



Acceptable Use Policy For Ms. Kiou's 5th-Grade Classroom



Hello, Students! I'm so excited about this year. We're going to have so much fun exploring the world around us and discovering the rules and laws that keep this planet up and spinning. But first, we need to talk about the rules that keep our classroom spinning in the right direction.



•General Classroom Rules•

Rule #1- We're **ALL** people. We make mistakes and we don't always agree. The most important thing is to respect each other and each other's opinions. This doesn't mean that we agree with everyone's viewpoint, but we will listen to each other and hear each side of the issue. If someone says something disrespectful, it's their responsibility to apologize. If you wouldn't want someone to say it to you, don't say it to your classmate (or your teacher).

Rule #2- Listen to the teacher's directions and follow them to the best of your ability. There will be instructions posted on the dry erase board and I will tell you some directions directly, this is so that we can have a fun and safe environment to learn in!

Rule #3- Raise your hand if you have something you need to say or if you have an answer to a question. This makes it fair to everyone who knows the answers.

Rule #4- Be prepared for class. Come to class with your homework finished and the supplies that you'll need for the day. If you didn't fully understand something in your homework, just try your best! I'll explain it to you when you come to class if you need me to.

Rule #5- Keep the classroom neat. You will occasionally be responsible for classroom duties, such as handing out headphones or picking up pencils. These are special duties that come around occasionally, but you'll be responsible for keeping your area clean every day.

•Rules for Technology•

Rule #1- Cell phones should be off in class. If there is an emergency, tell me and I'll help you know what to do.

Rule #2- If there is free time, students may only be on the computers for 20 minutes in a 90-minute class period. Exceptions to this may be given by the teacher and does not include time spent in class working on projects or writing papers for class.

Rule #3- Students must treat all technology with respect. If you purposefully break a pair of class headphones, you'll not be to use another pair. You'll be responsible for bringing a pair for yourself for future use. Also, please gently type on the keyboard.

Rule #4- Students should not delete or destroy someone else's work on any type of device. Unless otherwise instructed, try to leave the computer and the computer settings the same way you found them.

Parent's Initials _____

Student's Initials _____

Teacher's Initials _____



Rule #5- If more than one student wants to use a type of technology, 15 minute turns will be taken (unless otherwise directed by the teacher).



•Rules for the Internet•

Rule #1- Never give out your personal information or someone else's personal information.

Rule #2- Do not bully or insult someone online. Bullying online is still bullying and will be punished by losing free-time technology privileges in the classroom, as well as the punishment deemed fitting by the principal based on our school's no-bullying policy.

Rule #3- Don't download unapproved material or get on sites that have been banned.

Rule #4- If you come across something that seems suspicious online or makes you uncomfortable, DO tell the teacher immediately.

Rule #5- Do not plagiarize someone's work off of the internet. Be careful what images you download and to always cite your information and resources in projects and papers.

•Important Information•

•What is plagiarism? Plagiarism is stealing someone else's work (be it words, image, or product) and claiming it as your own original work. If you copy and paste from the internet without giving credit, that is plagiarism. Many artists have copyrights on their work and to steal it is an act of theft or fraud.

•What is a copyright? This is something that our government gives to creators. It protects their work for a certain time from being copied or used without permission and for someone else's gain. This protects authors and creators from plagiarism.

•What is fair use? Fair use is what allows the copy of copyrighted materials without permission in certain circumstances. You can't make a profit from their work, but you can use it to create something new or use it in a classroom to show how it fits into a subject.

More information on these topics can be found on the class website.

Failure to follow the General Classroom Rules may result in a loss of student privileges/duties (such as phone duty or class spokesperson). Failure to follow the Rules for Technology may result in loss of technology use during free time or some other loss of privileges in the classroom or with technology. Failure to follow the Rules for the Internet may be dealt with on a case by case basis. Breaking Rules #1-3 may result in a single mark, loss of technology privileges, or being sent to the principal. Breaking Rule #5 may result in a zero on the assignment grade and a visit to the principal's office (depending on the severity of the offense).

Parent's Initials_____

Student's Initials_____

Teacher's Initials_____

Signature Page

I sign this paper in acknowledgment that I have read and understand the class rules as they've been written here and I agree to follow them. I understand that not following the rules will lead to consequences that I must abide by.

Student Signature: _____ Date: _____

I have read these rules and understand that my child will be held accountable to the consequences stated here.

Parent Signature: _____ Date: _____

I agree to uphold my policies stated here and be fair in upholding the fairness of this contract.

Teacher Signature: _____ Date: _____

Parent's Initials _____

Student's Initials _____

Teacher's Initials _____