CITRUS HILLS INTERMEDIATE

SCHOOL-WIDE BEHAVIOR EXPECTATIONS

	Positive Influence—the impact you have on others around you by being open, willing, kind, and happy. Achieve your Goals—setting a plan to accomplish something with a growth mindset in a timely manner. Wise Choices—behavior that is aligned with your goals and values using careful thought and judgement. Safety First—acting in a way to reduce the chance of mental or physical injury to yourself and others.				
	CLASSROOM COMPUTER LAB	LUNCH	ALL P.E. FACILITIES	COMMON AREAS OFFICE/LIBRARY/COUNSELING/MPR	ROUTE TO AND FROM SCHOOL
POSITIVE	Dress appropriately for school Listen to/follow the directions of all staff Follow classroom procedures Use appropriate language Control your voice tone and volume Listen when others speak without interrupting	Listen to/follow the directions of all staff Follow lunch procedures Use appropriate language Use good manners in lunch line Finish eating before leaving your seat Throw away trash when finished Help keep tables/areas clean	Listen to/follow the directions of all staff Follow normal procedures Use equipment as instructed Show good sportsmanship Use appropriate language Follow the game or activity rules	Listen to/follow the directions of all staff Be polite to others Use appropriate language Maintain your personal space Wait your turn quietly Help keep areas clean	Listen to/follow the directions of all staff Model appropriate language and manners Be considerate of others' property and belongings Control your voice/tone/volume
ACHIEVE YOUR GOALS	Be on time to class Set academic goals Use your planner effectively Bring required materials Complete and turn in all assignments on time Check Student Connect regularly Seek help when needed	Have your school ID visible Eat healthy food options Promptly leave the restroom after using it Keep the restroom clean Use good manners Be respectful to all others	Set fitness goals Be on time to locker and designated class areas Give your personal best effort Cooperate in team/group activities	Get to where you are going promptly Bring a teacher/office pass Keep the restroom clean Use good manners Return to class promptly Be respectful of other's privacy Ask for help politely	Represent yourself and your school with pride Arrive to school and home on time Use good manners Follow bus rules
MAKE WISE CHOICES	Sit in assigned seat Stay on task Do your own work Turn off/put away your phone Keep track of your belongings Respect personal boundaries of others Be respectful	Be aware of your surroundings Use appropriate language Throw away uneaten food/drink in the trash cans Keep track of your belongings Keep walkways clear Stay in approved areas Help keep tables clean	Have your required PE uniform Use your assigned lock/locker Lock up all personal items Allow others their personal space Use good hygiene Be respectful	Watch where you are walking Keep track of your belongings Keep walkways clear Enter/exit through approved doors Stay in approved/supervised areas Be respectful	Follow store and merchant rules and procedures Keep track of your belongings Report inappropriate activity to an adult Avoid throwing any objects Stay clear of private property Be respectful
SAFETY	Keep hands/feet/objects to yourself. Use technology appropriately Avoid social media Keep water or food away from computers and other devices Avoid plugs and wires Clean your area before leaving	Use utensils/objects as intended Keep your hands/feet/objects to yourself Leave the belongings of others alone Walk or sit in the lunch area Stay where adults can see you	Turn off all electronic devices before entering the locker room Keep hands/feet/objects to yourself. Be aware of other equipment Maintain safe space while running	Carry your school ID Keep hands/feet/objects to yourself Walk to your destination Keep to the right on the stairways and hallways Hold doors open for others	Keep hands/feet/objects to yourself Wear a helmet on bikes, etc. Walk bikes, etc. on campus Use crosswalks and sidewalks Avoid walking through the school parking lot Walk with someone else