Monroeville Jr. High
<u>Code of Conduct Governing Classroom Behavior</u>
Specific Violations and Sanctions

Offense	**Consequence**
Minor Classroom Offense	**1 Demerit**

- Repeated talking out of turn
- Other minor classroom disturbances
- Unprepared for class
- Tardy to class

Dress or Appearance	**3 Demerits**

- Failure to follow dress code as outlined in the student code of conduct

Major Classroom Offenses	**3 Demerits**

- Continuous and/or excessive talking out of turn
- Continuous classroom disruption after verbal/written warning
- Not attending an assigned SOAR
- Continuous lack of preparation for class
- Showing disrespect to any school personnel or student
- Other major classroom disturbances
- Inappropriate behavior for a substitute
- ChromeBook left in classroom after class

Academic Dishonesty	**All parties**
	involved
	will receive a
	"0" on

- Cheating on test

	test or assignment
	+ 3 demerits

- Unauthorized sharing of work

Throwing Objects	**3 Demerits**

- Propelling any object, for any reason, through the air or on the ground, other than an organized Physical Education/Sports Activity
- Throwing objects that cause or have the potential to cause injury to another student and may result in referral to the Dean of Students

Improper Social Acts	**3 Demerits**

- Teasing others
- Engaging in improper displays of affection
- Inappropriately touching other students
- Use of improper gestures and/or hand signs
- Use of improper, inappropriate or unacceptable language
- Intimidating/bullying (see pg. 12 for definition)
- Writing or drawing inappropriate words or symbols

Insubordination/Defiance/Disobedience	**5 Demerits**

- Failure to comply with reasonable directions of authorized school personnel
- Direct disobedience of directions by school personnel or other authorized adults
- Continuous or excessive disrespect to any school personnel or student

Dishonesty	**5 Demerits**

- Lying, deceit, giving false information, either verbal or written, or purposefully misleading a school official

Misuse of Computer/Other Technological Equipment	**5 Demerits**

- Destruction, in any way of technology equipment
- Downloading games, music or other students' files
- Unauthorized use of programs, files or other software

Destruction of Property and/or Vandalism	**5 Demerits**
Improper use of Cell Phone	Referral to DOS
Plagiarism	**5 Demerits + "0"**

- A Piece of writing that has been copied from **on the assignment**

someone else and is presented as a student's own work.	Second and all subsequent offenses. Level 2A of HS Code.

Demerit Accumulation

Demerit	Result
3	1 Detention
5	2 Detentions + Letter to Parents
10	3 Detentions + Phone Call Home
15	4 Detentions + warning letter
20	Student then follows the high school discipline policy for the remainder of the semester.

In the event of a two-hour delay, early release, or school cancellation, any detentions will be re-scheduled on the next available day.

Demerits will accumulate only during each semester. At the end of each semester all accumulated demerits will be dropped. This code only covers violations of Levels 1 and 2 of the Student Code of Conduct, and is meant to provide Junior High students a "second chance" before getting involved in the high school discipline system. Once a student reaches 20 demerits and receives disciplinary action from the Dean of Students, the student starts over at zero (0). **Any level 3 or level 4 behaviors will be handled by the Dean of Students without regard to demerit accumulation. Repeated accumulations of excessive demerits will result in serious disciplinary action based on Levels 3 and 4.**

Late Work Policy

Assignment is on time and completed according to assignment criteria: 100%
Assignment is one day late; the highest grade a student can achieve: 70%
Assignment is two days late; the highest grade a student can achieve: 50%
Assignment is three days late; the highest grade a student can achieve: 40%
Assignment is four days late; the highest grade a student can achieve: 30%
Assignment is five days late; the highest grade a student can achieve: 20%

Any work turned in after five days will receive zero credit.