

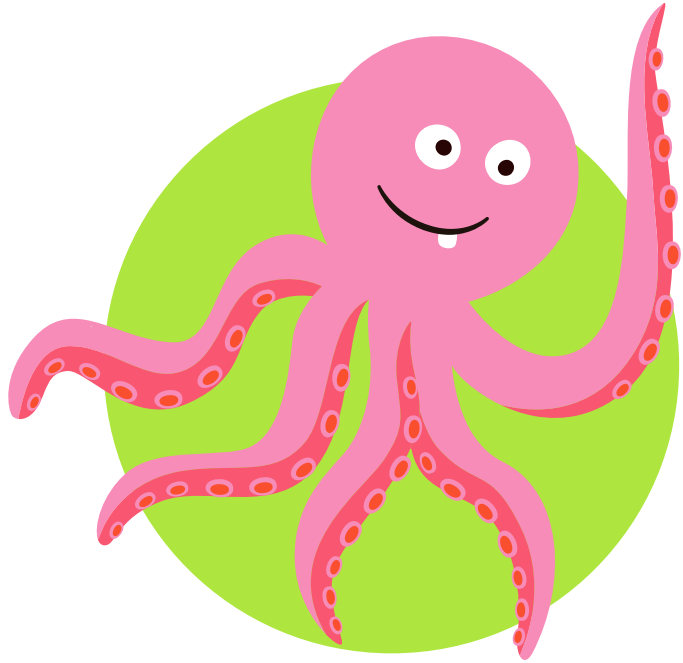


4TH GRADE ROUTINES & PROCEDURES



WHY WE HAVE EXPECTATIONS AND PROCEDURES:

- Keep us safe
- Save time
- Feel comfortable
- Stop interruptions
- Stay organized
- Make sure learning is happening!

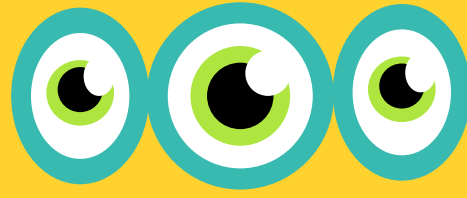


MORNING

- Enter quietly. MORNING TIME IS QUIET TIME.
- Read the instructions on the board and do them
- Notes and money to my desk
- Backpacks on hooks in hall
- Restroom, water, pencils to prepare for the day
- Morning work
- Pledge and announcements- listen well and participate. They are for you!

CLASS RULES

1. Follow directions quickly
2. Raise your hand for permission to speak
3. Raise your hand for permission to leave your seat
4. Make smart choices
5. Make our dear team stronger



HAND SIGNALS



SCHOOL WIDE EXPECTATIONS



P – Polite

Use kind words and be respectful to everyone.

O – Organized

Keep your things and work neat and ready.

W – Wise

Make smart choices and think before you act.

E – Encouraging

Help and cheer on others to do their best.

R – Responsible

Take care of your actions and do what's right.

POWER Chant

Lion POWER proud each day,
Polite and organized in every way.
Wise and encouraging too,
Responsible in all I do!

CALL AND RESPONSE

Alright, stop!

1, 2, 3, Eyes on me

Class, class



Collaborate and listen!

1, 2, eyes on you

Yes, yes



Give Me Five





LINING UP

- Quick and quiet
- Walking feet
- Side of room
- Line up feet, single file
- 1, 2, 3 Line Up
 1. Stand
 2. Push in chair
 3. Line up

HALLWAY EXPECTATIONS

We always show Lion POWER in the hallway.
We are always aware that others are learning.

COLORED TILE

**FEET IN A
SQUARE @ STOP**

**QUIET FEET,
HANDS, AND
BODY**

**2 DOJO POINTS
FOR AN
EXCELLENT
TRANSITION**

Whole class reward if we get a compliment from
another teacher or administrator!



RESTROOM

Bathroom
monitors to be
determined



Pumps of
soap



Paper towel

Do
business
quickly and
quietly

Keep it
neat. Show
pride by
cleaning
after
yourself.



PROPER HANDWASHING





WATER FOUNTAINS

- Used for filling bottles
- Please bring an **already filled bottle** in the morning.

LUNCH

LUNCH NUMBERS

Must be memorized!
You will type it in if
you get a tray.

LUNCH BOXES

Keep in hallway on
hook; be aware of
liquids (let's avoid
leaks)

CAFETERIA

Stay seated, raise
your hand for help,
first few minutes are
SILENT. NO SAVING
SEATS.

RESTROOM?

Whole class goes after
lunch. Restroom break
one at a time when we
are eating in classroom

IN CLASSROOM

Cafeteria rules apply;
stay in assigned desk;
clean up after
yourself

WATER REFILL?

One at a time along
with restroom

BRAIN BREAK



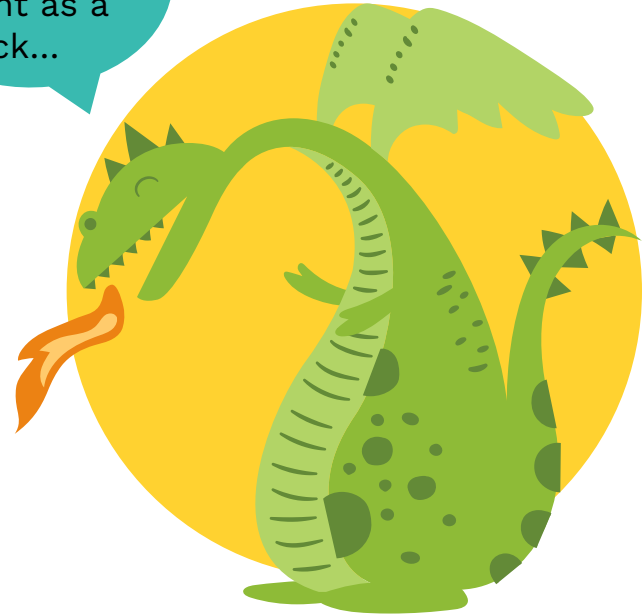
- Before lunch
- Thompson & Shapiro go together
- Balls and other outdoor toys- please take care of them so they will last!
- No roughhousing
- Line up IMMEDIATELY so we are not late for lunch
 - We can line up in 30 seconds or less!



SNACKS!

- No spoons please
- Healthy
- Will have at end of day/pack up

Halloween candy doesn't count as a snack...





CLASS CHANGE:

- Gather needed supplies (binder, pencil pouch, personal belongings)... you may not re enter and interrupt the next block's lesson!
- Head down on desk, quiet, waiting to be called.
- You will dismiss from Mrs. Thompson each day- **KNOW HOW YOU ARE GETTING HOME**
- **SILENT TRANSITION!** Right side of doorway at the same time... us **OUT**, then **IN**.

DISMISSAL

- Stay seated in assigned seat
- Quiet and listening
- Follow teacher's directions



ROAR BINDER

Responsible, Organized, and Ready

- Most important information is here! Class notes for Shapiro & Thompson
- Homework is here.
- Notes and money are here.
- Bring back to school EVERY day.

SUPPLIES



- No shared supplies
- Keep only what is needed in pencil pouch
- Extra supplies in ziplock baggie in the crate under the sink
- Check in the mornings that your supplies are stocked...
 - you MAY NOT go back to homeroom to dig in your extra supplies bag. You will earn a negative Dojo point (we will discuss that in a moment).

ASSIGNMENTS

**NAME &
NUMBER ON
PAPER ALWAYS**

**TURN INTO PINK
BASKET FOR
YOUR CLASS**

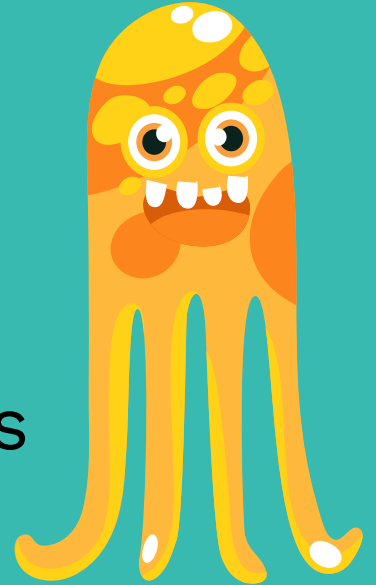
**DO YOUR BEST
EVERY TIME**

**DON'T BE AFRAID
TO ASK FOR
HELP**

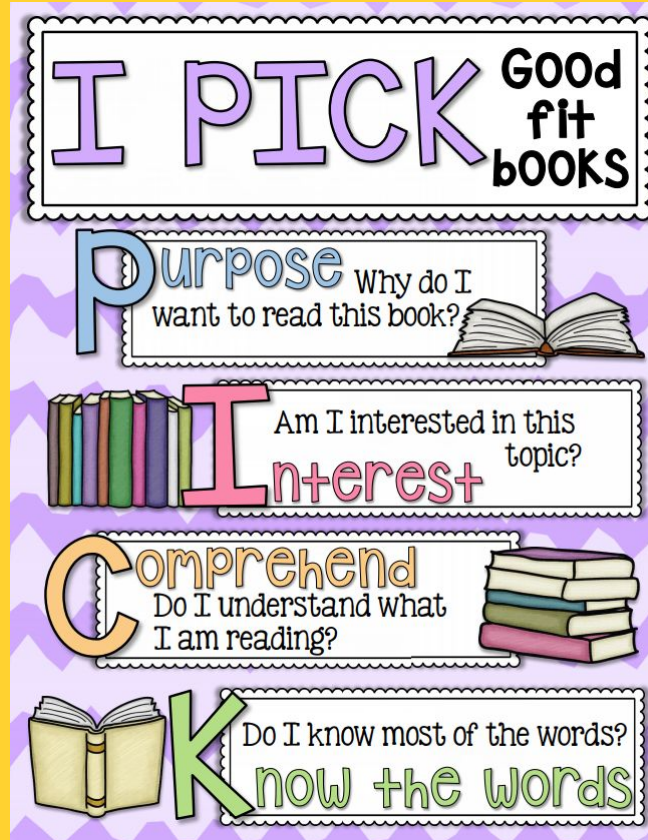


CLASS LIBRARY

- Keep books organized in correct location
- Treat books nicely
- Return books to cart
- Helper will return books on Fridays

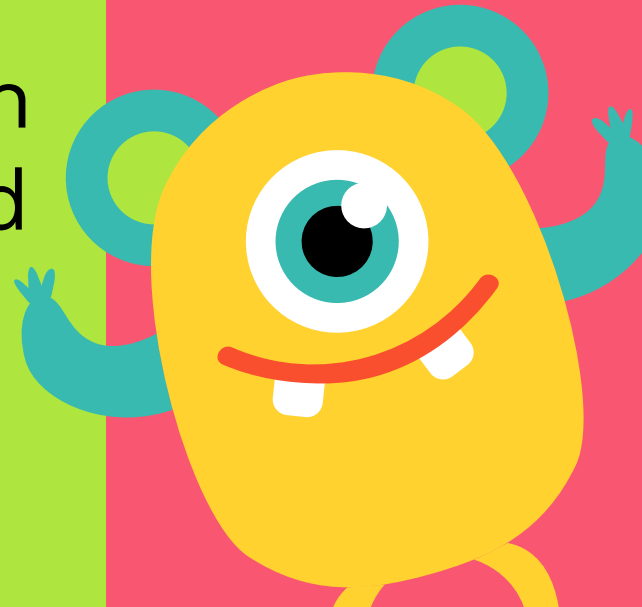


HOW TO CHOOSE AN APPROPRIATE BOOK



ABSENT?

Check the
basket for
YOUR BLOCK on
the white board
for work you
missed.



BEHAVIOR

YAY!!!! POSITIVE DOJO POINTS AND REWARDS



- Earn them by demonstrating Lion POWER and going above and beyond expectations!
- You will be able to spend points on passes, treasure chest, and other classroom rewards.
- Individual Points:
 - Dojo Points
 - Secret Student
 - The Wheel
- Group Points:
 - 10 tallies
- Whole Class Points:
 - Success Chain & Mystery Motivator



WHAT ABOUT NEGATIVE BEHAVIOR...???

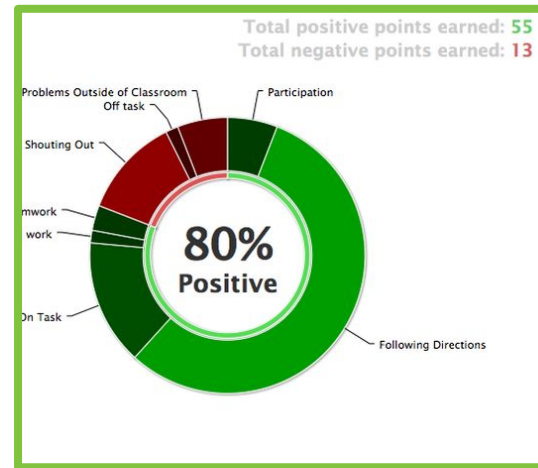
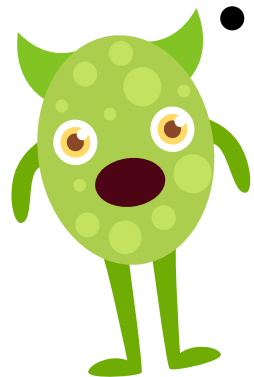


- Discipline Plan & Contract... you and your parents sign
- We all make mistakes, so you may receive a warning depending on what has happened.
- **Negative Dojo points...** there are consequences!
 - **1 point- student/teacher conference at Brain Break and reflection time**
 - **2 points- lose Brain Break**
 - **3 points- lose Brain Break, silent lunch, and a discipline step (office referral)**

Your teacher will check the Dojo report at recess each day to see how you've done!

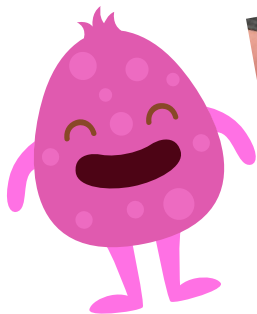
YOUR POINTS... AND YOUR PARENTS

- A Behavior Report will be in your Take Home Folder each Tuesday from the previous week.
- The report will show all of the points you have earned, positive and negative.
- It MUST be signed and returned within 2 days, or you will receive silent lunch until it is returned.



WEEKLY CONDUCT GRADES!

- ★ Satisfactory (S): 2 or less negative points
- ★ Needs Improvement (N): 3-4 negative points
- ★ Unsatisfactory (U): 5 or more negative points



20 Dojo Points	
Treasure Chest (Free trip to the treasure chest!)	Take a Break! (Choose our brain break for the day)
Lunch Date (Sit by a friend at lunch!)	Move that Mouse! (Extra computer time!)
If the Shoe Fits! (Wear slippers in class!)	Party of Two (Sit with a friend during class!)
Comfy Chair (Sit in the special chair in class!)	Dance Party! (10 minute dance party for the class!)
25 Dojo Points	
Apps for Kids (Use the iPad during class!)	My Tunes (Listen to music while you work!)
Drink Up! (Bring your favorite soda/drink to class to drink!)	Treats all Around! (Earn 1 treat for each classmate!)
Game Time (Play a game with a friend during class!)	Pajama Party (Wear your pajamas to school!)
50 Dojo Points	
Be My Guest! (Sit in the teacher chair for the day!)	Lunch Club! (Eat lunch in the classroom and watch cartoons!)
100 Dojo Points	
Comfy Chair FOR THE WEEK! (Reserve the comfy chair for the whole week!)	NO HOMEWORK! (No homework for the WEEK!)
200 Dojo Points	
Tech Time (Bring your own device from home! Parent permission needed!)	



Class Dojo Coupons

1 Dojo Point	
Dust Buster (Dust the classroom!)	Wipe Away (Wipe down the desks in the classroom!)
Story Time (Bring a story to read to the class!)	Book Store (Choose a book for the teacher to read aloud to the class!)
5 Dojo Points	
Switcharoo (Swap jobs with a friend!)	Clipboard Club (Use a clipboard in class!)
Fancy Pens (Use a fancy pen in class!)	Line Breaker (Choose any spot in line!)
Pick a Pencil (Choose a brand new pencil!)	Ooh, That's Sharp! (Dump pencil sharpener!)
10 Dojo Points	
Teacher's Helper (Be the assistant for the day!)	Line Leader (Lead our class through the hallway!)
Show & Tell (Bring something in to show off!)	Hat Head (Wear a hat for the day!)
Furry Friend (Bring a stuffed animal to school!)	Free Draw (You've earned free time to draw during class!)
15 Dojo Points	
Smelly Feet (No shoes in class!)	Flip Flop (Swap seats with a friend for the day!)
POPI (Chew gum in class!)	SmartBoard Assistant (Be the SmartBoard assistant today!)
Ring-a-Ling (Positive phone call home to parent!)	I'm Free (10 minutes of free time)
Good Morning! (No morning work today!)	Halfsies! (Complete half of your homework tonight)



**LET'S HAVE AN
AMAZING YEAR!!!!!!!!!!**

