

The Husky Promise



*Purpose, Respect, Individual
Responsibility, Discipline,
and Excellence*



Welcome to Pico Canyon Elementary School!

At Pico Canyon Elementary School, we strive to start all students off with a positive outlook about their school experience. We feel that if students have structure in their learning environment, they can reach their highest potential as successful scholars. This supplement to our handbook is provided to inform you about *The Husky Promise* Behavior Program. It is important that all students and parents understand the program. Students will receive instruction regarding this program. Please look through the contents of this program with your child.

Purpose of *The Husky Promise*

Every student and staff member has a right to be in a school environment that is safe and conducive to learning.

Mission Statement

The Husky Promise Behavior Program will:

- Be a communication tool for parents and teachers
- Provide a respectful school environment
- Help to teach students to be responsible and respectful
- Support students in becoming scholars
- Encourage students to think before they act
- Assist students in resolving conflict in a positive manner
- Support the Newhall School District's Uniform Discipline Code

The Reward System

The Husky Promise Behavior Program includes both positive behavior incentives and consequences for behaviors which disrupt the learning environment. It is important to recognize students for positive behaviors. The Pico Canyon Elementary School staff will use the PRIDE acronym, listed below, when recognizing student behaviors that contribute to a positive school and learning environment.

P-Purposeful and Polite
R-Respectful
I-Individual Responsibility
D-Discipline
E-Excellence

Students will receive verbal praise and/or Husky Pride Tickets from Teachers, Safety Supervisors, and Staff for arriving at school on time all week and for showing Husky PRIDE (Purpose, Respect, Responsibility, Discipline, and Excellence).

Flagpole Fridays

At the end of each trimester, students who have positively displayed character and have shown academic results will be invited receive an award at Flagpole Friday.

PRIDE tickets will be placed in a drawing and winners will be recognized in a school wide announcement and receive a small prize. PRIDE tickets recognize students who exemplify *Purpose, Respect, Individual Responsibility, Discipline and Excellence*.

Husky Promise will align with 6 Pillar Character Traits

Purpose and Polite	Understand that school is a place to learn and establish positive relationships. Be polite and purposeful in the school setting.
Respect	Golden Rule; non-violence; acceptance of differences; no bullying; no teasing; children learn about mutual respect – which is modeled by staff throughout the year
Responsibility	Individual responsibility-Come to school on time, daily, and prepared; do your work; teachers will focus on responsible behaviors which produce success
Character	Character is what you do when no one is looking; good character traits are present in thoughts, actions, and habits towards values that we all share
Caring	Caring is connected to giving and doing for others; selflessness; general concern for others and their well being
Discipline	Self-discipline and the ability to be mindful is an excellent life-long skill
Fairness	Playing by the rules; taking turns and sharing; being open minded and listening to others; don't take advantage of others; don't blame others carelessly
Trustworthiness	Be honest; don't deceive; don't cheat or steal; be reliable and loyal; have the courage to do the right thing; build a solid reputation
Excellence	Effort, Perseverance, Academic Optimism, and a growth mindset leads to excellence

The Husky Promise Promotes Character Development

Good character and citizenship, combined with *Scholarly Behaviors and PRIDE* build the foundation of a quality school. Students should strive for the following:

I am responsible for my own learning.

Students can ask themselves, "How would I know I was being responsible for my own learning?" "What behaviors should I be showing?" Possible answers to these questions could be: I am on time for school; I have my materials; I complete my work; I produce quality work; I am honest; I follow directions; I listen to my teachers; I do not interrupt when others are talking.

I am responsible to the success of my school.

Students can ask themselves, "How would I know I was being responsible to the success of the school and classroom?" Possible answers to these questions could be: I help my group stay on task; I work cooperatively with others; I will not engage in disruptive behaviors; I will be kind to others; I will keep my hands and feet to myself.

Quality Factors

Quality factors are present throughout classroom instruction and classroom behavior management tied into *Scholarly Behaviors*. We want our students to behave in a manner and to complete work in a manner that elicits the response, "Wow. That was excellent!" Quality factors set expectations. When students and teachers determine and discuss quality factors, they constantly raise the bar on expectations (Byrnes 2005).

A Progressive Discipline Approach

At Pico Canyon Elementary School, we have developed a three-tiered system to support learning in our school environment as follows:

Tier I – This is the first level of a progressive discipline plan, supported by the classroom teacher and a strong classroom management system. Your child's teacher is your partner in establishing consistent and positive classroom behavior in our Pico Canyon School learning environment. Classroom management refers to all of the things that the teacher does to organize a student's space, time, and materials so that instruction in content and student learning can take place. The teacher is your first and primary contact. Our teachers look forward to working with you this year.

Tier I Behaviors

Inappropriate Physical Behaviors:

- Running, skipping, jumping, sliding, climbing, pushing, racing in the halls/ corridors; being in an unassigned location; not staying seated when required; and horseplay (inappropriate behavior, either physical or verbal, that is not meant to be harmful)

Toys/ Gum in School:

- Toys from home or gum are not allowed in school

Cell Phones in School:

- It is the student's responsibility to have the cell phone completely turned off and inside a backpack (not on his/her person) during school hours if the student brings a cell phone to school
- If cell phones are on during school hours, they will be sent to the office for a parent to pick up.

Interrupting:

- Not raising hand, or calling out in class; speaking out of turn; calling out in the cafeteria; disrupting learning of self or others; making disruptive noises during the course of instruction

Dress Code:

- Wearing a hat/ beanie indoors at school, unless for an instructional activity or for religious purposes
- Student Basic Dress Guidelines – see Newhall School District Dress and Grooming guidelines as adopted by the Newhall School District Board

Not Listening:

- Talking or playing during instruction
- Failing to follow instructions

Not Working Cooperatively:

- Arguing; not being respectful to group members; not demonstrating character, based on the Six Pillars of Character

Not Completing Homework:

- Assignments not turned in on time or at all
- Not being responsible

Not following Oral/ Written Directions:

- Not being responsible for class work

Not following Classroom Rules:

- Not following classroom management plan established by the teacher
- Not following quality factors that were created for the class

Cafeteria Violations:

- Not following cafeteria rules as posted and reviewed

If these Tier I behaviors continue to occur over a period of time and intervention strategies have not worked, they will become Tier II offenses.

Tier II – The second tier is *The Husky Promise* Behavior Program that helps students correct inappropriate behaviors and that also recognizes students for outstanding behavior. At times, a classroom teacher needs support in his/her management of students. The Tier II behaviors listed below may result in a student receiving a School-Wide Conduct Report or a Discipline Referral Form that goes home to parents; a copy of these forms reside with the teacher and/or administrator. Tier II is where administration is notified of the behaviors in order to provide any necessary support to the classroom teacher.

The Husky Promise Pledge


PICO CANYON ELEMENTARY SCHOOL

HUSKY PRIDE

AS A PICO HUSKY,
I PROMISE TO...

- Be purposeful and polite at school
- Be respectful to others
- Show individual responsibility for myself, my things, and my actions
- Demonstrate discipline by following school rules
- Model excellence every day,
- And be the best person I can be!

I HAVE HUSKY PRIDE!



PURPOSE • RESPECT • INDIVIDUAL RESPONSIBILITY • DISCIPLINE • EXCELLENCE

The Husky Promise for No Bullying

- ☺ We will not bully others
- ☺ We will help students who are being bullied
- ☺ We will include all students on the playground and in the classroom
- ☺ When we know somebody is being bullied, we will tell an adult

It is the intent of Pico Canyon Elementary School to bully-proof our school through education and through modeled behaviors by all staff. Bullying is an act of aggression that causes embarrassment, pain, or discomfort to another. Bullying can take many forms: physical, verbal, gestures, extortion, and exclusion. It can be planned, organized, or may be unintentional. If behaviors occur with the intent to hurt another student's feelings, cause pain, or have happened on several occasions, then a Discipline Referral Form will be sent home to parents.

**Tier II Behaviors
(Classroom Teacher or School Administrator)**

Cheating:

- Giving or receiving assistance on tests or other independent assignments

Lying:

- Making false accusations against others; giving false information that may be harmful to others or interfere with the duties of staff

Stealing:

- Taking or attempting to take, without permission, school property or the personal property of others

Vandalism:

- Willful damage to property; writing on desk or tables; destroying others' materials; destroying student work displayed in hallways or in the classroom

Profanity:

- Using inappropriate language or gestures

Verbal Disagreements:

- Arguments between two students; name calling back and forth

Pre-Bully Behaviors:

- Name calling; saying things that hurt the feelings of others
- Laughing at others; making fun of others by laughing, resulting in hurt feelings
- Teasing; making fun of others with persistently annoying comments or gestures that hurt feelings
- Rumors or gossip; passing words or notes that will hurt the feelings of others
- Pictures; passing pictures or notes that hurt feelings
- Inappropriate physical contact; pushing; shoving; bumping; hitting; kicking with the intent to annoy, bother, or tease others
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Threatening:

- An expression of intent to harm
- An expression of a specific form of harm that will be done to hurt or punish others
- Bullying behaviors – Those behaviors described as pre-bullying that have become aggressive; bullying behavior includes unwanted, negative behavior towards others that occurs in a pattern; bullying behaviors are those negative behaviors repeated over time; bullying involves an imbalance of power or strength – real or perceived

Disrespect:

- Responding to an adult with any disrespectful statement or gestures

Tier III – The Third Tier is enacted when a student displays behaviors that threaten or significantly disrupt the school environment. Tier III behaviors are handled by a school administrator. If a student is referred for a Tier III behavior, an administrator will follow suggested actions as indicated by the classroom teacher in a sequential manner leading up to a school suspension. **In the case of Major Offenses, as per the Newhall School District Parent and Student Rules and Policies, a Suspension may result immediately.**

Tier III Behaviors

The behaviors listed below will result in staff completing a Discipline Referral form. The administration will investigate the incident and determine the appropriate consequence. The administration will attempt to call the parent. If we are unable to talk to a parent, a message will be left requesting that the parent call Pico Canyon Elementary School. The Discipline Referral Form, with the consequence(s) will be sent home with the child for a parent signature.

Fighting:

- Inappropriate physical contact with anger or physical harm (hitting, kicking, shoving, poking, bumping, biting, and pinching) which is purposeful, enacted upon others

Vandalism:

- Damaging school property or the property of others resulting in a cost for replacement or repair

Drugs: *

- No student shall have or use alcohol, drugs, or anything that resembles alcohol or drugs

Verbal Threats:*

- Students shall not verbally threaten other students with violent language; threat of killing, or threat of weapons

Weapons: *

- Students shall not have weapons; look alike weapons, or other harmful objects may never be brought to school

*** Automatic Suspension – Newhall School District Parent and Student Rules and Policies**

Student Removal – students can and will be removed from a classroom if they are being disruptive to the learning environment. The administration or school psychologist will be called to remove the student. The teacher or administration will complete a Discipline Referral Form and contact parents.

Recess Rules

Tag (in any form) is not permitted on the yard for safety reasons. Students should remain in areas where there is supervision, and avoid congregating in hallways and restrooms in the main building.

The Play Structure:

- Keep hands and feet to yourself
- No tag or running in the mulch/ Big Toy areas
- No climbing up the slide
- No play fighting, dog piling, wrestling, or rough housing on equipment
- Slide facing forward, on your bottom
- Only one person on the slide at a time
- No jumping off of the top of playground apparatus
- No swinging upside down on any playground apparatus

Basketball:

- Keep hands and feet to yourself
- Include all students with 5 students per team on the court
- Basketball games will be half court whenever there are children waiting to play
- Choose a referee for the game whenever possible
- Refer to the referee when a player calls a foul
- You will be asked to leave the game if you get a technical, are pushing, yelling or shoving– a playground supervisor will be called to assist
- No heckling, yelling, name calling, or poor sportsmanship
- All infractions (double dribbling, traveling) will result in a throw-in by the other team
- There CAN be jump balls. Any disagreement over the possession goes to the team that last had possession of the ball.
- After a team makes a basket, the other team takes the ball to the center court
- There will only be five members from a team on the court at one time
- After each team basket, one player will rotate onto the court and the other team members will wait on the side line to reenter the game

Tetherball:

- Keep hands and feet to yourself
- There are two players at a time
- The player who serves first is chosen by “rock/ paper/ scissors”
- After the first game, the winner serves
- The server’s opponent is given his choice of the side of the court that he is to play on AND the direction the server will serve the ball
- The server starts the game by tossing the ball into the air and striking it with his hand or fist. As the ball travels around the pole, the server attempts to hit it again in the direction of the original service
- The player who winds the rope completely around the pole wins the game
- A player may not touch the pole during play; hit the ball with anything other than his hands or forearms; stop play by holding or catching the ball; hit or grab the rope; throw the ball – these are fouls
- A player who commits a foul loses the game automatically

Four Square:

- Keep hands and feet to yourself
- Square A serves
- The ball is served by dropping it and hitting it underhanded from the bounce
- If a serve hits a line, the server is out
- The server can hit into any of the other three courts
- The player receiving the ball keeps it in play by striking the ball after it has bounced once
- Any player can hit the ball directly into any other square with an underhand hit
- There are no “practice hits”
- The first player in line is the referee and calls made are final
- If a fault is committed, the player is immediately out and goes to the end of the line

Four Corners:

- Keep hands and feet to yourself
- 5 players are needed
- 1 player on each corner and 1 in the middle
- When corner players move, the middle person tries to get a corner
- The person without a corner is out and goes to the end of the line
- If the middle person does not get a corner, they can keep on trying
- If there are only 5 players, the person without a corner goes to middle
- If players do NOT try to trade corners quickly, the line will count to 5 and then players must move. Any player not moving will be called out
- Players may not taunt or tease the person in the middle by pretending to trade corners

Dodgeball:

- Keep hands and feet to yourself
- Must have at least 7 players to begin a game
- 3 players are selected to be on the inside of the circle (The first 2 players to arrive, plus the one who checks out the ball)
- The remainder of the children are on the outside of the circle
- Never throw at the head (If a player ducks and is hit in the head, then the player is out)
- The ball is given to one student to start the game
- No stepping in the circle when throwing the ball, or it doesn't count
- If a player in the center gets hit with the ball, he exchanges places with the player who made the hit. The ball is given to the player who was hit
- If the ball passes outside of the circle, only one player goes to get it. If the ball goes between two people, the student who has their right hand closest to the ball gets it
- Players are to dodge the ball sideways and are out if they attempt to jump over the ball
- If a person in the middle steps out he is out and exchanges places with the person who is holding the ball

Handball:

- Keep hands and feet to yourself
- If it is the first game, first person in line becomes the server
- The ball is served behind the line closest to the wall
- The ball is served by holding it in either hand and striking it with the opposite hand so that the ball strikes against the ground and then the wall
- The served ball must bounce over the service line and strike inside the playing area in order to be a fair ball
- The hitter is out if a ball is hit outside the court area or below the wall line on the serve or on subsequent hits
- A ball striking the side or back line is good
- “Tree Tops”, ball hitting the top of the wall, must come down behind the service line or the hitter is out
- No going under the hit ball (“spooking” “scaring” or “rainbows”) is allowed
- The receiver must stand behind the server or hitter
- No standing against the wall during play

Jump Ropes:

- Keep hands and feet to yourself
- Single ropes – for single jumpers only – no double jumping
- No running and jumping rope
- No swinging ropes over your head or running and swinging ropes at others
- Double ropes are turned in one direction
- Double Dutch is ok
- Snaking sideways only – no up and down
- No more than two jumpers at a time
- A holder turning the rope may not leave the game until replaced by a jumper who is out

One Bounce Volleyball:

- Keep hands and feet to yourself
- 6-9 players may play on each side of the court – pick even teams by choosing team captains to pick players
- Captain assigns three players to each of the three rows (2 rows if there are 6 players)
- “Rock/ paper/ scissors” to decide who serves first
- The server is the person in the back, right-hand corner of the court
- The server stands behind the baseline, bounces the ball once, then hits the ball over the net with an open hand or closed fist
- On the serve, if the ball hits the net, it is a foul and that side loses the serve
- If the ball hits the net on a return and goes over, it is in play still
- The ball must bounce between each hit
- If two players hit the ball at the same time, it is a fault
- A ball hitting the top of the net during play is fair
- A person hitting the net is guilty of a fault and play stops
- The server continues to serve until a miss occurs
- Upon change of service, all players rotate one position in clockwise manner
- The first team to score 15 points is the winner
- The ball can be hit no more than 3 times per team before going over the net

Prisoner – Volleyball:

- Keep hands and feet to yourself
- Equal teams are chosen by team captains
- Play on volleyball court (if without a net, everyone needs to know that the top of the poles is the invisible net)
- One player on team A throws the volleyball over the net and calls out the name of a player on team B. If team B catches the ball, team B repeats this process
- If the ball is dropped by the receiving team, the person whose name is voiced out is “in prison”
- If the ball is thrown out of bounds, the thrower is “in prison”
- If the ball is thrown through the net, the thrower is “in prison”
- The “prisoners” stand out of the court on the sidelines
- The person in prison the longest may get out of prison by his/her team calling “prisoner” instead of a name.
- If there are 3 or fewer people left on a court, “jailbreak” can be called by all
- When a “prisoner” returns to the court, their name cannot be called out until another teammate is called
- No player can throw the ball two consecutive times

Soccer:

- Keep hands and feet to yourself
- Include everyone and encourage players when they struggle
- Equal teams are chosen by team captains
- 11 players per team
- Each team picks a goal keeper – he is the only player that may hold or touch the ball with his hands
- The goal keeper may run four steps while holding the ball
- Begin the game at the center of the field. “Rock/paper/ scissors” to determine which team will kick the ball first
- One team members starts by kicking the ball; all other players must remain 10 feet away from the ball
- After the kick-off, each team will attempt to advance the ball to the opposite ends of the field
- When the ball goes out of bounds, the team that touched it last loses possession. The opposing team will put the ball in play by means of a two-handed over the head pass only
- A goal is scored when the ball is kicked between the goal markers at an elevation beneath the height of the goalkeepers upraised hands
- No unnecessary roughness or slide tackling
- No improperly charging the goalkeeper

Cafeteria Manners

In The Cafeteria Line:

- Students will keep their hands and feet to themselves
- Students will line up, one behind the other
- Students will stay in their grade level line
- Students will talk quietly, as they wait outside of the cafeteria
- Students will be invited into the cafeteria where they will watch the line advance

- Students will leave a space for passing children
- Students will enter their cafeteria number at the number pad
- Students will give their choices to the cafeteria staff
- Students will use please and thank you when addressing staff

At Cafeteria Tables:

- Students will use inside voices; no screaming or calling out across the tables at any time
- Students will remain seated at assigned classroom table throughout the lunch period
- Students will use good table manners
- Students will keep their hands and feet to themselves
- Students will not play with food
- Students will use please and thank you when addressing the staff

Clean Up/ Line Up:

- Students will stack their trays and throw away trash one at a time
- Students will raise a quiet hand to be dismissed
- Students will walk out, across the corridors and into the breezeway to the playground

Conclusion:

A PBIS team received several training sessions on Positive Behavior Interventions and Supports. This committee will meet regularly to revisit and update this program. Upon visiting the school, you will see that we have posters throughout the various school areas, outlining expectations for student behavior. In the classrooms, you will see evidence of students working on *Scholarly Behaviors* and developing character traits that support the *Six Pillars of Character*. Programs such as our district-wide *PBIS* assist us in creating and supporting responsible school citizens.