

Classroom Rules & Expectations

Murray Classroom Rules and Expectations



Morning Procedures

- Upon arrival to school electronic devices need to be put away.
 Absolutely no cell phones are allowed out.
- Doors open at 7:20 a.m.
- 6th & 7th & 8th graders report to their first period then may leave to eat breakfast if needed.
- "Stop, Drop & Read" 7:35-7:55 Will be Modeled!

Entering the Classroom

Teacher will:

- Greet students at the door and supervise hallway transitions.
- Have opening activity ready for students to begin working on when they enter the classroom.

- Enter the classroom before the tardy bell.
- Get required materials and place backpacks in the teacher designated area. (Backpacks on the floor.)
- Begin working on Opening Activity.

Daily Assignments

Teacher will:

- Use Common Board Configuration (on team) to display daily assignments (date, benchmark, objective, opening activity, and check for understanding)
- Designate a location for students to locate missed assignments (folder, basket, website, etc.) and make students aware of the procedure.

- Bring planner daily to copy assignments.
- Be responsible to ask for and find missed assignments in teacher designated location.
- Students will be responsible to check their HAC and Schoology accounts.

Classroom Materials

Teacher will:

• Have a designated location in the classroom for required materials and have a clearly defined procedure for students to gather those materials for classroom use.

- Come prepared to school daily with all required materials, including pencils and paper.
- Seek assistance from counselor if they are unable to purchase supplies.

Tardy Procedure

Teacher will:

- Keep accurate records of tardiness and absences.
- Students must be in the classroom by the late bell.
- Reward students for being on time vis Live School.

Important things to remember:

- If you hold a student, you must provide the student with a pass to their next class.
- If a student is late and does not have a pass, DO NOT send them back to their previous class, or to the front office, or to the Dean's office. Please mark them as tardy.
- After 3 tardies, please document and contact parent.
- If student develops chronic tardy pattern, please notify DEAN with documentation.

- Be on time and ready to learn.
- Provide excused note to teacher if available
- Quickly and quietly sit down and begin working on assignment.

Electronic Use

CELL PHONE FREE ZONE



Teacher will:

- Follow the Murray policy regarding use of electronics on school campus.
- Give warning for first violation of electronic use and then confiscate electronic device for further violations.

- Store all electronic devices and accessories, including earbuds, out of sight during school hours.
- Be aware of the Murray policy for electronic use and that violations will result in confiscation of device.

Restroom/Hall Procedures

Teacher will:

- Have an established procedure for student sign out that includes a restroom pass.
- Only allow one student out of the room at a time for restroom use.
- In order for a student to obtain a hall pass, please sign their planner/restroom log
- First ten and last ten minutes students will not be allowed out of classroom.

- Students will follow the teacher's established procedure for using the restroom. First ten and last ten minutes students will not be allowed out of classroom.
- Follow established sign out procedure for classroom and use pass when leaving room.
- Use a pass (restroom pass, planner) when leaving the classroom.
- Only use B hall restroom.

To the Right in the Halls

Walk on the right side of the halls to ensure safe orderly transition for students and adults on campus.



Ending Class

Teacher will:

• Provide clear end of class procedures and dismiss in a timely manner.

- Continue working until the teacher begins end of class procedures.
- Leave the room in an orderly manner based on classroom dismissal procedures.

Cafeteria Rules

- Teachers escort students into the cafeteria to their designated tables.
- Students will wait to be called to go to the lunch line to purchase lunch.
- Students may not get up until they have permission from an adult.
- Please raise your hand to gain staff attention.
- Teachers will assign two table cleaners per week.
 **LiveSchool points provided
- Students will be dismissed once teacher arrives.



End of Day: Dismissal Procedures

- Students are dismissed in the following order: walkers, car riders, and bus riders.
- Lists will be posted on the door to ensure students are dismissed at the appropriate time.
- Students are to report to their dismissal area, and are not to loiter.
- Students that are bus riders need to report to their bus immediately.

- Bus riders report to the side of the school to the bus ramp. Bus riders should look at the numbers on the bus to report to bus.
- Car riders report to the front of school for car pick up.
- Walkers should leave campus through the front of the school.
- Students cannot re-enter the building unless emergency.



SWAG



Positive Behavior PLAN

Practical Magic Language



- 1. Please!
- 2. I Need!

6th Grade Consequences Consequence:



Step 1: redirection

Step 2: redirection

Step 3: redirection/call home

Step 4: OWL Behavior reflection forms

Severe Behaviors: Threat to Student Safety



- Physical/Verbal Aggression
- Severe Damage to Property
- Topping the Hierarchy
- Call the Owl Squad immediately
- Parents contacted by teacher and Dean
- Schedule a parent conference with the team

The Owl Squad



- Teacher calls for the "Owl Squad" when there is a severe consequence (Administration team-Principal & AP)
- Administration "Owl Squad" will report to classroom to address behavior and determine appropriate action.
- Action may include administrator sitting with student in class, admin counseling, "reflection" time, referral to Dean depending on the incident
- Teacher required to contact parent regarding issue
- Incident is recorded in "Owl Log"
- Teachers contact parents to schedule parent conference on repeated Owl calls on same student

Positive Rewards



Live School

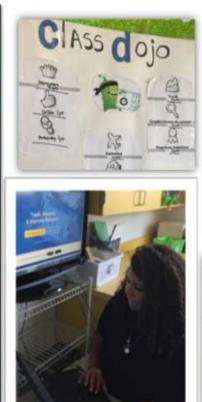
Classroom Rewards

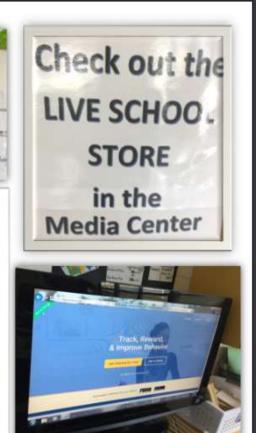
- □ Posted in the Classroom
- □Student centered
- □Unique for each class

School Wide Incentives

- □Live School Store
- ☐ Team Incentives
- □Iready/Lexia Rewards
- □Candy Cart

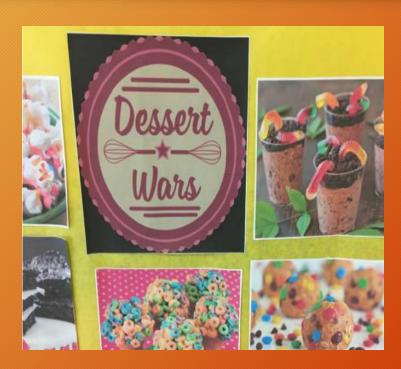






Positive Rewards





6th Grade 4th Qt Positive behavior trip!



Positive Behavior Points Video Game Tournament



Character Counts



(September)

Play by the rules. Take turns and share. Be openminded; listen to others. Don't take advantage of others Don't blame others carelessly.

Think of dividing an orange to share

Responsibility:

Do what you are supposed to do. Persevere: keep on trying! Always do your best. Use self-control. Be selfdisciplined. Think before you act-consider the consequences. Be accountable for your choices.

Think of being responsible for a garden; or as in being solid and reliable like an oak

Citizenship:

(November)

Do your share to make your school and community better. Cooperate. Stay informed; vote. Be a good neighbor. Obey laws and rules. Respect authority. Protect the environment.

Think regal purple as representing the state



(January)

Treat others with respect; follow the Golden Rule. Be tolerant of differences. Use good manners, not bad language. Be considerate of the feelings of others. Don't threaten, hit or hurt anyone. Deal peacefully with anger, insults and disagreements.

Think of the Golden Rule



(February)

Be kind. Be compassionate and show you care. Express gratitude. Forgive others. Help people in need.

Think of a heart



(March)

Be honest. Don't deceive, cheat or steal. Be reliable—do what you say you'll do. Have the courage to do the right thing. Build a good reputation. Be loyal—stand by your family, friends and country.

Think of True Blue

Two students on each team will be recognized monthly for their outstanding character.