

**PIONEER JR HIGH**

**STUDENT BULLETIN**

*Monday*

*April 13, 2026*

**TODAY'S SCHEDULE:** Homeroom 5, 6, 1, 2, 3, 4

**HOPE CLUB:** The Hope Club meets TODAY at lunch in the library.

**BOARD GAME/D&D CLUB:** The Board Game/D&D Club meets TOMORROW at lunch in Room 26.

**CARDS FOR KINDNESS CLUB:** The Cards for Kindness Club meets TOMORROW from 2:30 to 3:45 pm in Room 46.

**TRACK PRACTICE:** There is Track Practice TOMORROW from 2:40 pm – 3: 45 pm.

**FORGOT SOMETHING:** Did you forget something? Check the shelves in the office. If you forgot something like your homework, planner, PE clothes, your lunch, or anything else. The office will not call you down and interrupt classes. You will need to come down and check the shelves in the office during passing period or lunch, even if you think your parents won't bring it. We receive many items that are dropped off that need to be picked up.

**HEALTH OFFICE:** If you visit the health office during a class, you need to have a pass from a teacher. During lunch, you do not need a pass. Enter the health office from the outside door, not from inside the main office.

**SCENTED PRODUCTS:** No scented sprays. Scented body sprays, perfumes, or colognes are NOT allowed at school due to possible student and staff allergies.

**PLAY FIGHTING:** No play fighting, horse play, or just playing around. This includes activities that invite hitting, pushing, kicking, striking, grabbing, and chasing. It can be mistaken for a fight.

**COMPUTER USE:** Inappropriate and unacceptable computer use has possible consequences. Please be mindful and respectful of our school computers.

**DRESS CODE:** Reminder, please review the Dress Code policy in the planner on page 12 and dress accordingly to avoid a dress code violation and associated consequences.

**PLANNERS:** Students are REQUIRED to bring their planner to school every day and have their planner on their desk and open to the correct day in homeroom each morning. Detentions will be assigned for students who don't have their planners with them. Please do not deface your planner. Pages should never be folded in any way or torn out, and there should not be excessive graffiti in your planner. This is both an organizational tool for you and a form of school-to-home communication. If your planner becomes lost, check all of your classes and the shelves in the office first. Replacement planners are \$5 at the front office.

**LOCKER ROOM:** For safety & accountability reasons, students are ONLY allowed to go in the locker room during their PE period. Sorry, but this also includes Fridays – Students must take their PE clothes with them after their PE class on Fridays.

**BIKES:** If you ride a bike to school, you MUST wear a helmet and have a bike lock. You may not ride your bike on the sidewalk in front of the school; you must dismount and push your bike on the sidewalk. All bikes must be locked on the bike rack while they are on campus.

**HYDRO FLASKS, WATER BOTTLES & MORNING DRINKS:** Sorry, but for sanitary reasons, only water is allowed in classrooms in your hydro flasks & water bottles. If you bring Starbucks or other drinks in the morning, please finish them BEFORE you walk into homeroom.

**CELL PHONES:** Remember, all cell phones should be OFF and put away BEFORE you step through the gates in the morning until you LEAVE the gates after school. Do not take them out and turn them on as you are walking across campus to exit; you must be completely outside of the gates before taking your phone out. Please do not put them on "Silent" and do not use them during the school day. If you are sick, get a pass to the Health Office to see the nurse. DO NOT call or text someone to come and get you.

**GUM:** Gum is NEVER allowed on campus. Please do not bring gum to school for any reason. Detentions may be assigned for gum chewing.

**STAYING AFTER SCHOOL:** Reminder - Students need to have permission from their parent/guardian BEFORE they can stay after school for any reason. Be sure to let whoever is picking you up know where you will be and what time you will need to be picked up.

**CLUBS:**

Board Game/D&D Club meets on Tuesdays at lunch from 12:01–12:31 p.m. in Room 26.

Book Club meets on Thursdays at lunch from 12:01–12:31 p.m. in Room 17.

Cards for Kindness Club meets on Tuesdays from 2:30 to 3:45 p.m. in Room 46.

Garden Club meets on Fridays at lunch from 12:01–12:31 p.m. in the garden area.

Hope Club meets on Mondays at lunch from 12:01–12:31 p.m. in the library. Bring your lunch!

Youth Alive Club meets on Fridays from 2:30 – 3:15 p.m. in room 47.