

PACKER PROCESS

**P**

PREPARE FOR LEARNING

Camera, sketchbook, or SD card if returning from Yearbook event

A

ASK FOR HELP

Look over the provided material in PowerPoint. If you can't find what you need, you can ask your neighbor for help or raise your hand for Odum.

C

COLLABORATE WITH OTHERS

Learners will be expected to be respectful as they collaborate with their instructor and classmates. These classes allow you a lot of opportunity to share your ideas, so we want to respect each other and their perspective.

K

KEEP TRACK OF ASSIGNMENTS & DEADLINES

Dates for when projects are due/critiques are done will be posted in Schoology and announced verbally. Write dates down in your planner.

E

ENTER AND EXIT THE CLASSROOM APPROPRIATELY

Photography: Start by grabbing and setting up your camera on workdays, end by putting away cameras, props, etc. **Graphic Design:** Start class by working on your sketches and logging into your programs, Log out at end of class. **Yearbook:** Power on your computers when you enter, log out and know your assignments for activities coverage when you leave.

R

RESPECT SCHOOL & CLASSROOM RULES

Be Respectful | Work Hard | Be Positive | Be Kind.
Care about yourself and your work

S

SUBMIT WORK

Be accountable. Know what needs to be done and turn it in on time to the best of your ability. Speak with Odum for and concerns.