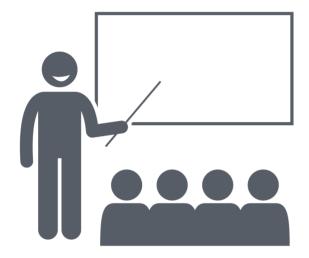


# Classroom Expectations Be Responsible



- Do your best.
- Follow instructions.
- Stay on task.
- Tell an adult if there is a problem.

#### Be Safe



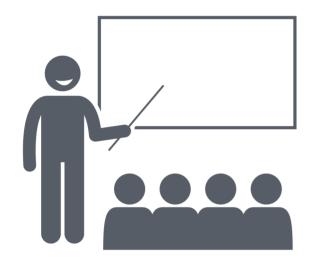
- Use equipment properly.
- Walk
- Keep hands, feet, and objects to yourself



- Share/Take turns.
- Use your manners.
- Use OK words.
- Take care of property
- Respect other's feelings



# Restroom Expectations Be Responsible



- Keep toilets clean and clear.
- Tell an adult if there is a problem

#### Be Safe



- Flush, wash, dry, goodbye
- Keep hands, feet, and objects to yourself

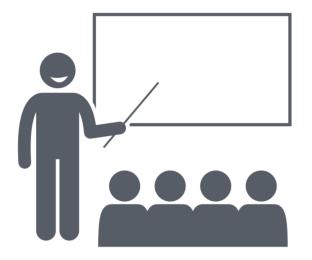


- Respect the privacy of others.
- Use OK words.
- Take care of property
- Respect other's feelings



# Common Areas Expectations

## Be Responsible



- Help each other.
- Follow instructions.
- Tell an adult if there is a problem

#### Be Safe



- Use equipment properly.
- Be where you're supposed to be.
- Keep hands, feet, and objects to yourself

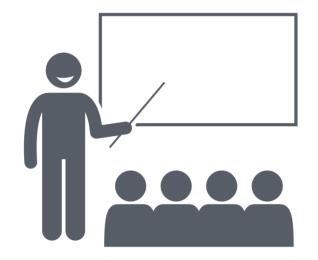


- Respect other's space
- Follow game rules
- Use OK words.
- Take care of property
- Respect other's feelings



# Hallways Expectations

### Be Responsible



- Keep hallways clean and clear.
- Tell an adult if there is a problem

#### Be Safe



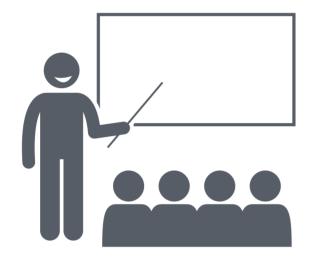
- Walk on the right
- Be where you're supposed to be.
- Keep hands, feet, and objects to yourself



- Use a quiet voice.
- Use OK words.
- Take care of property
- Respect other's feelings



# Cafeteria Expectations Be Responsible



- Help each other.
- Keep areas clean.
- Tell an adult if there is a problem

#### Be Safe



- Look and listen.
- Follow the rules.
- Keep hands, feet, and objects to yourself

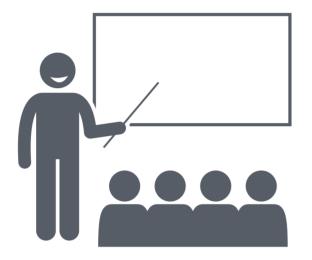


- Use your manners.
- Use OK words.
- Take care of property
- Respect other's feelings



# Bus Expectations

## Be Responsible



- Help each other.
- Keep the bus clean
- Tell an adult if there is a problem

#### Be Safe



- Stay in seat.
- Keep hands, feet, and objects to yourself



- Use a quiet voice.
- Use your manners
- Use OK words.
- Take care of property
- Respect other's feelings