

# ST. PETER'S SCHOOL CODE OF CONDUCT

- 1) ACT IN A SAFE AND HEALTHY WAY (Be Safe)**
  - \* Walk in the building
  - \* Keep hands, feet, and materials to yourself
  - \* Cover your mouth and nose when you cough or sneeze
  - \* Wash your hands with soap before eating
  - \* Wear appropriate clothes for the weather
  - \* Wear tennis shoes for Phy Ed
  
- 2) TREAT ALL PROPERTY WITH RESPECT (Respect School Property)**
  - \* Take care of textbooks, library books, school furniture, and equipment
  - \* Ask permission before borrowing from others
  - \* Put things back where you found them
  - \* Return items in the same condition as when you borrowed them
  - \* Keep gum off of school property
  - \* Wear shoes that will not damage or mark the floors
  - \* Help take care of our school and keep it clean
  - \* Keep food and drinks in the cafeteria
  
- 3) RESPECT THE RIGHTS AND NEEDS OF OTHERS (Respect Others)**
  - \* Work without disrupting others (quietly, staying in seat)
  - \* Raise your hand to speak
  - \* Show courtesy towards others
  - \* Cooperate to help others learn
  - \* Use appropriate language
  - \* Feel good about yourself
  - \* Share and take turns
  - \* Listen while others are speaking
  - \* Move quietly in the halls
  - \* Close doors and lockers quietly
  - \* Use inside voices
  - \* Just Be Nice-Never tease or bully others
  
- 4) TAKE RESPONSIBILITY FOR LEARNING (Be Responsible)**
  - \* Strive for Constant Improvement toward excellence
  - \* Work hard and Do Your Best
  - \* Come to school prepared to learn
  - \* Be a good listener
  - \* Turn in your assignments on time
  - \* Do your homework
  - \* Keep track of your materials
  - \* Set a good example for others

## CONSEQUENCES FOR CHOOSING TO FOLLOW THE CODE OF CONDUCT:

- \* The joy of learning in a respectful and engaging environment
- \* Get Class Dojo points- can be redeemed for various prizes or privileges, such as homework coupons or going to lunch early with a friend (See Class Dojo Rewards binder for info about cashing in your points)
- \* Movies of the Month - These will be attended by students who are committed to the Code of Conduct (no more than one detention for the month, no late/missing work, etc.)
- \* Verbal praise from the teachers
- \* Positive phone calls or notes home
- \* Self-respect and the respect of others
- \* Opportunities to participate in special activities
- \* Stickers or other small rewards

## CONSEQUENCES FOR CHOOSING TO BREAK THE CODE OF CONDUCT:

### 5<sup>th</sup>-8<sup>th</sup> grade Consequences

If you choose to break a rule *after being verbally reminded*:

1<sup>st</sup> time – Lose a Dojo point.

2<sup>nd</sup> time – Lose 2 Dojo points. Apologize and make amends. Then write 20 sentences about the rule or receive another consequence proportionate to the error in behavior (clean something, write a letter or an essay, etc.). 10 minutes late to lunch.

3<sup>rd</sup> time – Lose 3 Dojo points. Apologize and make amends. Then write 40 sentences about the rule or a fix-it plan or receive another consequence proportionate to the error in behavior. Serve Lunch Detention (eat lunch and spend silent recess in Detention room).

4<sup>th</sup> time – Lose 4 Dojo points. Apologize and make amends. Then write 60 sentences about the rule or receive another consequence proportionate to the error in behavior. Complete a behavior action plan. Serve 2 days of Detention. Parents called by teacher.

5<sup>th</sup> time or Serious Disruption – Sent immediately to the principal. Parents called by principal. 30 minutes of after-school detention on Thursday. Write 75 sentences about the rule or receive another consequence proportionate to the error in behavior. Fill out a behavior action plan, which is put in cumulative file. Student/Parent/Teacher/Principal conference. Apologize and make amends. Lose 5 Dojo points.

- Negative Dojo point balances are reset at end of each week. Other consequences only cumulate for the day.
- Three detentions in one quarter = one day of in-school suspension

## 3<sup>rd</sup>/4<sup>th</sup> grade Consequences

If you choose to break a rule *after a verbal reminder*:

1<sup>st</sup> time- Lose 1 Dojo point.

2<sup>nd</sup> time- Lose 2 Dojo points. Apologize and make amends. Then write 10 sentences about the rule or receive another consequence proportionate to the error in behavior (clean something, write an essay, etc.). 10 minutes late to lunch or 10 minutes of wall time at a recess.

3<sup>rd</sup> time- Lose 3 Dojo points. Apologize and make amends. Then write 20 sentences about the rule or receive another consequence proportionate to the error in behavior. Serve Lunch Detention (eat lunch and spend silent recess in Detention room).

4<sup>th</sup> time- Lose 4 Dojo points or a need to be sent to the principal. Apologize and make amends. Then write 35 sentences about the rule or receive another consequence proportionate to the error in behavior. Complete a behavior action plan. Serve 2 days of Lunch Detention. Parents called by the Teacher.

5<sup>th</sup> time or Serious Disruption- Lose 5 Dojo points. Sent immediately to the principal. Parents called by Principal. 30 minutes after school detention of Thursday. Write 50 sentences about the rule or receive another consequence proportionate to the error in behavior. Fill out an action plan which is put in cumulative file. Student/Parent/Teacher/ Principal conference. Apologize and make amends.

- Negative Dojo point balances are reset at end of each week. Other consequences only cumulate for the day.
- Three detentions in one quarter = one day of in-school suspension

*\*At 3 Lost Dojo points, parents MUST sign all writing and return to school the following day.*

## K-2<sup>nd</sup> Grade Consequences

If you choose to break a rule *after being verbally reminded*:

1<sup>st</sup> time – Lose a Dojo point.

2<sup>nd</sup> time – Lose 2 Dojo points. Apologize and make amends. Then write 5 sentences about the rule or receive another consequence proportionate to the error in behavior (clean something, write a letter or an essay, etc.). 5 minutes late to lunch.

3<sup>rd</sup> time – Lose 3 Dojo points. Apologize and make amends. Then write 10 sentences about the rule or a fix-it plan or receive another consequence proportionate to the error in behavior. 10 minutes late to lunch.

4<sup>th</sup> time – Lose 4 Dojo points. Apologize and make amends. Then write 20 sentences about the rule or receive another consequence proportionate to the error in behavior. Serve Lunch Detention (eat lunch and spend silent recess in Detention room). Parents called by teacher.

5<sup>th</sup> time or Serious Disruption – Sent immediately to the principal. Parents called by principal. Serve 2 days of Detention. Write 30 sentences about the rule or receive another consequence proportionate to the error in behavior. Complete a behavior action plan, which is put in cumulative file.

Student/Parent/Teacher/Principal conference. Apologize and make amends. Lose 5 Dojo points.

- Negative Dojo point balances are reset at end of each day.
- Three detentions in one quarter = one day of in-school suspension
- Parents MUST sign all writing and return to school the following day.

## ST. PETER'S PLAYGROUND RULES

- 1) **ACT IN A SAFE AND HEALTHY WAY**
  - \* Stay within fences, on cement (off of grass, out of woods)
  - \* Keep hands and feet and equipment to yourself
  - \* Stay away from propane tanks and off the grass hill
  - \* Wash your hands when you come in
  - \* Go down the slides sitting forward
  - \* Be careful when walking around the swings
  - \* Stay off of the retaining walls and away from the dumpster
  - \* Sit only on the picnic table
  - \* Only adults can lift kids up to the equipment
  - \* If ball goes out of playground, tell a teacher, 7/8 grader, or volunteer
- 2) **TREAT ALL PROPERTY WITH RESPECT**
  - \* Take care of equipment and the tree
  - \* Keep chips in the chip area
  - \* Leave blacktop, cement, and rocks in their place
  - \* Ask permission before borrowing from others
  - \* Take care of others' personal property
  - \* Put things back where you found them
  - \* Keep food and drinks in the cafeteria
  - \* Keep gum off of school property
  - \* Wipe your feet when you come in
  - \* Help take care of our playground and keep it clean
  - \* Swing without twisting the chains
  - \* Only softballs are allowed for playing catch (baseballs are not allowed-clog drains)
  - \* Only rubber pumpkin or plastic balls are allowed for batting
- 3) **RESPECT THE RIGHTS AND NEEDS OF OTHERS**
  - \* Play without disrupting others' games
  - \* Follow the directions of the teacher and volunteer on duty
  - \* Show courtesy towards others
  - \* Cooperate to help others have fun
  - \* Use appropriate language
  - \* Share and take turns
  - \* Listen for the whistle and line up right away
  - \* Move carefully around others
  - \* Invite others to play in your game
  - \* Older students take care of the little ones
  - \* Ask teacher before going inside for any reason (only 1 girl and 1 boy inside at a time)
- 4) **TAKE RESPONSIBILITY FOR LEARNING AND HAVING FUN**
  - \* Strive for excellence and constant improvement, but be a good sport when you lose
  - \* Always do your best
  - \* Set a good example for others
  - \* Admit when you've made a mistake

If a child misbehaves, he/she will be redirected. If they continue to misbehave or if they talk back, they will have wall time: 5+ minutes for little ones, 10+ minutes for older ones, and supervisors will document that on the clipboard, along with a signature and date. If the misbehavior or backtalk continues or is repetitive or there is a major offense, a more severe consequence will be given (see the School Code of Conduct).

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**I have read the Code of Conduct and Playground rules and agree to follow and support these guidelines.**

Student Signature \_\_\_\_\_ Date \_\_\_\_\_

Parent Signature \_\_\_\_\_ Date \_\_\_\_\_

Teacher Signature \_\_\_\_\_ Date \_\_\_\_\_