1. Entering Class Procedures

Conversation: Level 1

Help: Raise Your Hand

Activity: Art Advisors pick portfolios, backpacks under the table, have a seat, take out sketchbook

Movement: Materials Counter

Participation: Preparing for Class

Sound: Instructor's Music

2. Beginning of Class Procedures using CHAMPS: (8 mins)

Conversation: Level -0

Help: Raise your Hand

Activity: Bellwork, Agenda, Free Draw

Movement: None

Participation: Drawing and Writing

Sound: Instructor's Music

3. Instructional Procedures using CHAMPS: (10 mins)

Conversation: Level 0

Help: Raise Your Hand

Activity: Instructional

Movement: None

Participation: Reading and Listening

Sound: No music

4. Activity Procedures using CHAMPS: (20 mins)

Conversation: Level 1

Help: Ask 3 Before me

Activity: Independent Work

Movement: Materials Counter

Participation: Drawing/ Reading/ Writing

Sound: Personal Music

5. Reflection Procedures using CHAMPS: (5 mins)

Conversation: Level 0

Help: Raise your hand

Activity: Write what you learned or did on your W.A.P.S

Movement: Materials Counter

Participation: Writing

Sound: No Music

6. Clean-Up Procedures using CHAMPS: (3 mins)

Conversation: Level 1

Help: Ask 3 Before Me

Activity: Art Advisor, materials manager, sketchbook supervisor, waste watchdog

Movement: Materials Counter

Participation: Cleaning

Sound: Instructor's Music

7. Artsonia Procedures: Download the Artsonia App

- 1. Click on Student
- 2. Type in Access Code
- 3. Select Green Check
- 4. Enter your Name
- 5. Add Art and Select

Project

- 6. Take a Picture
- 7. Edit if needed
- 8. Title the Work
- 9. Type Artist Statement
- 10. Submit to Teacher

Daly's Access

Code: HRHT-ZPTP

Stewart's Access

Code: BRXY-HKZK

7. DA&D Turn-In Procedures:

- 1. Click on Student
- 2. Type in Access Code
- 3. Select Green Check
- 4. Enter your Name
- 5. Add Art and Select

Project

- 6. Take a Picture
- 7. Edit if needed
- 8. Title the Work
- 9. Type Artist Statement
- 10. Submit to Teacher

Daly's Access

Code: HRHT-ZPTP

Stewart's Access

Code: BRXY-HKZK

7. 2D Turn-In Procedures:

- 1. Write Name, Date, Per. Table # on the back of the artwork
- 2. Using your phone/ipad upload your artwork to Artsonia
- 3. Complete the Artist Statement questions in your art folder and then type it into Artsonia.
- 4. Place your artwork in the Work to Be Graded for your period.

Daly's Access

Code: HRHT-ZPTP

Stewart's Access

Code: BRXY-HKZK

8. Hall Pass Procedures:

1. Use School Agenda, Write date & time out, destination

- 2. Bring to teacher for initials
- 3. Put agenda in basket, then sign-out
- 4. Take pass and place it around your neck
- 5. When you return write the time and pick-up agenda

- 9. Classroom Signals:
- 1. Raise pencil in air to sharpen
- 2. Raise index finger for the bathroom/water (4 passes per quarter)
- 3. Raise your shoe to borrow a pencil

- 4. Raise your hand for questions or comments
- 5. No Food Gum or Drinks in the Classroom

10. Sink Procedures:

1. Ask Permission

- 2. Stand at the tape
- 3. Patiently wait your turn
- 4. Only 2 people at a time
- 5. Clean any mess around the sink

Negative Consequences

I, _____ understand that if I don't follow the classroom procedures I will face the following consequences (write what's in bold):

- **1. Verbal Warning** Student should stop their behavior.
- **2. Cool Down Corner** Student will fill out a behavior assignment to reflect upon their conduct.
- **3. Detention** During the detention the student will write a 3 paragraph essay stating what they did wrong and how they can succeed in the classroom.

4. Referral to Administration

* Can be changed depending upon the offense.

Positive Consequences

I, _____ understand that if I follow the classroom procedures I have the possibility of receiving the following positive consequences (write what's in bold):

- 1. Stamp on personal art palette which is documented in Hero.
- 2. Going to the Art Box (Once the art palette is full).
- 3. Receive Reward Coupons