

Discipline Policy:

In order to guarantee your child and all the students in our class have the excellent educational climate they deserve, we will establish rules from the first day of school. The rules, consequences, and rewards are in accordance with the six pillars of Character Counts: TRUSTWORTHINESS, RESPECT, RESPONSIBILITY, FAIRNESS, CARING, AND CITIZENSHIP.

Class Positive and Negative Consequences:

Our behavior chart has seven levels: Outstanding, Great Job, Good Day, Ready To Learn, Think About It, Teacher's Choice, and Parent Contact. Every student is responsible to begin the day with his/her clothespin (clip) at Ready to Learn. If your child displays excellent character during the day he/she will move up the chart to Good Day, Great Job, Outstanding, or even off the chart. If he/she is making choices that do not demonstrate good character he/she will move down to Think About It, Teacher's Choice, or Parent Contact. Each child has the ability to move up and/or down throughout the day depending on his/her behavior. For example, if your child has moved his/her clip down, he/she has the opportunity to make better choices later that day and move his/her clip back up. It is my hope that this will encourage your child to strive to be a person of character and to understand that if a mistake is made it doesn't have to impact the rest of his/her day. It is his/her choice!

Students can earn Fuzzies to cash in on Fridays for fun coupons or prizes.

Outstanding – The student will receive four fuzzies.

Great Job – Three fuzzies

Good Day – Two fuzzies

Ready To Learn – Where all students begin their day – One fuzzy

Think About It – Warning to correct the behavior – Owe one fuzzy

Teacher's Choice – Loss of an Activity – Owe two fuzzies

Parent Contact – Owe three fuzzies

