



Sunnybrae Student Behavior Expectations

	Be Safe	Be Caring	Be Responsible
Before School	Walk to the lunch tables if you are here early	Help students who are new figure out where to go	When the bell rings, walk to class.
Lunch Tables	Stay seated at your assigned table Always walk	Put trash in garbage/recycle Respect your neighbor's space and food	Wait for adult to dismiss your table
Lunch Line	Walk calmly and keep personal space Keep hands, feet and objects to self Use quiet voices	Only touch your own card Stand in line Wait your turn	Have your lunch card ready Be ready to make your choice Eat at the tables only
Bathrooms	Keep hands, feet and objects to self Wash hands	Respect privacy Wait for your turn Report concerns to teacher or office staff	Flush toilet after use Return to classroom right away Keep floor and walls clean and dry Conserve resources
LGI	Walk quietly and calmly Be aware of others around you Sit on bottom in assigned area Keep hands, feet and objects to self Watch for quiet signal	Use quiet voices Use kind and polite words Clap appropriately Listen respectfully	Follow adult directions Wait for signals
Recess	Keep hands, feet and objects to self Play approved games only Balls should only be used in designated game areas Walk to line up after the whistle blows	Include everyone Speak kindly to others Use problem-solving skills Share and use equipment properly	Stop and freeze when bell rings Eat and play in designated grade level areas Use hall pass to enter courtyard, office, & classrooms Follow adult directions Follow rules to all games
Courtyard	Always walk in walk areas Stay to the right, facing forward on stairs or in hallway Classes walk in a line(s) Keep feet on stairs, one stair at a time	Be calm and quiet Keep hands, feet and objects to self	Use a hall pass Follow adult directions Walk directly to your destination
Drop Off- Pick Up	Stay on sidewalk Watch for moving vehicles	Follow adult directions	Use sidewalks and crosswalks Wait behind safety lines
After School			

Classroom			