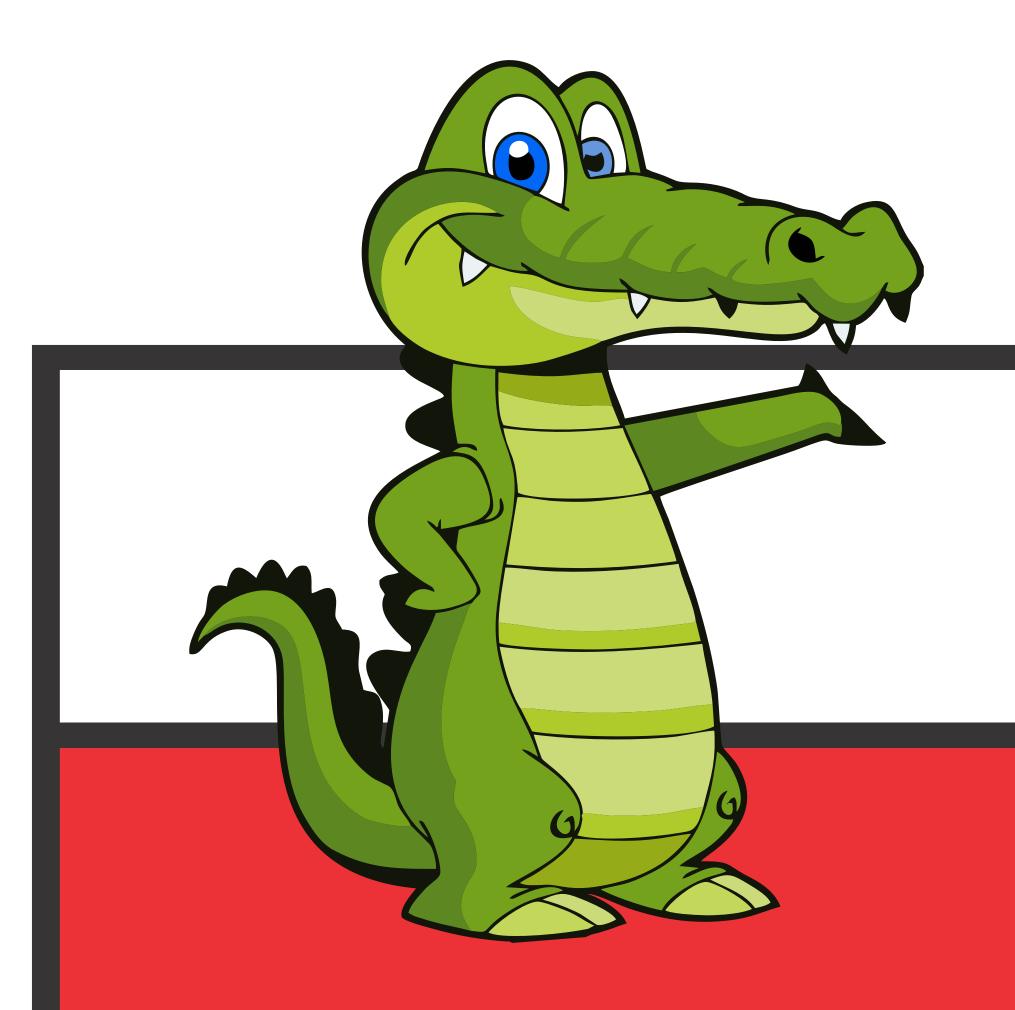
Stephen F. Austin Behavior

	Classroom	Hallway	Playground	Cafeteria	Dismissal	Restroom	Assembly
SAFE	 Wait your turn Keep hands and feet to yourself Clean up after yourself 	 Walk to destination Arrive in a timely manner 	• Include everyone • Dlav fair	 Say please and thank you Remain seated Eat only your food 	 Look out for your neighbor Load in a single file line 	 Use time wisely Go only at appropriate times 	 Look out for neighbor Remain seated
FRIENDLY	 Say please and thank you Raise your hand 	 Walk beside the gray line Listen to adults 	 Follow PE guidelines Share Work through disagreements 	 Raise hand Wait your turn Only get what you pay for 	Remain seatedListen to adults	• Respect privacy	Listen to speakerVoices off
ACCOUNTABLE	 Be here Be on time Do your best 	Voices offStay in line	 Use equipment properly 	 Clean up after yourself 	Read quietlyVoices off	Clean up after yourselfVoices off	 Participate appropriately



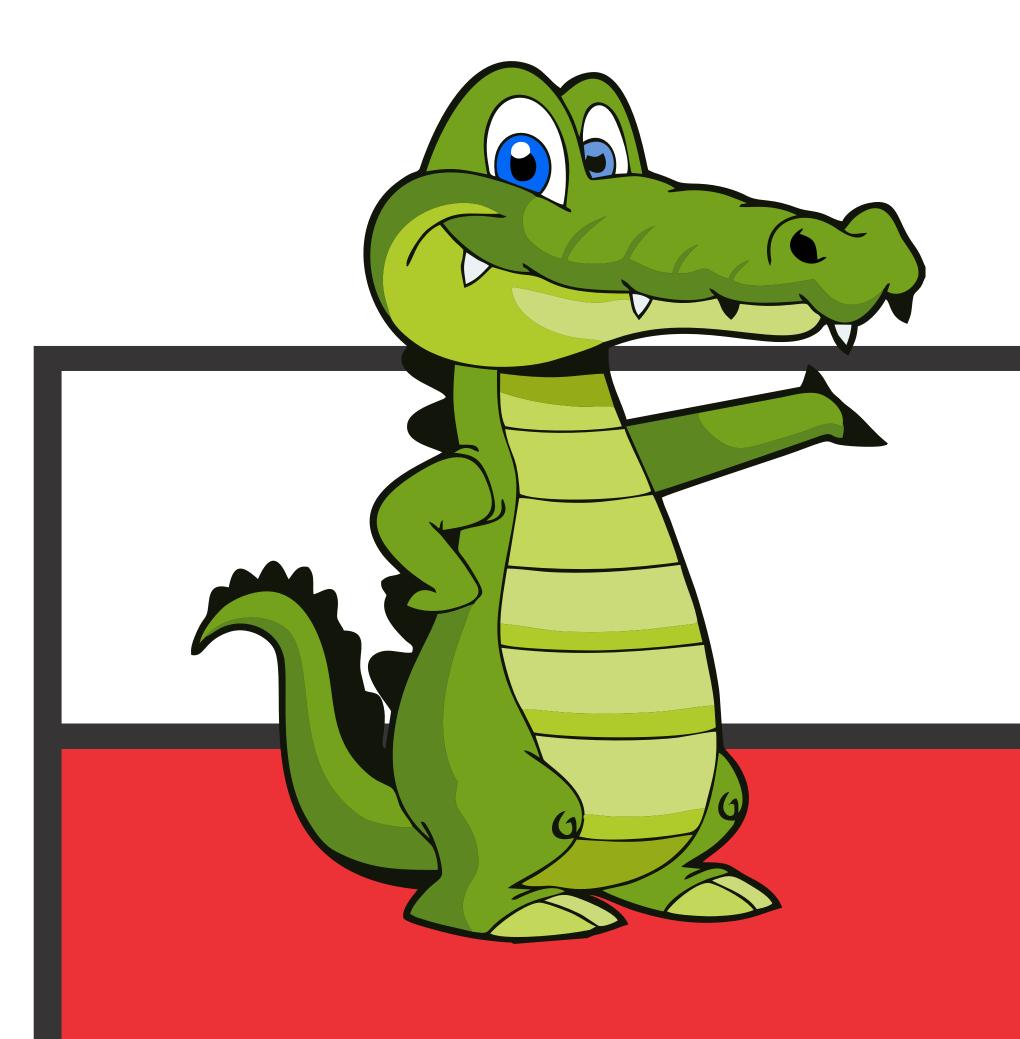
FRIENDLY

ACCOUNTABLE

Classroom

- Wait your turn
- Keep hands and feet to yourself
- Clean up after yourself
- Say please and thank you
- Raise your hand

- Be here
- Be on time
- Do your best



FRIENDLY

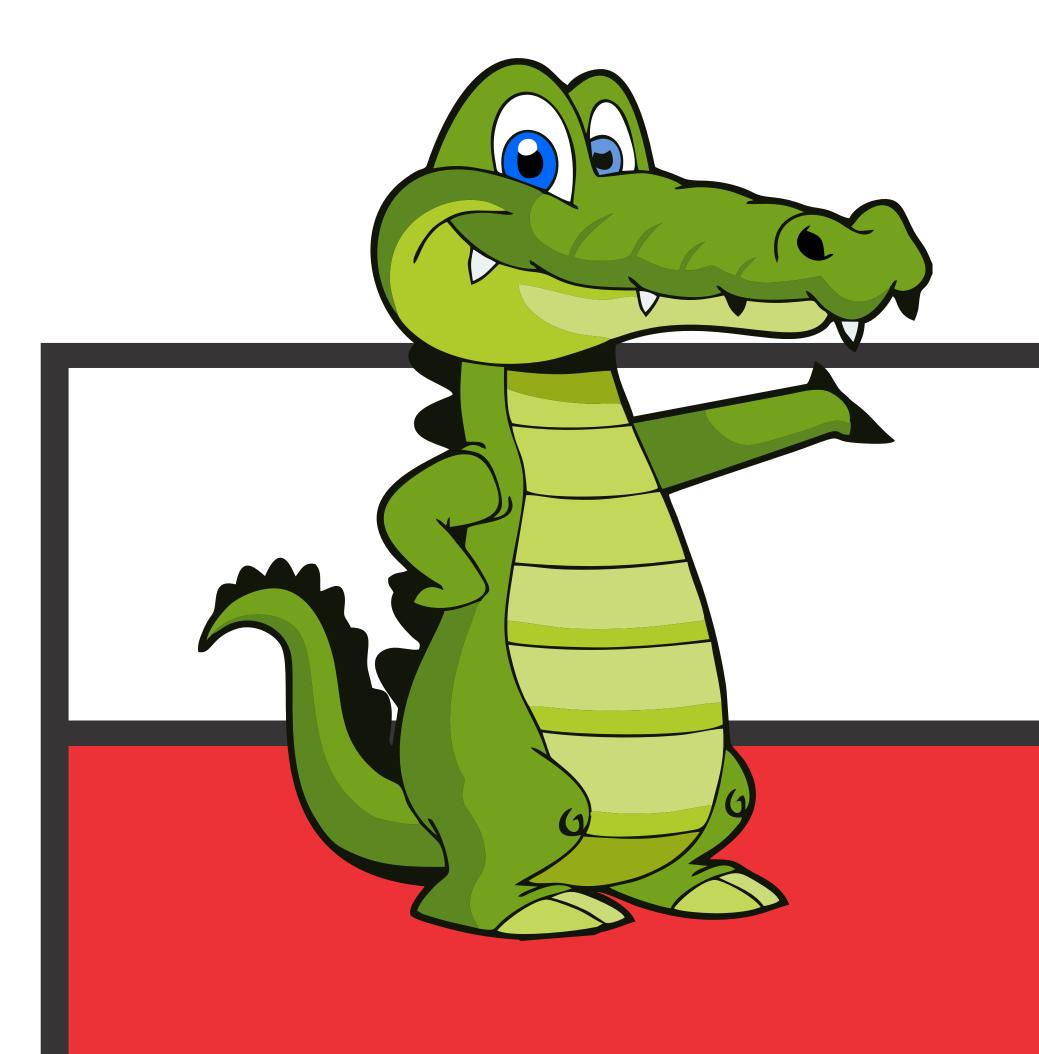
Hallway

- Walk to destination
- Arrive in a timely manner

- Walk beside the gray line
- Listen to adults

ACCOUNTABLE

- Voices off
- Stay in line



FRIENDLY

ACCOUNTABLE

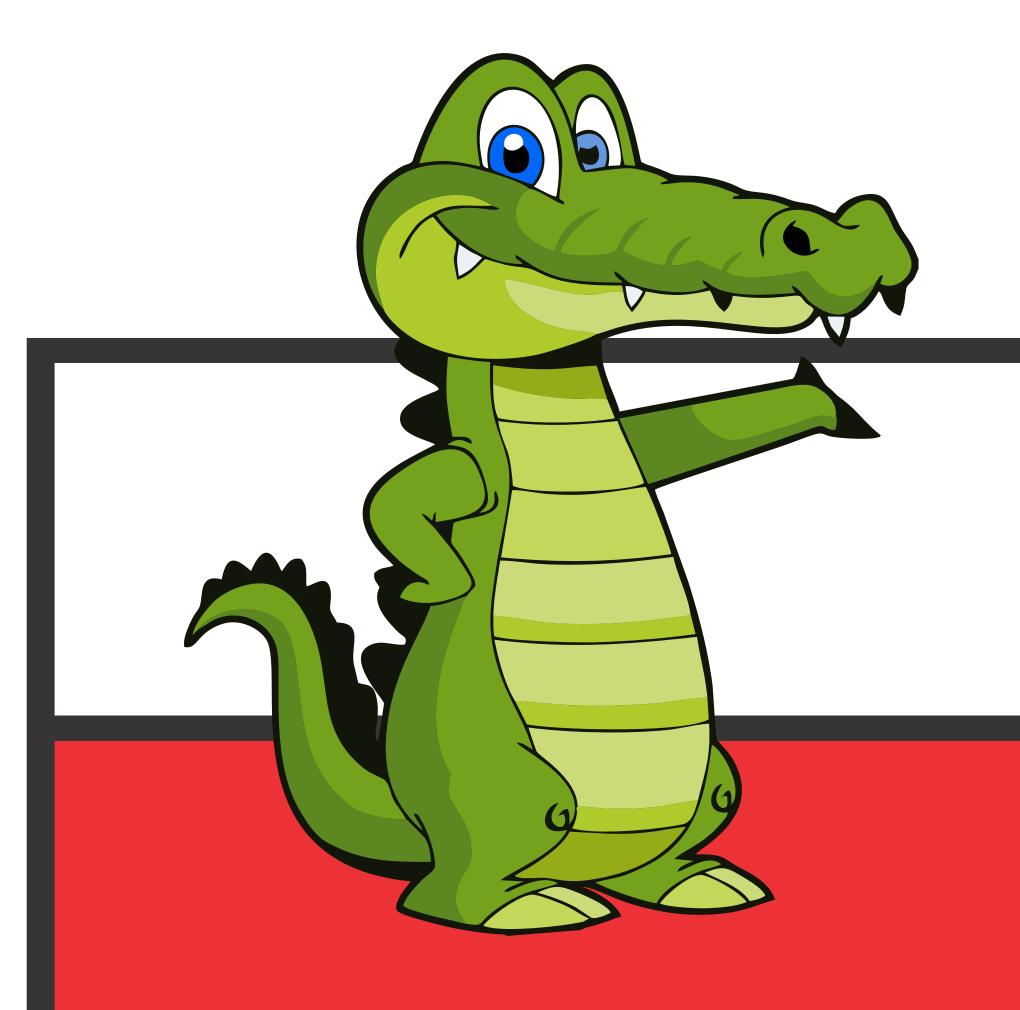
Playground

- Include everyone
- Play fair

Follow PE guidelines

- Share
- Work through disagreements

Use equipment properly



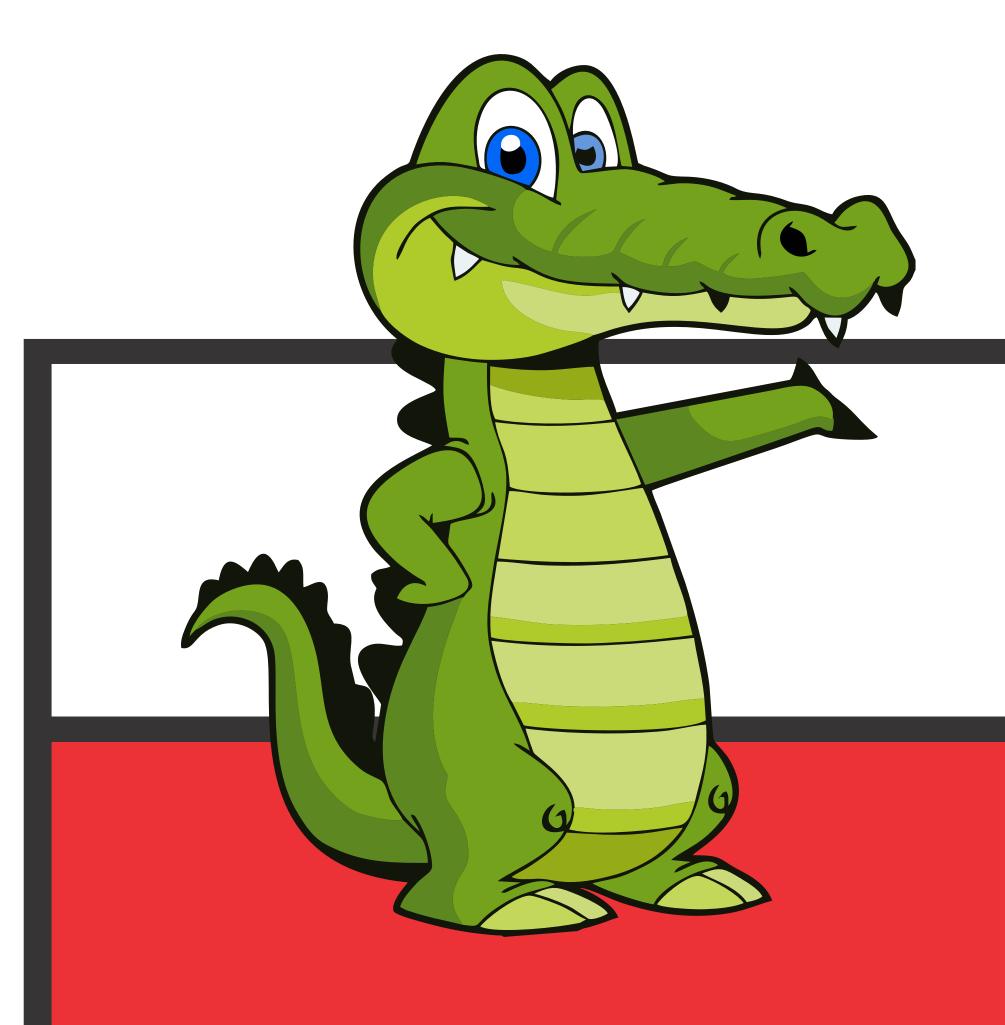
FRIENDLY

ACCOUNTABLE

Cafeteria

- Say please and thank you
- Remain seated
- Eat only your food
- Raise hand
- Wait your turn
- Only get what you pay for

Clean up after yourself



FRIENDLY

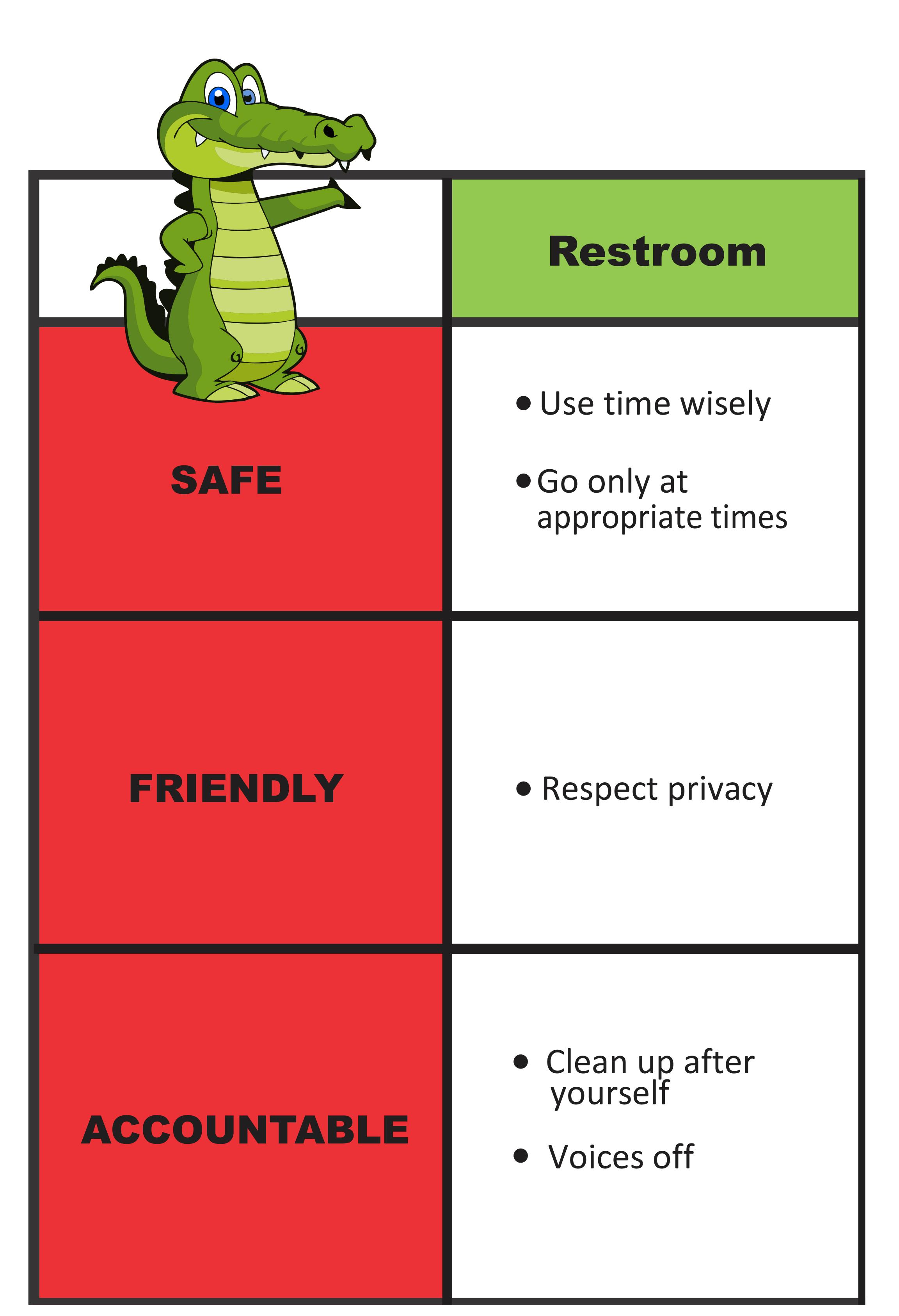
ACCOUNTABLE

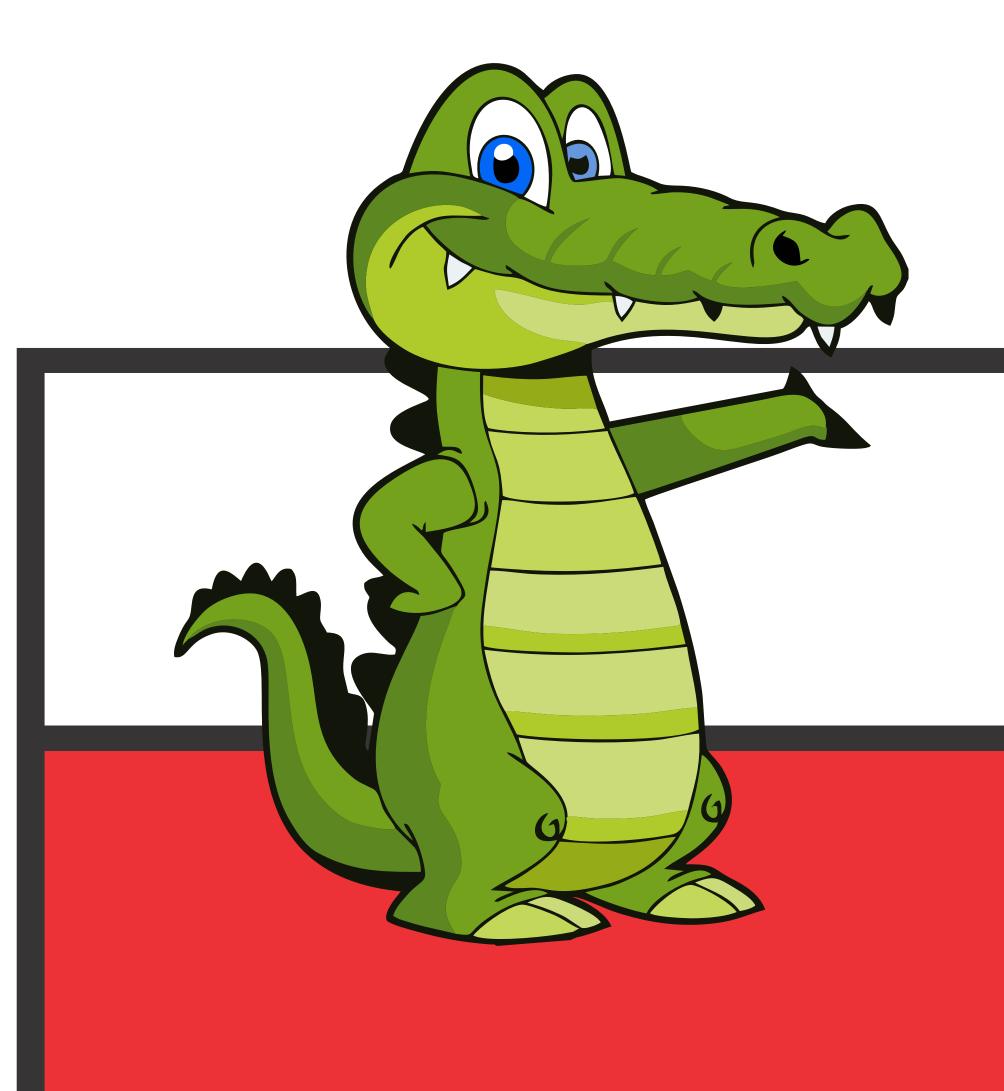
Dismissal

- Look out for your neighbor
- Load in a single file line

- Remain seated
- Listen to adults

- Read quietly
- Voices off





Assembly

- Look out for neighbor
- Remain seated

FRIENDLY

- Listen to speaker
- Voices off

ACCOUNTABLE

Participateappropriately