior, homewor choices lead to an i choices will cost yo to increase your so	eness, sloppines sponsibility of d nan behind. You k, classwork/pa increase in sco ou and your squ	s, and meanness oing his best and uwill have the o articipation, org re, while bad cho lad, placing your	Terr ssion is to defeat the . You will be put into d watching out for h pportunity to earn p anization/preparatio bices lead to a decre mission in danger. Y ou and your squad. (	temptations of la squads. Each sq is fellow squad m oints in five cate: n, and tests/proje ase in score. Too our objective is to	aziness, luad lembers gories: lcts. Good many bad continue	
player(s)win! Squad Name				ST'ART'ING SCORE:		
			Behavior		6	
8	Monday	Tuesday	Wednesday	Thursday	Friday	
Points Added	55.					
Points Deducted						
	Homework					
,	Monday	Tuesday	Wednesday	Thursday	Friday	
Points Added				25.0		
Points Deducted						
	NAC:	. 9	Classwork/Participation	on		
· E:	Monday	Tuesday	Wednesday	Thursday	Friday	
Points Added						
Points Deducted	<i>E.</i>	5				
	W. Walter	c	Organization/Preparat	ion	-12	
·	Monday	Tuesday	Wednesday	Thursday	Friday	
Points Added						
Points Deducted						
			Tests/Projects			
	Monday	Tuesday	Wednesday	Thursday	Friday	
Points Added			-			
Points Deducted						
					ENDING SCORE:	