

Feel free to contact me if you have any concerns

Class Rules

Our class rules are posted in our classroom.

- 1. Follow Directions Quickly
- 2. Raise your Hand for Permission to Speak
- 3. Raise your Hand for Permission to Leave your Seat
- 4. Make more PAX Choices
- 5. Keep your Dear Teacher Happy

Our goal in 1st Grade is to create an environment in which everyone feels safe, feels good about themselves, and knows what behaviors are expected of them.

PAX Behaviors

- Listen & participate in class discussions
- Use respectful attitudes and language towards the teacher and other students
- Complete work with care and strive for quality work
- Pax Voices
 - 0 Inch Voice = Silent
 - 3 Inch Voice = Whispering
 - 3 Foot Voice = Partner talking
 - 10 Foot Voice = Outdoor voices
- Bullying, whether by words or actions, is <u>never</u> permitted

Recess

Expectations

If it is below 20°F, we won't go out. Students should be dressed appropriately for the weather each day. Rules:

- Play cooperatively on the playground
- No aggressive play or "play battle" games
- Absolutely no rough play or inappropriate contact
- When the whistle blows, the students line up quietly.
- They must be silent when they return into the building.

Hallway

- Straight Lines
- Walk 2 Lines (Boys & Girls)
- Hands to themselves
- Walking Feet

Restroom

- Walk in and out of the restroom
- Quietly & quickly use the restroom
- Use the restroom appropriately
- Flush and wash hands

Bling Rings

Throughout the year, your child will collect cards to add to their Bling Rings. The cards show accomplishments that your child has worked hard on. Accomplishments that your child may collect are "I know the class rules," "Wonderful Writer," "Math Whiz," "Kind Kid," Loyal Listener," and many more.

We are Super Improvers!

evels

Master

Experi

Legend

Pro

Scholar

MVP

Rising Star

Leader

Learner

Beginne

-lole Punch

Students will begin at the Beginner level. They will have cards on their desk. As students show PAX behavior, they will receive a hole punch. Once the card is filled with 10 punches, the student will level up. The goal is to achieve Master by the end of the year.

Spleem

Students goal is to be PAX leaders in the classroom, hallway, and all parts of our school. If they struggle to do this, it is called a Spleem.

Spleem Consequences:

0-4 Spleems = Verbal reminder from Teacher 5 Spleems = Miss 5 minutes of Recess 6-9 Spleems = Miss 10 minutes of Recess 10+ Spleems = Miss all of Recess

Rewards

When students level up, they get to choose a Reward Coupon. Your child will receive a Super Improver Certificate each time they level up.