

Summary of Key D-13 Tech Classroom Plan and Rules – Mr. Silverman

This is a summary of the classroom rules and plan. Please see me if you have questions.

General classroom rules for students

1. Follow directions the first time they are given
2. Wait to be recognized before you speak
3. Be in your assigned seat and have materials out before the class begins
4. Demonstrate mutual respect for everyone (including no gum, food)
5. Follow specific tech guidelines

Individual Incentives for positive participation in class

- Tech bonus coupons can be used to raise student grades on individual projects or quarter grades.

Disciplinary Consequences

1. Warning. (Repeated warnings will result in escalation of individual consequences)
2. Student stays with teacher for 1 minute after class
3. Student stays 1 minute after class, teacher calls home.
4. Student stays 1 minute, is referred for detention, teacher calls parent.

In cases of a severe behavior disruption (examples: persistent calling out, fighting, intentional abuse of equipment, refusing to follow an important direction), students will be asked to leave the room or are sent immediately to the office. You are responsible for making up work on your own time if you are asked to leave.

Specific Tech Guidelines for Working in D-13

Students will:

- Follow the school's Acceptable Use Policy (AUP) (see eCHALK)
- Use reasonable care in the operation of equipment - immediately report any malfunctioning equipment to the teacher.
- Immediately close an Internet browser window or similar application window if it appears or 'pops up' but the subject does not pertain to work for the current class tech project.
- Students must use Internet, e-mail and other class resources only for the currently assigned project.
- Use the D13SHARE file server only as directed by the teacher.
- Keep frequent electronic backups of their class project work on their personal network account using a USB Key, eCHALK My Files
- Help to keep the room neat and orderly by not bringing any gum, food or drink into the room