Conditioning Game:

Send one student out of the room. While that student is out of the room the class comes up with some action that the student will have to do. Keep it easy at first. For example, come in and stand next to a certain person. You can get more complex as they catch on. For example – squawk like a chicken and flap their wings while spinning in a circle. When they come in, reward any actions that are close to what you want them to do with an M&M or Skittle. Eventually, by providing rewards at the right time (and withholding them at the right time) you can teach them to do a certain action. Have students take turns being the one to go out of the room.