

The First 24
Days of
School
Lyle S Briggs
K-8
2024-2025





**I am Respectful
I am Responsible
I am Safe**



PANTHER PRIDE
Personal Responsibility In Daily Effort

School-wide Expectations are for Everyone.



CLASSROOM EXPECTATIONS



PANTHER PRIDE

Personal Responsibility In Daily Effort

BE RESPECTFUL	BE RESPONSIBLE	BE SAFE
Listen to all instructions and directions.	Come to class on time every day.	Keep your hands, feet, and objects to yourself.
Raise your hand and wait quietly to be called upon.	Accurately complete and check all assigned tasks.	Walk at all times.
Use an appropriate voice level: Level 0 - silent Level 1 - whisper Level 2 - inside Level 3 - playground	Be ready to learn by having the necessary materials and mindset.	While seated in a chair, keep your 2 feet and 4 chair legs on the floor.

KEEP FOOD, GUM, DRINKS, AND PHONES IN BACKPACK.

Panther Perk




DEMONSTRATE YOUR PANTHER PRIDE

-  **BE RESPECTFUL**
-  **BE RESPONSIBLE**
-  **BE SAFE**

General Classroom Expectations

You also have specific expectations for your class(es) posted.

EARN PANTHER PERKS FOR BEING RESPECTFUL, RESPONSIBLE, AND SAFE

 MENU

SELECT ALL STUDENTS



Be Respectful

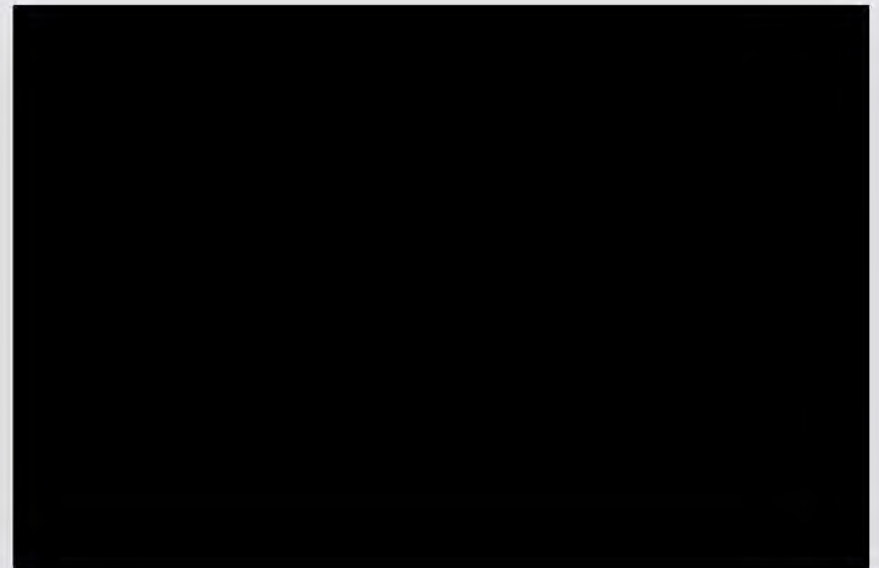
Be Responsible

Be Safe

CLEAR REWARD

Include comment

HALL PASS  



PBIS SCHOOL REWARD SYSTEM



**SHOP WITH YOUR PANTHER PERKS TO
EARN PRIZES**

**SPEND
PANTHER
PERKS AT OUR
CAMPUS
STORE**



SCHOOLWIDE EXPECTATIONS

Playground Expectations



PLAYGROUND EXPECTATIONS

PANTHER PRIDE
Personal Responsibility In Daily Effort



BE RESPECTFUL	BE RESPONSIBLE	BE SAFE
Wait calmly in line, no cuts or saving spots.	Freeze and wait for the whistle to line up.	Walk to and from class and the playground.
Listen to all adults and use appropriate language, ask if you need help.	Use all equipment appropriately and put away all equipment.	Play safe "school friendly" games. Keep hands and feet to yourself.
Play by school rules, if you are "out" go to the back of the line quickly.	Tell an adult on the playground if someone is hurt.	At the whistle, walk quickly to your line (voice level 0 or 1).

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RULES FOR PLAYGROUND GAMES

- Players waiting to enter a game must stand in a line outside of the area of play.
- The players in the game should officiate the game.
- **Students may not make up special rules for games.**
- If there is a disagreement the “judge” may make a ruling for the whole game
 - The judge is the player who is last in line and rules in cases where there is a disagreement.
 - The judge should be able to support his/her decision by clearly stating the rule that supports their decision.
 - “What the judge says goes” (no complaining).
 - If the judge is unable to make a call, the person next to last in line can rule.
- A player must take their outs or leave the court.
- Students waiting at the front of the line must enter the game.
- There are no “pickies” or “teams” that may re-enter a completed game.

HANDBALL RULES

- Two people play against each other or teams of two or three players, each may play. No more than six players at a time may be on the court at any one time.
- All new players must come from the front of the line.
- All the people in line will remain behind the “in bounds” lines.
- The server serves the ball by bouncing it against the ground and then the backboard. The served ball must land in play. The opposing player then hits the returning ball, bouncing it on the ground then the backboard. This continues until a foul is committed.
- The player committing the foul leaves the game. The first player in the waiting lines comes into the game and the player who just won must serve.
- All lines are IN.
- When any of the following occurs, the player has committed a foul and is “out”
 1. Ball hits the backboard before hitting the ground first.
 2. When players let the ball bounce more than once after it has hit the backboard.
 3. When player hits the ball with something other than their hands and arms.
 4. When player interferes with another player getting to the ball to hit it.
 5. When player hits the ball and, after hitting the backboard, it goes out of the court bounds before it hits the ground.
 6. When player hits the ball and it bounces more than once before hitting the backboard.
 7. When ball hits the ground and the backboard at the same time it is not a foul but a “takeover”.
 8. When player catches or holds the ball (other than prior to the serve).
 9. All serves must be DECENT (the player receiving the serve must call out “no take” BEFORE the serve arrives).

FOUR SQUARE RULES

- Two to Four players can play.
- Player in square "A" places one foot on the line in the back corner of the square and serves the ball by bouncing it once and then hitting it to another player.
- Server hits the ball.
- Players continue hitting the ball until a foul is committed
- Player committing a foul leaves the square and other players move up.
- The new player enters square "D".
- The last person waiting to play is the judge and rules who is to go out when there is a disagreement.
- All lines are IN.
- When any of the following occurs, it is a "foul" and the player must take his/her "outs"
 1. Hitting the ball with any part of the body except the hands.
 2. Hitting the ball before it bounces in your square.
 3. Hitting the ball so it misses a square.
 4. Serving without having your foot in the "server's box".
 5. Not hitting a ball that bounces in your square.
 6. Hitting the ball more than once before it goes to another square.
 7. Holding/catching the ball.
 8. Stepping into another player's square.
 9. If a player is standing OUTSIDE his/her square and the ball hits them BEFORE bouncing in the square, the player who hit the ball is OUT.

TETHERBALL RULES

- Two players at a time may play.
- Two students stand opposite each other in the tetherball circle. All others stand outside the circle.
- The server puts the ball in play by hitting the ball in one direction around the pole.
- The other player hits the ball the other direction around the pole.
- The first player to wrap the rope completely around the pole is the winner.
- If a player commits a foul during the play, then all play stops and the player making the foul goes to the end of the waiting line.
- The first player in the line then comes inside the circle to be the new player.
- The new player serves, chooses the side and direction to hit the ball.
- When any of the following occurs, it is considered a "foul"
 1. Server hitting the ball twice at the beginning before the opponent hits it once.
 2. Hitting the ball with any part of the body other than the hand or forearm.
 3. Catching or holding the ball during play.
 4. Throwing the ball using the rope.
 5. Touching the pole or the rope.
 6. Stepping across the center line.
 7. Hitting the ball twice while it is still on your side of the circle.
 8. Reaching around the pole and hitting the ball.



HALLWAY EXPECTATIONS



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Hallway Expectations

BE RESPECTFUL	BE RESPONSIBLE	BE SAFE
Respect other classrooms. (Use voice level 0 or 1)	When in line, face forward.	Walk at all times.
Stop, look, and listen when spoken to by an adult.	Only use designated hallways and restrooms.	Keep your hands, feet, and objects to yourself at all times.
Place trash inside trash cans.	Keep the hallways clean.	Move with the flow of traffic. Be aware of doors that open into the hallway.

KEEP FOOD, GUM, DRINKS, AND PHONES IN BACKPACK.





RESTROOM EXPECTATIONS



PANTHER PRIDE

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Restroom Expectations

BE RESPECTFUL	BE RESPONSIBLE	BE SAFE
Give others their privacy.	Flush toilets and throw trash in trash cans.	Walk to and from restroom.
Use quiet voices.	Treat the restroom and its supplies properly.	Wash your hands with soap and water. Keep water off the floor.
Wait your turn.	Use the restroom and return to class in a timely manner.	Report problems with the restrooms to an adult.

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Cafeteria Expectations



CAFETERIA EXPECTATIONS



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BE RESPECTFUL	BE RESPONSIBLE	BE SAFE
Wait calmly in line, no cuts or saving spots.	Wait your turn in line and be prepared with your ID number or name.	Keep your hands to yourself while you wait.
Receive permission before you walk in or take food items.	Get your lunch quickly. Make sure you have the necessary supplies before you sit down.	Always watch where you are walking.
Be polite; say "Please" and "Thank you".	Maintain distance between your tray and other student's trays, to avoid spilling.	Listen to the adults so you know when to enter.

KEEP PHONES IN YOUR BACKPACK, IN CLASS.



LIBRARY EXPECTATIONS



PANTHER PRIDE
Personal Responsibility In Daily Effort

BE RESPECTFUL	BE RESPONSIBLE	BE SAFE
Use polite language: "May I...", "Please...", and "Thank you".	Push in your chair.	Keep your hands and feet to yourself.
Listen to instructions and directions.	Sit and read once you have checked out your book.	While seated in a chair, keep your 2 feet and chair legs on the floor.
Wait in a single file line.	Use a shelf marker to mark the book's place.	Walk at all times.

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IN BACKPACK.

Library Expectations



OFFICE EXPECTATIONS



PANTHER PRIDE

Personal *R*esponsibility In *D*aily *E*ffort

BE RESPECTFUL	BE RESPONSIBLE	BE SAFE
Use polite language: "May I...", "Please...", and "Thank you".	Inform office staff when arriving and politely state your purpose.	Walk to and from the office. (Use voice level 0 or 1)
Listen to instructions and directions.	Be sure to take paperwork given to you back to your Teacher or Parent/Guardian.	Keep yourself and your belongings out of the walkways.
Be patient and wait your turn.	Inform office staff before leaving the office.	While seated in a chair, keep your 2 feet and chair legs on the floor.

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Office Expectations



MPR and AMPITHEATER EXPECTATIONS



PANTHER PRIDE

Personal Responsibility In Daily Effort

BE RESPECTFUL	BE RESPONSIBLE	BE SAFE
Enter and exit at appropriate times, be on time.	Clean up your trash when you leave.	Keep your hands, feet, and objects to yourself.
Come in and sit down quietly so that you can listen attentively.	Listen to the principal or your teacher so that you know where to sit.	Walk at all times.
Remain seated after the assembly and wait for directions to leave.	Take all of your possessions with you.	During the assembly remain seated on your bottom facing the presenter.

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MPR Dismissal Expectations



MPR and AMPITHEATER EXPECTATIONS



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Personal Responsibility In Daily Effort

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Enter and exit at appropriate times, be on time.	Clean up your trash when you leave.	Keep your hands, feet, and objects to yourself.
Come in and sit down quietly so that you can listen attentively.	Listen to the principal or your teacher so that you know where to sit.	Walk at all times.
Remain seated after the assembly and wait for directions to leave.	Take all of your possessions with you.	During the assembly remain seated on your bottom facing the presenter.

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Assemblies

Dress Code

BRIGGS DRESS CODE CONTRACT

Student Name: _____ Grade: _____ ID: _____

1. Shoes must be worn.
2. Clothing which allows undergarments to be seen is not permitted. Spaghetti straps or camisoles must be covered with a sweater or jacket. Tank tops must be 2 inches wide on the shoulder.
3. Halter, tube or strapless tops, or bandeaus are not permitted. It is not permitted to show excessive skin.
4. Clothing, jewelry and personal items (hats, backpacks, gym bags, notebooks, water bottles, etc.) shall:
 - a. ...be free of writing, pictures or any other insignia which are crude, vulgar, profane, or sexually suggestive.
 - b. ...not bear images of, or promote the use of, drugs, alcohol, tobacco, or weapons.
 - c. ...not promote criminals, criminal activity, gangs, gang activity, or violence. No gang-related attire.
 - d. ...not advocate racial, ethnic, or religious prejudice.
5. Clothing or grooming that is obscene or defamatory, or that incites students to create a clear and present danger of the commission of unlawful acts on school premises, or the violation of school regulations, or the substantial disruption of the orderly operation of the school is not permitted.
6. Jewelry or accessories, which advocate or cause disruption on campus and/or other acts of violence, may be used as weapons, or create a health or safety hazard are not permitted.

As no list of dress guidelines can be written that will anticipate all potential dress and/or grooming concerns, in case of questionable dress the Principal or designee will make the final decision. Below are some examples of dress code violations:

- Image of a scantily clad person on shirt
- Low plunging shirt
- Overly/excessively tattered jeans or oversized pants that hang below the waist; points deducted as applicable
- Flip flops/slides, etc.
- Pajamas, slippers, men's undershirt tank tops
- Any items with marijuana suggestive images printed throughout (i.e. palm trees or palm tree leaves)
- Lacey or see-through clothes
- Bandana hanging from back pocket or tied around a limb
- Clothes that show mid-section or the buttocks

CHANGE OF CLOTHING: Briggs students who violate this dress code contract will be required to change into their gym clothes. If gym clothes is not available, the child's parent will be contacted by the main office to bring a suitable replacement.

DRESS CODE DISCIPLINE

1 st Violation	Dress Code Contract initialed by student, contract copy sent home to parent, student issued a warning, student changes into appropriate clothing if available.
2 nd Violation	Dress Code Contract signed by student and parent, contract copy sent home to parent, student issued a second warning, student changes into appropriate clothing if available.
3+ Violations	Progressive discipline at the discretion of an Administrator.

I have reviewed and agree to comply with the above Briggs Dress Code Contract.

1st Violation

2nd Violation

Student Initials _____ Date _____

Student Signature _____ Date _____

Parent/Guardian Signature _____ Date _____

1st violation: Contract copy sent home.

2nd violation: Contract copy sent home.

Dress Code

Fun Opportunities to Dress Up



Show Your School Spirit

Wednesday



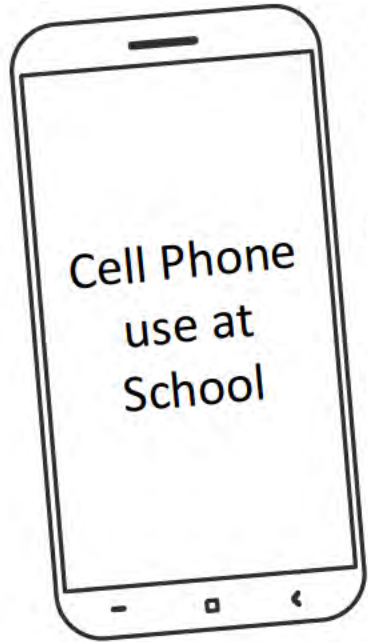
Friday





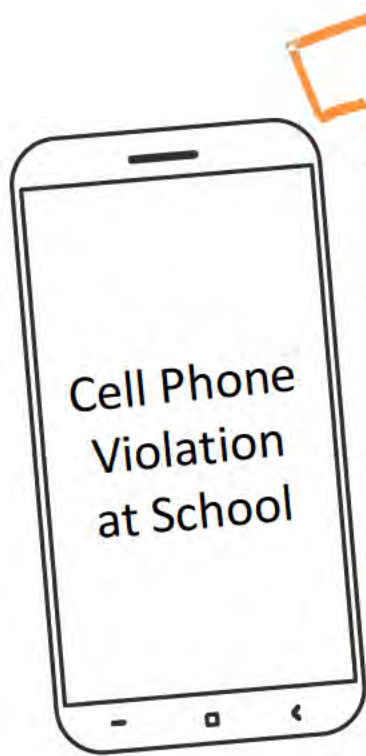
Students with a cellphone must adhere to the following policies:

- ❑ Students suffering from an illness during the school day must go through the nurse's office for medical attention. Students are not allowed to circumvent the health office to contact a parent.
- ❑ Incorporating technology into the school curriculum is a part of Common Core State Standards. Cell phones and other electronic devices may be used in the classroom as an instructional tool per teacher instruction/discretion.
- ❑ Cell phones and other electronic devices must be turned OFF and kept in the students backpack during common times after the start of the school day (recess, lunch, passing periods etc.).
- ❑ A disturbance caused by such devices will result in confiscation and a consequence.



Briggs K-8 is not responsible for locating, repairing, or replacing any lost electronic devices.





- ❑ **First offense:** cell phone/electronic device is confiscated and must be picked up, in school office, by the student after school on the day of the offense.
- ❑ **Second offense:** cell phone/electronic device is confiscated and must be picked up by the parent, in school office, after school on the day of the offense.
- ❑ **Third offense:** cell phone/electronic device is confiscated and must be picked up, in school office, by the parent the day after the offense during after school hours only.
- ❑ **Fourth offense:** cell phone/electronic device is confiscated and must be picked up by the parent, in the school office from an administrator. The student and parent will meet with the administrator to discuss an appropriate intervention and/or disciplinary consequences.



<u>Student Cell Phone Violation Log</u>	
Student Name: _____	Grade: _____ Stu. I. D.: _____
1st Violation	Date: _____
Teacher Name (include period if 3H): _____	Signature: _____
List any identifying marks and/or damage: _____	
Student Signature confirming cell phone returned: _____	
2nd Violation	Date: _____
Teacher Name (include period if 3H): _____	Signature: _____
List any identifying marks and/or damage: _____	
Parent Signature confirming cell phone returned: _____	
3rd Violation	Date: _____
Teacher Name (include period if 3H): _____	Signature: _____
List any identifying marks and/or damage: _____	
Parent Signature confirming cell phone returned: _____	
4th Violation	Date: _____
Teacher Name (include period if 3H): _____	Signature: _____
List any identifying marks and/or damage: _____	
Parent Signature confirming cell phone returned: _____	



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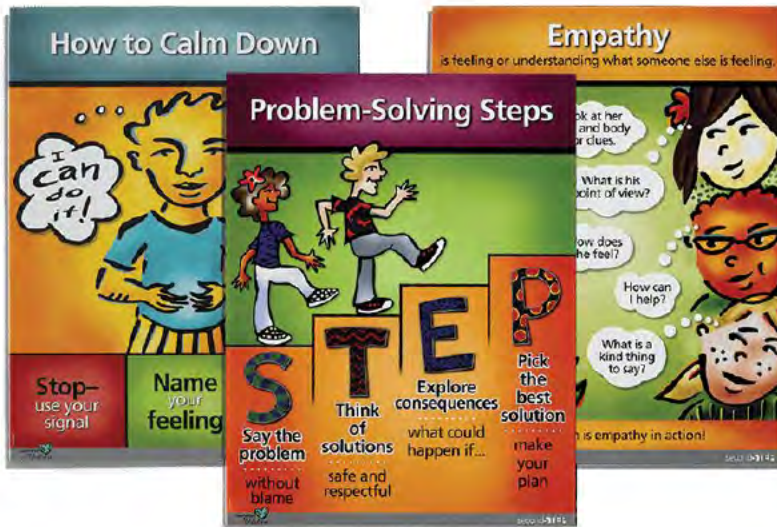


**KEEP
PRACTICING**

CLASSROOM SURVIVAL TIPS

IMPORTANT SKILLS TO LEARN

LISTEN AND LEARN DURING SECOND STEP LESSONS



SECOND STEP®



- Look at the teacher
- Raise your hand and stay calm
- Wait until the teacher says your name
- Ask your question

Getting the teachers attention

Accepting Criticism/Consequence



Image from www.sxc.hu

-
- Look at the person
 - Say “Okay”
 - Stay calm

Accepting “No” for an Answer



- Look at the person
- Say “Okay”
- Stay calm
- If you disagree, ask later



Working with Others

- Identify the task to be completed
- Assign tasks to each person
- Discuss ideas in a calm, quiet voice & let every- one share their ideas
- Work on task until completed

Asking Permission

- Look at the person
- Use a calm and pleasant voice
- Say, "May I..."
- Accept the answer calmly

Asking Permission



Following Instructions

C7 Follow instructions in routine situations



- Look at the person
- Say “Okay”
- Do what you have been asked right away
- Check back



Giving Criticism

- Look at the person
- Stay calm and use a pleasant voice
- Say something positive or "I understand"
- Describe exactly what you are criticizing
- Tell why this is a problem
- Listen to the person/be polite

WHOLE BODY LISTENING

How Does Your Body
Help You Listen?



My eyes help me
listen when...



My body helps me
listen when it can...



My feet help me
listen when they...



My brain can help
me listen by...



My hands help me
listen when they...



My heart can help
me listen when...



My ears listen when...



When I am listening
my mouth is...



EverydayRegulation.com

All brains and bodies listen and learn differently.
It is important to know what works for YOU!

Listening

- Look at the person who is talking
- Wait until the other person is done before you speak
- Show you heard the person by nodding your head, saying "OK," "That's interesting," etc.

VOICE

LEVELS

0

no talking

1

whisper

2

quiet conversation

3

presentation voice

4

outside voice

Using Appropriate Voice Tone

- Identify the appropriate voice tone for the situation
- Change your voice to match
- Watch/listen for visual/verbal cues & adjust your voice



Asking For Help

- Look at the person
- Ask the person if they have time to help you
- Clearly explain the kind of help you need
- Thank the person for helping you

Be Brave Enough to Make an Apology



Making an Apology

- Look at the person
- Use a serious, sincere voice
- Say “I’m sorry for...” or “I want to apologize for...”
- Explain how you plan to do better in the future
- Say, “Thanks for listening”

Avoid Distractions During Study Hours



Avoiding Distractions

- Focus on your assignment or task
- Ignore all conversations, gestures and distractions that are someone else's business
- Keep working quietly until you receive further instructions

Resisting Peer Pressure

- Look at the person
- Use a calm voice
- Say clearly you do not want to participate
- Suggest something else to do
- If necessary, continue to say, "No"
- Leave the situation



**Succeed
by
Staying on Target**



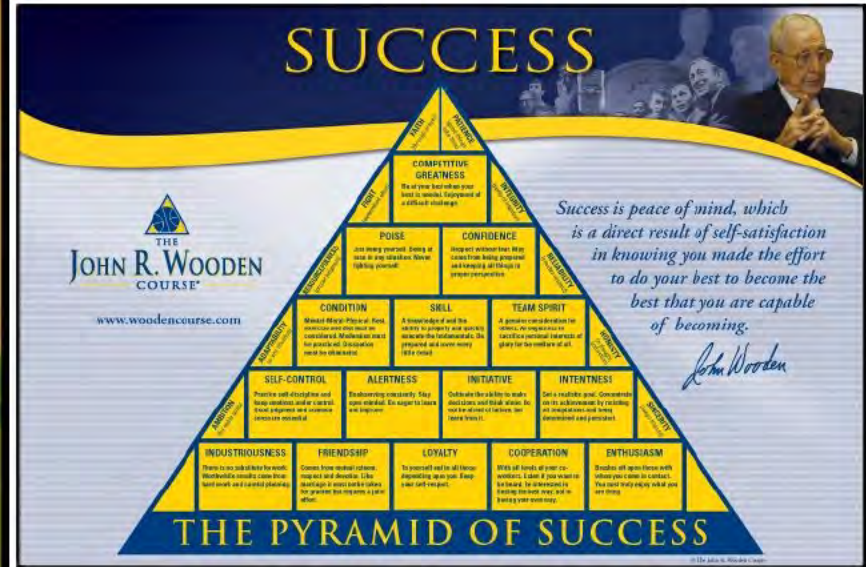
Staying on Task

- Look at your task or assignment
- Think about the steps needed to complete the task
- Focus all your attention on the task
- Stop working only when instructed
- Ignore distractions and interruptions



Waiting Your Turn

- Sit or stand quietly
- Keep your arms and legs still
- Avoid begging, whining, or teeth sucking
- Engage in the activity when directed by an adult to do so
- Thank the person who gives you a turn



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Work to Your Personal Best