

Matrix of School Wide Expectations	Settings										
	Classroom	Hallway (Main building)	Playground & Indoor Recess	Washroom	Lunch	Computer Lab	Specials - Art, Music, P. E.	Annex Hallway	Assembly / Field Trips	Emergency Situations	Arrival & Dismissal
Code	01	02	03	04	05	06	07	08	09	10	11
<b>a</b> <b>Be Respectful</b>	1) Raise hands 2) Take turns 3) Listen 4) Inside voices	1) In a square, save a square 2) Maintain personal space 3) Silent in halls	1) Listen to and follow directions 2) Play fair and share	1) Respect Property 2) Flush, wash, trash. 3) Respect other's privacy	1) Practice good table manners 2) Inside voices	1) Raise hands 2) follow directions 3) Listen 4) Inside voices	1) Raise hands 2) Take turns 3) Listen 4) Inside voices 5) Respond appropriately	1) Maintain Personal space 2) Quiet voices	1) Raise hands 2) Take turns 3) Silent 4) Applaud appropriately	1) Listen 2) Wait patiently	1) Walk 2) Keep hands and feet to self 3) Listen to and follow directions 4) Quiet voices
<b>b</b> <b>Be Responsible</b>	1) Be ready 2) Best effort 3) Back where it belongs 4) Clean up your area	1) Stay together 2) Keep it neat 3) Return promptly to class	1) Use play equipment properly 2) Return equipment 3) Dress for the weather	1) Quick, quiet, clean 2) Hands, feet and objects to self.	1) Eat your own food only (No trading or sharing) 2) Clean up your area	1) Be ready 2) Best effort 3) Back where it belongs	1) Be ready Come prepared 2) Best effort 3) Back where it belongs	1) Move quickly 2) Keep it neat 3) Be prepared for class	1) Sit on your bottom 2) Hands, feet and objects to self 3) Listen & watch	1) Stay calm 2) Be alert	1) Be on time 2) Go to assigned area 3) Wait until dismissed
<b>c</b> <b>Be Safe</b>	1) Walk 2) Hands, feet and objects to self 3) Proper use of materials	1) Walk single file 2) Keep outside doors closed 3) Remain silent	1) Line up at bell 2) Inform staff of problems 3) Hands feet and objects to self 4) What's on the ground, stays on the ground	1) Wash hands 2) Keep bathroom clean 3) Proper use of facilities	1) Stay seated until dismissed 2) Hands, feet and objects to self 3) Follow directions 4) Wait your turn	1) Proper use of equipment 2) Hands, feet and objects to self	1) Proper use of materials 2) Walk 3) Hands, feet and objects to self	1) Walk single file 2) Stay to the right 3) Hands, Feet and objects to self	1) Sit in assigned area 2) Stay with your group 3) Follow directions	1) Listen for directions 2) Remain silent 3) Follow set rules	1) Listen for directions 2) Quiet voices 3) Dismissal-Leave grounds immediately / report home 4) No Ball Playing
<b>Please Note</b>	We want to create a positive behavior reward and reinforcement system that has continuity across all areas of our matrix. We ask parents, faculty and staff to help students understand why they are being rewarded and connect the re-enforcer with a specific positive behavior on the matrix. Additional positive behaviors can be added to the matrix. Used in conjunction with Uniform Discipline Code and Dress Code										