



Visual Arts

Discipline Plan

School is a place where students can learn in a safe and secure environment. Every student is expected to be responsible for his or her own actions and behavior. The purpose of this discipline plan is to make the classroom environment the best it can be, so ALL students can learn and thrive here in the art room. This plan is more of a general overview, not a super specific list of items. Like students, every situation is unique. The following below is a list of the expectations, positive reinforcement, and consequences:

Expectation: Students are expected to be safe, respectful, and responsible in the art room.

*We stay safe by honoring personal space, keeping hands and feet to ourselves, sitting on our bottoms on the stools, only using walking feet in the art room, handling art supplies correctly, keeping our fingers out of our mouths, pushing under the stools when we leave, and keeping our pathways clear.

*We stay respectful by using appropriate language and voice levels, listening when others are speaking, raising our hands, waiting to be called on by the teacher, being kind to everyone, using good manners, and helping others.

*We stay responsible by listening and following directions, serving as table leaders, always giving our best effort, taking care of our art supplies, and cleaning up after ourselves.

Positive Reinforcement:

- Give shout-outs for doing it the “Gator Way”– provide specific feedback for recognition.
- Give “Gator Bucks” for going above and beyond with one’s actions.
- Give a note of praise to the teacher at the end of class.

Minor Offenses for Individual Students:

Reminder #1 – Give non-verbal redirection.

Reminder #2 – Give verbal redirection and review the expectations.

Reminder #3 – Go to the “Reflection Area” to fill out a reflection form, which will be sent home to to be signed and will serve as a parent contact.

Major Offenses for Individual Students and/or Classes:

*An administrator will investigate the incident and determine the appropriate consequences.

Whole Class Behavior Plan:

*Classes work as a team and try to earn free day time, which is celebrated at the end of each nine weeks. Classes have the potential of earning 45 minutes of free day time each nine weeks. We start each class with three tickets on the board. The goal is to keep all three tickets until the end of class, which is represented by putting a green star in their class paint can at the end of class (5 minutes earned). If there are two tickets left, they get a yellow star (3 minutes). If there is one ticket left, they get a red star (1 minute). If they lose all their tickets, they earn no time, must clean up, and put their heads down for the remainder of class to have some time to reflect on their actions.

*How do they lose a ticket? We use a “three strikes” system using both a rainstick and Yacker Tracker device. They both serve as a reminder to lower their voice levels and make smarter choices. The baseball concept of “three strikes and you’re out” means a ticket is lost.